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Fnaf 2 characters wiki _World،ويقترب من قتلكجام: wnd، 2 يتحرك ليلة 3، يِظهر الردهة :FNAF في SingerRole :دور RreddyAge: UnknownGender ملف ،يتحرك ليلة 1، يتسلق من خلال تنفيس الحق لقتلك الألعاب: FNAF: 2 دور: عازف الجيتاررر في UnknownGender: MaleMain :لعبة بونيج :Name _youGames: 2،World يزيل العينين ومنقار، يتحرك ليلة 2، يقفز في :FNAF في DancerRole :دور أنثى :ChicaAge: UnknownGender لعبة :Name في AttractionRole العمر: غير معروف دور: اتخاذ وبصرف النظر وضع معا(Mangle) فوكسي Name: Funtime_ .SL,ببقى ليلة على الجدران، يتحرك ليلة 3، يتأرجح من السقف لقتلك. الألعاب: Fnaf: 2,3 لا ينتهي، (ليلة 1-7) سوف يقتلك، لا توجد طريقة للنجاة (ما لم تصل إلى الساعة 6 صباحًا). الألعاب: 2,3,4 (ليس 2,3,4 (ليس 2,3,4 ألعاب: 2,3,4) الألعاب: 4-7) سوف يقتلك، لا توجد طريقة للنجاة (ما لم تصل إلى الساعة 6 صباحًا). الألعاب: 4-7) _Games: 2, Worldيظهر ليلة 3, ضوء فلاش لدرء له قبالة, فريدي قناع يعمل :FNAF في ServiceRole دور: من FazbearAge: UnknownGender: MaleMain يذول فريدي SarviceRole يذول فريدي SarviceRole يذول فريدي SarviceRole بذول فريدي SarviceRole والمراد المعادية ال ServiceRole دور: من UnknownGender: MaleMain :پنذل بونیج _Name: ينهل FoxyAge: UnknownGender: _HallwayGames: 2, World من الفتحات, على غرار فريد ولكن لا يذهب من FNAF: attacts في ServiceRole دور أنثى: من ChicaAge: UnknownGender يذبل -Name_Name يفس :FNAF نفس :W. FreddyGames في _Appears Night 2Games: 2,World .انه نادرا ما يظهر على الكاميرات ويبقى في الردهة. لا تأثير من قناع فريدي، فلاش ضوء عليه :FNAF في ServiceRole دور: من MaleMain _Name: Balloon Boy (F***Boy)Age: YoungGender: MaleMain Role: Hands out BalloonsRole in FNAF: Takes flashlight batteries, appears Night _Name: Golden FreddyAge: 5Gender: MaleMain Role: Out of Service/RetiredRole in FNAF: Same as FNAF 1Games: 1,2,3,4 (Fredbear),World,SL (Yenndo)_ 2014 point-and-click survival horror video game Five Nights at Freddy's 2Steam storefront headerDeveloper(s)Scott Cawthon (PC)Clickteam USA LLC (Android/iOS)Publisher(s)Scott Cawthon SeriesFive Nights at Freddy's EngineClickteam Fusion 2.5Platform(s)Microsoft WindowsiOSAndroidPlayStation 4Xbox OneNintendo SwitchReleaseMicrosoft WindowsWW: November 11, 2014AndroidWW: November 15, 2014iOSWW: November 20, 2014PlayStation 4, Xbox One, Nintendo SwitchWW: November 29, 2019Genre(s)Survival horror video game developed and published by Scott Cawthon. The second installment in five nights in the Freddy series, the game is set chronologically before the events of the first game, making it prequel for the series and sequentially the third installment in the series. The game was released on Steam on November 11, 2014,[3] respectively, with the latter due to problems with the demo version. [4] Mobile ports for Android and iOS were released on November 15, 2014 and November 20, 2014, respectively. Nintendo Switch, PlayStation 4 and Xbox One port were released on November 29, 2019. [5] Similar to the previous game, five nights at The Freddy Center 2 about Freddy Fazbear's fictional pizza, where the player acts as a security guard and must defend herself from the mascots in the animated restaurant. The game also offers many new gameplay components, such as flashlight, freddy fazbear wearable head (to fool certain animations) and 8-bit minigames. [6] The game received mixed reviews to a positive from critics, who praised the new mechanics but criticized its difficulty compared to its predecessor. This was followed by five nights at Freddy's 3 on March 2, 2015. Playing like the first game, Five Nights in Freddy 2 is a horror survival video game with point-and-click elements. Players must survive a night shift at Freddy Fazbear's new and benefactor pizzeria (a paste from Chuck E. Cheese and S showBiz Pizza Place) from 12 am to 6 am game time (approximately seven minutes and six seconds), without being attacked by any of the animated enemy characters that wander from room to room. There are many different animated characters that wander from room to room. There are many different animated characters that wander from room to room. There are many different animated characters that wander from room to room. versions Freddy, Bonnie, Chica and Fxy (referred to as Mangle), Marionette (often referred to as the Doll), and Android Robot (referred to as Balloon Boy). Much like the first game, the player can not leave the office but animation movements can be tracked across a network of security cameras placed throughout the building. The office has three entrances (entrance and two side vents); In the exit of the previous game, none of these can be closed to prevent enemies from entering. Each vent is equipped with light that can be worn to ward off the approach of animation. However, this strategy does not work on specific personalities, who must be addressed by other means. Flashlight is also available, used to check the lobby and dark areas of camera feeds as well To re-foxy via strobing. Unlike the previous title, the power source for cameras and ventlights is unlimited, but the lamp has a limited battery life; In addition, the music box is placed in one room and must end remotely through the camera interface, to avoid being attacked by the marionette, which appears when the music stops. Failure to defend the self-defense of the animation will lead to jumping. Unlike the first game, after killing the player, there is a chance that instead of the game screen above, one of the four 8-bit minigames will appear with instructions given at the beginning of each. These mini-games contain an insight into the plot of the game consists of five levels referred to as s, increasing in difficulty. Completing all five adds a star to the title screen and opens the sixth night more difficult, which in turn adds a second star and opens a dedicated night when the night is over. On a dedicated night, the player can adjust the difficulty of artificial intelligence from individual animation set to 20 results in adding the final star to the title screen. The player's character plot, later revealed to be Jeremy Fitzgerald, began working as a night watch security guard in Freddy Fazbear's improved pizza. [8] As he did in the previous game, a certain Pizza employee Freddy Fazbear calls Jeremy on the background surrounding the restaurant. He explains that the new animation (consisting of Freddy's toy, Bonnie toy, chica game, mangal, balloon boy, and doll), which has special facial recognition software and access to a criminal database in order to protect children from potential harm, was not programmed with a proper night mode. When things go silent, their programs tell them they're in the wrong room and they're looking for the nearest source of noise to find people to entertain, which happens to be the office. [9] As in the previous game, the animation programming tells them that there should be no people in the restaurant after hours, so when they encounter Jeremy, they think it is the structure of an animated resonating without costume and will try his stuff in Freddy Fazbear's spare suit, killing him in the process. [10] The employee explains to receive this restaurant unlimited source of power at night, contrary to the previous position, but there are no doors preventing access to the animation into thinking it is not indiscaton; He gives additional tips to help the player survive the transformation. [10] More enemy characters appear as Progress, the employee teaches Jeremy of their presence, their patterns of movement, and some basic information from the first game) are in the new restaurant, updated with new technology, but with the company's choice to redesign the characters, they are retained for spare parts. [12] As the game progressed, he hinted that rumors were circulating, and later, that the police were investigating the restaurant. Small Atari-style games reveal that the restaurant had a turbulent past, where it was the site of a mass murder in which at least five children were killed, with the offender often emerging as an unknown purple figure (although subsequent installments would give him the name Of William Afton). [13] In the play's fifth night, Jeremy learns by the employee that the restaurant receives is placed on lockdown due to an accident that is not possible, but which is in place to ensure no employees, present or former, can enter or leave. The man also states that the security situation on the day the restaurant (restaurant turns has a vacancy and Jeremy may be promoted to it, and that the owner of the family's Friedbear restaurant (restaurant preceding Freddie Vasper's pizza) will be contacted for more information about the incident. It should be noted that the choice received by the player at the end of Night 5 dates back to 1987, thus establishing the game as a prequel to the original. [14] On the sixth night, the man on the phone informs Jeremy that the restaurant has been closed for undisclosed reasons, although he mentions the use of a spare yellow suit and a case of animation that is not working properly. [15] He also says he will take over night security when the restaurant reopens. If Jeremy is successful in surviving the sixth night, he is promoted to a day shift to cover a birthday party the next day to make sure that the animation does not cause any problems. A newspaper appearing on the winning screen of the sixth night says that the restaurant will close and the new animation will be cancelled. However, the oldest ones will be saved when the restaurant opens, hinting at the events of the first game. On the special night of this installment, the player acts as a new character named Fritz Smith because Jeremy is being moved in a fit of the day. When you finish a custom night, Fritz is launched to mess with the animation and smell, replying to the screen of the five-night release in Freddy, developer Cawthon began to confirm rumors about the seguel to the game. [16] Just one month after the original game was launched, Cawthon published The sequel to his web page, the teaser continued to post until the release of the game was released in October 2014. Five nights at Freddy's 2 was first released to Microsoft Windows on November 11, 2014, earlier than planned for December 25, 2014. Ports for Android and iOS were released on November 15 and 20 of the same year. ReceptionAggregate scoreAggregatorScoreMetacritic (PC) 62/100[18] review scoresPublicationScorePC Gamer (US)70/100[19]TouchArcade (iOS) [20] Five nights in Freddy 2 met with mixed reviews to the positive of critics. The Microsoft Windows version contains 62 out of 100 metacritic aggregation points. [18] Omri Petitte gave Gamer computers five nights in 2 Freddy score of 70 out of 100, that what he wanted in the sequel was more mind games and more uncertainty. I wanted to work in the legs what I got is a horror game heavily dipped in deception and precision, a wonderfully harsh combination of supernatural mystery and a paranoid adrenaline shake. Enjoy ing good parts, though, comes with the cost of frustrating acute difficulty. [19] Destructoid also gave the game a positive review, saying that it is guite terrifying to know that it can be attacked at any moment in several ways, praising the introduction of new animations and mechanics, but also criticizing jumpscares and called the game too hard to its advantage. [21] In a review of Switch's version of the game in 2019 Mitch Vogel of Nintendo Live said five nights at 2 Freddy may not necessarily reinvent the wheel, but it still does a good job of keeping your seat. References ^ Prescott, Sean (November 10, 2014). Five nights in Freddy 2 is now available on steam. Computer games. Accessed February 3, 2015. A Squires, C (September 23, 2014). Interview with the author of the top paid game in AppStore. Click Tim was archived from the original version on November 6, 2014. Accessed February 11, 2015. A Jeffrey Matulef (November 12, 2014). Five nights in Freddy's 1, 2, 3, and 4 for PS4, Xbox One, and the launch switch November 29. Radar games. ^ Carlson, Alex (October 21, 2014). Five nights in Freddy's 2 steam hits the green light, removes the doors. Hardcore Game LLC was seen on October 30, 2014. ^ Priest A, Chris (October 24, 2014). 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