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5 nights at freddy's guide

Welcome to the Ultimate Five Nights at Freddy's Guide! Because a 650-word guide can be the ultimate. Five Nights at Freddy's is a survival horror point-and-click game by Scott Cawthon. You take the night shift at Freddy Fazbear's Pizza. A job you need to survive for 5 nights, every night from noon to 6 a.m., to make sure the Animatronics doesn't get you. Because when they do, the game is over. I'll give you some tips on how to beat Five Nights at Freddy's, but first some info about the Animatronics. [Divider] Bonnie Bonnie at the door. [wp_ad_camp_1] Bonnie is a Bunny Animatronic that is most active in the first nights. He returns to your office more often than other animatronics and can only enter via the left side. When he is in your office, the doors are locked. Chica Chica is watching you! Chica is most active from night 2 to 5 and she will only approach the office from the right side. She is very similar to bonnie, but she sleeps longer at the door. When you hear noises from the kitchen, Chica eats pizza. It can also block your doors. Foxy Foxy in his second stage... ... and third stage. Foxy is a pirate fox hiding in Pirate Cove. He is active from night 2 -5, sometimes night 1. It is unique because it has different stages. In the first stage he hides behind his curtains, in the second stage he will see through, in the third stage he is in front of his exhibition and in the last stage he has completely left Pirate Cove. He will then run through the West Hall (Cam 2-A) towards you. The levels change faster if you don't watch it enough, so check it regularly. If he has left Pirate Cove, do not check Cam 2-A, just close your door and wait for the sound of him knocking. He will only approach the left door. [wp_ad_camp_1] Freddy Fasbear Man sees Only Freddy's eyes glowing in the background. Freddy is most active in night 4 and 5, but may appear earlier. He won't look at your door, so if he's the East Hall, you should close the right door right immediately. It can also attack when both doors are closed and the power runs out. When he's in the kitchen, a song starts and you hear a laugh when he moves. Finally, Freddy hides in the dark corners of the room and is not visible when there is an animatronic in the room with him. [Divider] Cameras, doors and lights Your camera viewer and lights will help you find the Animatronics. Check both regularly and check on Pirate Cove every 1-3 times when you look at the cameras. Your camera can accept any place for the blind spots in front of your door, that's when the lights come in. Check your lights, you check the cameras, this is very important from night 3 and off. If Bonnie and Chica are near your door without checking, they will sneak on top of you and kill you while you check the camera viewer. If an Animatronic Animatronic to the door. Close it! Energy Every night you start with a full energy bar. The cameras, lights and doors cost electricity. Foxy also takes some power when he knocks on your door. If he does this twice in a night, you'll have a hard time! Some useful tips check the door lights and corridors often; Lights in front of cameras. Also remember to see Pirate Cove frequently. Listening to steps in the aisles is also a sign of animatronics nearby. Also remember to use your power wisely! The best tip I can really give you is to stay calm. Then you will beat them! Well, for the most part. If you're interested in Five Nights at Freddy's after reading this guide and want to try to beat it yourself, you can buy it on Steam for .99 USD. Five Nights at Freddy's is our September 2014 Not Crowdfunded, But... Title. For more Five Nights at Freddy's Content head over here. [wp_ad_camp_1] Five Nights At Freddy's 1Night 1: This is the first night at work, so the easiest. Most players are very nervous, but the way to win is to be the opposite. The only animatronic to move is Bonnie (The Purple Bunny) tonight. All you have to do is keep your camera on Bonnie. If you can't find him, check the light on the door to your left, and when he stares at you through the window or door, quickly close the door and wait for him to leave. If you turn on the door light while the door is closed and you see a pair of ears shadow, it's still there, if not, you can open your door. NOTE: Keep your eyes on the camera at least every 20 seconds or Foxy will kill you. Night 2: Now it gets a little harder. That night, Chica (The Yellow Chicken), Bonnie and Foxy (The Pirate Fox) can come after you. Do the same strategy to avoid Bonnie, and also do the same light trick at the other door to make sure chica doesn't get you. Foxy is one of the most dangerous animatronics. He walks down the hall at Camera 2-A. If you are fast, you can avoid death by quickly closing the left door, but just try not to leave it in your hallway. Keep your cams on Pirate Cove, AKA cam 1-C. After that night it will be extremeNight 3: Now you need skill to survive. This time, each animatronic is for your booty. You don't have to keep an eye on the Animatronics this time. Simply check the 4-B and 1-C cams. After each cam check, check the door lights before looking at the cameras again. If you see freddy looking at the East Hall in the camera at cam 4-B AKA, close Your right door and wait for it to open the door again. Be sure to save as much power as possible by just checking the cams for a few seconds at a time and just flashing your light for a millisecond and listening to the noise indicating that someone is out there. This night there is a rare chance to encounter a yellow version of freddy slumped in your office. When this happens, quickly pull your camera and it will disappear. WARNING: If you fail to set up the camera when Golden Freddy is in your office, his Jumpscare will crash GameNight 4: You are doing good if you are on Night 4. Stick to the only Check-Cam 1-C and 4-B strategy and always check the door lights before setting up your camera. Save power and pay attention to Foxy, he's very active tonight. Golden freddy does not appear that night, phew. The Animatronics moves a little faster and becomes more aggressive. If you beat that night, you are on your last day at work..... Maybe. Night 5: Good job it does here. This night is extremely hard. stick to the strategies we used for the other nights. All Animatronics are extremely active this evening and your power runs out quickly. Check out the cameras for a very short time and use your lights after each camera check. Pay attention to freddy and foxy and I wish you good luck. OH GOODIE! YOU SCHLAGEN THE GAME: Wait..... NIGHT 6???!?!?!?!?!?!?!?
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