

The lockers behind the tea table can block



Overview

Wardrobes and Lockers can not be entered from behind. Doing so will grant the player with a block symbol in their screen that flashes slowly in red and white. The newest model of a locker, found at Room 20. The reason they work is they exploit how entities detect and kill a player, with a need for a direct line of sight from the entity to the player model. Some props and areas block. This page is a list of hiding spots you can go inside, under, or behind to survive entities that require you to hide. Pros: Cons: (Other locker-type hiding spots such as.

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Patience Charm Guide: Lurking In The Lockers

You cannot hide in a locker for Kalypto for this challenge, as it will block the locker, resulting in a guaranteed A-50 encounter and loss. Thankfully, if you have the Pride charm, you will mainly be

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Locker , Roblox Rooms & Doors Wiki , Fandom

When the Locker was first added into the game, it was completely broken, meaning that hostile entities can still kill you regardless of whether or not you're hiding.



Doors Safe Spots Guide - How To Hide Without Hiding

Our guide on Doors Safe Spots, explaining ways you can hide from entities without using the limited-time Hiding Places in the game.

Hiding , Roblox Interminable Rooms Wiki , Fandom

An easy way to survive such entities is by hiding in blue lockers or tables, as those that fall under this category typically will not interact with these hiding spots.



Hiding Spots , Rooms: The Undefined Horrors Wiki , Fandom

Although some entities check lockers meaning that sometimes, if you are in a locker when a checker comes, it is practically a guaranteed death. To avoid this, you need to hide in a blue locker or crate, ...

Hiding , Roblox ROOMS Wiki , Fandom

When hiding inside a Locker, you'll snap inside of it. This is because the way they function is that they make you "sit down" inside it, which is why you exit it by pressing the space bar key, rather than just ...



2MW / 5MWh
Customizable

Hiding Sources , Roblox Rooms & Doors Wiki , Fandom

A Hiding Source is an object or area that you can interact with to hide. These are scattered in almost every single room in the game, whether it be lockers, tables, or both in the rooms.



Hiding Spots

Yellow lockers have a chance to replace a blue locker, functioning similarly to regular lockers. The player can hide in them, and checker entities will take multiple attempts to break/check the locker.



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