

1: Five Nights At Freddy's

Five Nights at Freddy's is an indie horror game, developed by Scott Cawthon, with a limited gameplay but whose oppressive atmosphere has earned it great success on PC and mobile. Warner Bros. even recently bought the rights to produce a film based on the game!

Cawthon releases most pictorial teasers of his games to his website, "Scott Games", [6] [7] and releases teaser trailers on his YouTube channel. Sister Location, Cawthon hired professional voice actors. The Silver Eyes sometime in the near future, and that it was to be written separate-canon to the games. The Silver Eyes was released on December 17, on Amazon Kindle, [14] its paperback version being released on September 27, slightly earlier than the original October release date. The Fourth Closet was released on June 26. These animatronics wander in the restaurant at night, and the guard is instructed to keep watch on them, as the restaurant has had incidents of previous guards being attacked and killed by the characters. To progress through the games, the player must guard themselves from the animatronics by using various tools to their advantage. In the first game, the player can control the two security doors that connect their office to the adjacent hallways, and may close them to provide a barricade against any animatronics in the vicinity. Each night, the player has a limited power supply that depletes quicker when a tool is used; if the player exhausts the power supply, the doors permanently open, allowing any animatronic to breach the office. Protective doors are not present in the office, and the player must instead defend themselves with an empty Freddy Fazbear head, which fools most animatronics. The power usage is also removed, instead being replaced with a limited flashlight, which is used to ward off one animatronic. Lights may also be used to brighten darker areas of the pizzeria. The game introduces the music box, which must be kept wound to prevent an attack from a certain animatronic. These malfunctions can be triggered randomly, or by hallucinations of past iterations of the animatronics. The ability to seal vents is also added, and must be used to prevent the sole tangible animatronic from entering the office. If the player fully completes all minigames, they unlock a secret ending. In this game, a new mechanic is added, where the player must listen for sounds of the animatronics breathing. This can determine whether to use the flashlight or close the doors. If the player hears breathing at the side doors, they should close the door and wait for the animatronics to walk away. However, if the player shuts the doors too early, the animatronics will jump scare the player when the door is opened. If there is no breathing, the player uses the flashlight to ward off the animatronics. If the player flashes the flashlight while an animatronic is in the doorway, the player will be jumpscared. The closet door is where Foxy resides, which the player wards off by holding the door shut on him. The flashlight can no longer run out of power, and can also be used to deter the "Fredbles" that appear on the bed. Sister Location once again keeps the doors, albeit for the secret ending. Other mechanics include another control pad inside the "breaker room", controlling the power to the whole facility, and a flash beacon, which allows the player to see in the darkened "Funtime Auditorium" and avoid the sole animatronic in that room. Sister Location is also the only game where the player is able to move between rooms. A series of minigames can be played by testing attractions used in the establishment. Once a player has completed this portion of the game, they must sit in a room and complete tasks while fending off hostile animatronics they have "salvaged" previously. Each game requires the player to survive five nights, with each night increasing the difficulty. The fifth game is currently the only game with only five nights, if the custom night DLC is not included. The player unlocks different areas as they continue on their adventure. Eventually, after completing certain tasks, the player wins one of eight different endings, all of which will unlock a trophy on the title screen once completed. The update also introduced another boss character which the player must defeat as well as minigames to unlock the aforementioned new characters. The ability to use a security camera system is found in all of the main games except the fourth and the sixth, and is used to observe the positions of the animatronic characters through security cameras that are set throughout the location. However, only one location can be viewed at a time, and some areas are not visible on the aforementioned cameras. In the third game, cameras become dysfunctional if the associated system fails. Lights The lights, and, by extension, the flashlight and flash beacon, are found in all main games, excluding

the third. While use varies per game, lights are generally used to ward off animatronics, or warn the player of their presence. The flashlight in the second and fourth game works in the same fashion as its real life counterpart, in the sense that it has a limited battery life, albeit only in the second game, and must be toggled on and off. Some jumpscare, including those of Golden Freddy In the first installment , Nightmare, and Nightmarionne, consist of a single screen supplemented with shrill, distorted audio. These jumpscare usually crash or restart the game. The player can utilise the tools listed above to prevent attacks, thus preventing any jumpscare from occurring. In all games from the second onwards, the player will gain access to a series of predominantly 8-bit minigames, sometimes randomly after death, as in the second game, and sometimes once the player has completed a specific task. Sister Location uses something similar, an A. None of them have distinct personalities and most of the gameplay takes place from their point of view. Sister Location is a technician who has their name jokingly autocorrected to Eggs Benedict. Apart from Mike Schmidt, Jeremy Fitzgerald, Fritz Smith, and Michael a character whose voice is heard in Sister Location , none of the other human characters in the series have any real, or at least confirmed, names. In the first three games, a man simply identified as "Phone Guy" leaves a recording over the phone at the beginning of each night which serves as advice to the player on how to deal with the animatronics. Sister Location instead features a human A. The sixth game introduces "Cassette Man," a male voice heard giving instructions to the player on a series of cassette recordings. The main antagonist of the series is "Purple Guy", a serial killer who murdered at least five children, whose spirits now inhabit the animatronics. A fifth animatronic, Golden Freddy, occasionally appears, albeit in the form of a hallucination. The animatronics return in various forms throughout the following games, except in the fifth installment, in which Chica is completely absent. Despite being a prequel, the second game introduces upgraded versions of the original characters called Toy Freddy, Toy Bonnie, Toy Chica, and Mangle, along with old, ripped, and worn out versions of the original animatronics. Mangle is meant to be a "toy" version of Foxy, but was ripped apart so much by children that the staff got tired of reassembling it and left it as a "take apart, put back together" attraction, according to Phone Guy. He also mentions that the employees nicknamed it "the Mangle". Two new characters are also introduced: A jump scare from the first game. The only true animatronic in the third game is Springtrap, who looks like a decayed golden version of Bonnie. In the fourth game, nightmare versions of the original four animatronics- Nightmare Bonnie, Nightmare Chica, Nightmare Foxy, and Nightmare Freddy " appear, haunting a small boy. A nightmare version of Golden Freddy is also featured, identified as Nightmare Fredbear, who replaces all animatronics on the fifth night. Plushtrap, a finger trap toy version of Springtrap, [47] and Nightmare, a version of Nightmare Fredbear whose jumpscare causes the game to reset. Sister Location, Freddy and Foxy reappear with pink-and-white re-skins as the "Funtime" animatronics. Multiple new characters also appear in this game: Circus Baby, a female clown-like humanoid and the main animatronic of the establishment; Ballora, a tall, ballerina-style humanoid animatronic who specialises in dancing; a bear-like endoskeleton named Yenndo who appears very rarely in-game; Lolbit an alternately coloured Funtime Foxy , and Ennard, who is a hybrid and a hive-mind of the endoskeletons of other animatronics from the game. Three of these animatronics are accompanied with smaller companion animatronics: Funtime Freddy, who is accompanied by "Bon-Bon", a hand-puppet version of Bonnie; Ballora, who is accompanied by the Minireenas small, ballet-dancer like animatronics ; and Baby, who is accompanied by multiple baby-like animatronics called Bidybabs. The player discovers one animatronic at the end of each of the first four nights and must decide whether to salvage or discard it. Any animatronics that the player attempts to salvage, or that have hidden themselves within other items purchased by the player, become a threat during all subsequent nights. Freddy Fazbear center , Bonnie left and Chica right. The player must survive from midnight to 6 AM. The player is not able to leave the room, and must use a camera system and two doors with lights in order to defend themselves from the animatronics. A version for the Windows Phone was also released, [55] but was taken down soon after due to the down-scaled graphics of the port. Ports for Android and iOS were released on November 13 and 20 of the same year. A Windows Phone port was also released, but was taken down for the same reasons as the first game. The player must again listen to the instructions of a "phone guy", and attempt to defend themselves from the animatronics using several mechanics. Like the previous game, the player must

survive from midnight to 6 AM. An entity portrayed as a purple sprite is also introduced, who is speculated to be the culpable murderer who murdered the children. Failure to maintain these systems can create many issues for the player, including dysfunctional cameras, and the inability to play audio in order to lure away the animatronic. The player receives guidance from a founder of the horror attraction for the first couple of nights, but also listens to old tape recordings discovered by the attraction workers related to the backstory of previous locations. This ending is thought to imply that the souls of the murdered children have been set free, although connoted meanings are disputed. Android and iOS ports were released on July 25, and August 3, . The player character is a young boy suffering from delusions of being attacked by nightmarish versions of the original animatronic characters. The story of possibly the same young boy is told through minigames, in which he is shown to be bullied due to his irrational fear of a restaurant featuring a yellow animatronic bear and rabbit. He is guided by an animatronic plush toy, who speaks to the character in times when he is alone. The child is eventually killed by the bear animatronic, "Fredbear", in a freak accident. Sister Location Main article: Sister Location, featuring a clown-like animatronic , revealed to be named "Circus Baby". The release date was later confirmed to be October 7, . Cawthon made a joke release of the game on October 5, apparently releasing a "mature" edition of the game after the decision to delay the game to make it more " kid friendly ". Sister Location was first released for Microsoft Windows on October 7, , followed by ports for Android and iOS on December 22, and January 3, , respectively. The game also offers a "custom night" DLC, [75] in which the player is able to use mechanics reminiscing those of the first game such as interactive doors and a camera system , which were absent from the main game. On July 2, , he announced his decision to cancel this game, stating that he had been "neglecting other things in [his] life for the sake of trying to keep up with mounting expectations". Elements of the restaurant simulation portion of the game affect the portions similar to the main series. For example, a player may accept a corporate sponsor for the restaurant to help with finances, but doing so causes loud video ads from the sponsor to play during the "night-shift" periods of the game, making it difficult for the player to hear approaching animatronics. The game takes place in a fanciful world, where the characters must fight enemies and progress through the game by unlocking certain perks and items. Though originally planned for release on February 2, , Cawthon rescheduled the release to January 22, , but eventually launched yet another day earlier, on January 21, , respectively. In February , Cawthon released a free version of the game, which featured a 3D overworld and an updated character selection screen.

2: Five Nights at Freddy's 2 - Play Free Online Games

Five Nights at Freddy's is incredibly unique and takes an approach to horror that I've never experienced before. If you're a fan of scary games you MUST check this game out!

This section needs additional citations for verification. Please help improve this article by adding citations to reliable sources. Unsourced material may be challenged and removed. There are no cameras, and instead of "Phone Guy", the player is given on-screen instructions to help the player during the game. If the player is not careful in shining the light towards the hallways or leaves the doors, closet, and bed unattended for too long, the player will be jumpscared, leading to a game over. If the player wins, the player will start the next night at 2 AM. Like the nightmare animatronics, this timed minigame becomes more difficult as the game progresses. It is impossible to use the time bonus in the unlockable modes. Additionally, if the player gets a game over, the bonus is no longer valid for further plays of the same level. The first four nights will put the player against four animatronics: Nightmare Fredbear, who combines the scare tactics of the previous four, is the sole attacker on the fifth night. Completing all five nights will unlock an additional sixth night, where the four animatronics will haunt the player until Nightmare Fredbear takes over when the clock hits 4 AM. Completing the sixth night will unlock the "Nightmare" night, where the animatronics are very persistent and Nightmare Fredbear is replaced by the highly aggressive Nightmare, who has a unique game over screen compared to other animatronics. A secret code will unlock an eighth night based on the Custom Night modes from the first two games, which sets the A. Other unlockables include galleries of the various animatronics and jumpscare, as well as behind-the-scenes looks at the 3D-modelling process for Fredbear and Foxy. Each of the minigames are set in a time frame corresponding to the five nights, beginning with "5 days until the party", up to "0 days until the party". Plot[edit] The game starts with a minigame which shows a young boy who is locked in his bedroom with plush toys, which he calls his friends. An easter egg during this scene briefly shows the "William Afton" from the second and third games placing someone in the Spring Bonnie suit. After the sixth night, the boy hears a voice apologizing to him, [14] as Fredbear promises him that no matter how many times he "breaks", he and the others will always be there to "put him back together" and will always be his friends. Following this, the player unlocks Nightmare mode, which is the same as the sixth night with the exception of a new animatronic, Nightmare, a more aggressive version of Nightmare Fredbear. If the player completes Nightmare mode, an image of a locked metal trunk is displayed; if the player wiggles the padlocks, the game eventually states "Perhaps some things are best left forgotten, for now. He gave only one clue: The images, featuring the characters from the hies, cryptically teased at a release on Halloween. The subtitle, The Final Chapter, was dropped. On October 31, , two updates for the game were released. Nightmare Cupcake is also replaced with a jack-o-lantern.

3: Five Nights at Freddy's - GameSpot

Can you survive five nights at freddys, five nights at freddy's? The player sits in an office and monitors security cameras positioned throughout the restaurant to observe the animatronic mascots.

4: Five Nights at Freddy's 2 - Free online games at www.enganchecubano.com

Five Nights at Freddy's, Working the night shift as a security guard at Freddy Fazbear's Pizza doesn't sound so bad, right? There won't be much to do but sit around watching the monitors in the office.

5: Five Nights at Freddy's - Free online games at www.enganchecubano.com

Five Nights At Freddy's is a video game that is also available online at our website. The game is rather scary and not recommended for little kids. You have to stay five nights in a room with limited ammount of electricity.

6: five nights at freddy's 6

If you didn't die of a heart attack after playing the first episode, be aware that FNAF 2 is even more terrifying and that it will be more difficult t.

7: Five Nights At Freddys Unblocked

Game Five Nights at Freddys KIZ Games - Are you ready to be scared? Youre a security guard and start a new job in Fazbear Freddys Pizza pizzeria where it is rumored that some animatronics, walking at night at home.

8: Five Nights at Freddy's - Play Free Online Games

Freddy Fazbear is the titular main antagonist of Five Nights at Freddy's, who later appears as multiple variations in the succeeding games, and is the mascot of Freddy Fazbear's Pizza.

9: Five Nights at Freddy's 4 - Wikipedia

Five Nights at Freddy's (often abbreviated to FNaF) is a media franchise based around an indie video game series created, designed, developed, and published by Scott Cawthon for Microsoft Windows, iOS, and Android.

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