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2016 indie video role-playing game This article needs additional references for verification. Help improve this article by adding references to trusted sources. Material without resources can be challenged and removed. Find sources: FNaF World - news - newspapers - books - scholar - JSTOR (January 2017) (Learn how and when to remove this template message) FNaF WorldSteam showcase header Developer(s)Scott CawthonPublisher(s)Scott ÖwthonComposer(s)Leon RiskinSeriesFul nights at Freddy'sEngineClickteam Fusion 2.5Frame(s) Microsoft Windows, AndroidReleaseMicrosoft WindowsWW: January 21, 2016 Android WW: January 12, 2017December 2017H(s) Role-playingMode(s)Single-player FNaF World is an indie video game that plays roles and was created by Scott Cow. It's the first official spin-off for the five nights in Freddy's series. The game was released for Microsoft Windows on January 21, 2016 and Android on January 12, 2017, but came with unfinished gameplay and a large amount of errors, leading to poor reception and ultimately the decision to remove the game from digital storefronts. On February 8, 2016, the game was updated and re-released as free software in Game Jolt for free. Gameplay The player has two ways to play in: Adventure and Fixed Party. The game also has two levels of difficulty to choose from, Normal and Tough. The player starts by selecting two parts consisting of four characters each. Boot characters, original and game versions of the first main game characters, can all be exchanged in and out of the party. As the player continues, they collect more characters to place in their party, with a total of 40 characters available from the first four games. Along the way, a character known as Fredbear will give the player advice on what to do next. These tips often break the fourth wall because of Fredbear's apparent awareness of the situation being placed inside. The gameplay consists of exploring through the world of the game and accessing new areas. [1] Once new sites are revealed and a special button is pressed on them, the player can use the jumping to teleport between each area via an overworld map. Initially, the world is depicted in a 2D 8-bit style, but since version 1.2 was released in May 2016, the world has redesigned into it a fully animated 3D style (it's technically 2D art). Many hostile characters can be found throughout the game, each solely for their own territory, which can be combated with. After defeating an enemy, the player will gain experience points and Tokens, which are used to buy upgrades such as chips and bytes to help the player during the game. Meanwhile, battles against enemies, which are completely random (with the exception of boss battles), are conducted on a separate 3D style (again still technically 2d) pitch. In battles, the players' characters are on the right side, side, on the left side. Each character has an HP counter located in the upper-right corner. by maintaining damage, the counter is reduced to zero, which causes a KO (represented by a tombstone replacing the knockout character), unless the player selects a resurrection command available in selected characters. For each turn, the player has options for each character and must select one of his three commands, which vary depending on the characters. The commands have different color tags and have different effects, including group healing (pink), providing status buffs (white), target attacks (orange), area attacks (red), poisonous attacks (green), and possible direct killing attacks (black), among others. Once a turn is used, the player must wait for some time until the next turn starts. The player can also exchange the current part with the reserve at any time. After each battle, all the characters, including the knockouts, are restored to full health. The GameJolt version changed the world graphics from 2D to 3D. From version 1.2, the player is able to travel to a new land, to play the minigames of characters whose codes are recycled for other games to unlock new characters after the player completes sets of minigames in a number of ways. These include Foxy Fighters, Cheika's Magic Rainbow, Foxy EXE and FNAF 57: Freddy in Space. Setting FNaF World takes place in a world populated by enemies and various characters from the five nights in the Freddy series, who live in different biomes, including a snowy plain, deep forests, a cemetery, lake, carnival, and caves. There is also an internal dimension known as Flipside, the game code of the world, in which there are several glitches that allow travel to different inaccessible places. [1] Flipside has four layers in total, although going beyond the third level is a point of no return, leading to an area with a character called Old Man Consequences. Update 2 added the Halloween Update area, from which various minigames can be accessed along with the final site: a toxic maze where the final boss of Update 2 is located. Development FNaF World was first announced on September 15, 2015, in a Steam post by Fwthon. [2] Later, a trailer was uploaded to YouTube, depicting the characters of the previous four games as cute. [3] The announcement was considered a hoax due to similar public relations actions taken by Öwthon, however, it was not until his release. Öwthon noted that the game is a spin-off, considering the main arc of Five Nights in Freddy ended with the fourth game. Although originally scheduled for release on February 2, 2016, Ewthon rescheduled the release on January 22, 2016, but finally launched another day earlier, on January 21, 2016, respectively, releasing it digitally via Steam. [4] After liberation, the community and critics the game for missing key features, which is unstable and generally unfinished, which Öwthon later apologized for, stating that [he] got too eager to show the things that were finished, that [he] neglected to pay attention to things that weren't. [5] He agreed with the community that he had rushed the release, and that the rough state of the game was unacceptable. [6] Ewthon said he would work hard to get the game in order, but this eventually led to Ewthon temporarily downloading the game from Steam, offering refunds to everyone who bought it. [7] It was later announced that, once the game will be further repaired, it will be released for free, first in the jolt game, and will be released from that point on. [8] I know there may be people who will say that I should have continued to work on it. The reality is that some of the mistakes made in the development of this game were made very early. Fixing certain things would basically be to rebuild the game from scratch. At what point do you stop trying to fix a project that didn't go well and start working on something new? At some point you have to go away and stop trying to fix it. — Scott Cowon on Steam, about stopping FNaF World [9] On February 8, 2016, he released an update to GameJolt as freeware, which also features a new overworld and other new features. [10] On May 13, 2016, a second update on FNaF World was released, with new characters and a new map, as well as vocal acting. [11] [12] [13] On January 12, 2017, FNaF World was released on Android, but was removed the next day. On January 31, 2017, Öwthon dispelled any rumors about the highly suspected Update 3, saying no further updates would be made to the game. He expressed his displeasure with the game, stating that most mistakes in development were made too early, and that the effort to better the game would be to recreate the game from scratch. He later removed the game from Steam. [14] Download This section needs an extension. You can help by adding to it. (January 2016) FNaF World generally received mixed reception among critics and the community, with many YouTube players responsible for launching the franchise for its high popularity as Markiplier, choosing not to play it, most likely changing the way critics responded to the spin-off. [15] However, Angelo M. D'Argenio from the Escapist gave the game a decent review, stating that Five Nights in the World freddy is a retro JRPG parody that feels incomplete now, but is steadily becoming as the patches come out, giving the FNaF world a 3/5 result. This, however, does not make it as popular as the other FNAF games. [16] Gaming ground also gave a satisfactory review, giving the game a 3.5/5. [17] References ^ a b Five Nights in the World of Freddy Full Gameplay Detailed Presentation. An angry player. January 23, 2016. Retrieved May 10, 2017. ^ «Steam Community :: Group Group Five nights at Freddie's 4. steamcommunity.com September 15, 2015. Retrieved March 19, 2017. ^ Klepek, Patrick (September 16, 2015). Five nights at freddy's creator makes an RPG. Kotaku. Gawker Media. Retrieved September 16, 2015. ^ Prescott, Shaun (January 21, 2016). Five nights in Freddie's world has been released early. PC player. Future U.S. Retrieved January 22, 2016. ^ Chalk, Andy (January 22, 2016). Five nights in the creator freddy apologizes for ugly FNAF World launch. PC player. Future U.S. Retrieved January 23, 2016. ^ Frank, Allegra (January 22, 2016). Five nights at Freddy's World started very early, missing key features. Polygon. Vox Media. Retrieved January 25, 2016. ^ Rowen, Nic (January 25, 2016). 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