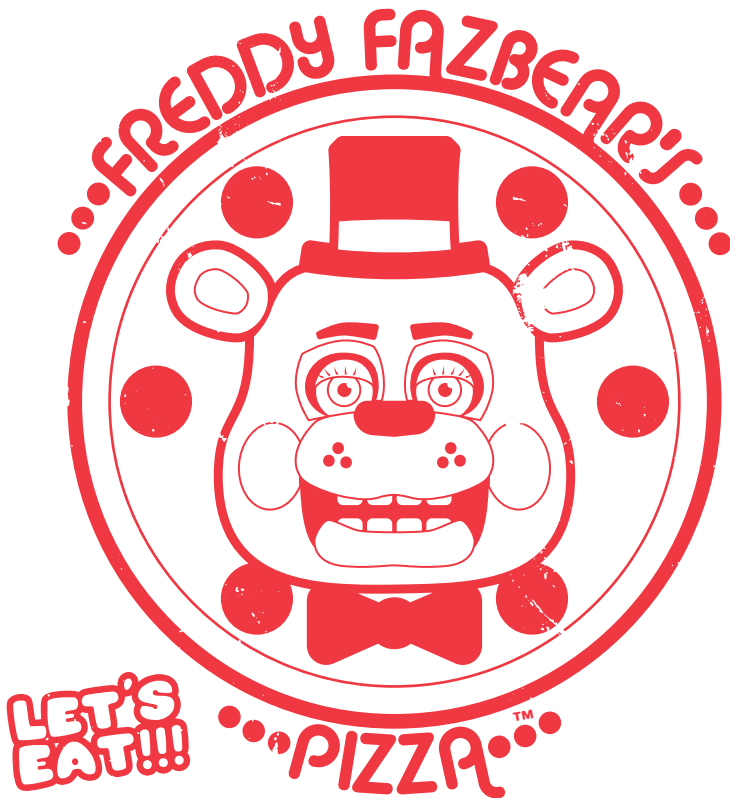


Five Nights  
at  
Freddy's

Ages 13+  
1-2 Players



## INSTRUCTIONS

Welcome to Freddy Fazbear's Pizza, a magical place for kids and grown-ups alike! Where fantasy and fun come to life!

As a newly hired security guard, it is your duty to monitor the cameras and keep the equipment in good, working order. Keep alert to movements in the dark, be wary of using your limited power for the lights and doors, and avoid being stuffed into an animatronic suit by Freddy and his friends. Good luck surviving the night!

# COMPONENTS



1 Double-sided Game Board



2 Power Dice



13 Clock Cards



96 Camera Monitor Cards

48 purple player cards  
48 orange player cards



2 Reference Cards



2 Power Dials

## OVERVIEW

In *Five Nights at Freddy's: Survive 'Til 6AM*, you play as a security guard working the night shift at a Freddy Fazbear's Pizza location. Choose to turn on the lights or close doors to protect yourself—but watch out! Each reaction subtracts your limited power. Keep Freddy and all Animatronic characters out of your Office until you can clock off at 6:00 AM!

## HOW TO WIN

To win, survive until 6:00 AM without an Animatronic moving into your Office. If a single Animatronic moves into your Office, you immediately lose the game and the other player wins.

If both players survive until 6:00 AM without an Animatronic moving into their Offices, the player with the most power remaining wins!

## LEARN TO PLAY

[go.funko.com/FNAFGameHowToPlay](https://go.funko.com/FNAFGameHowToPlay)

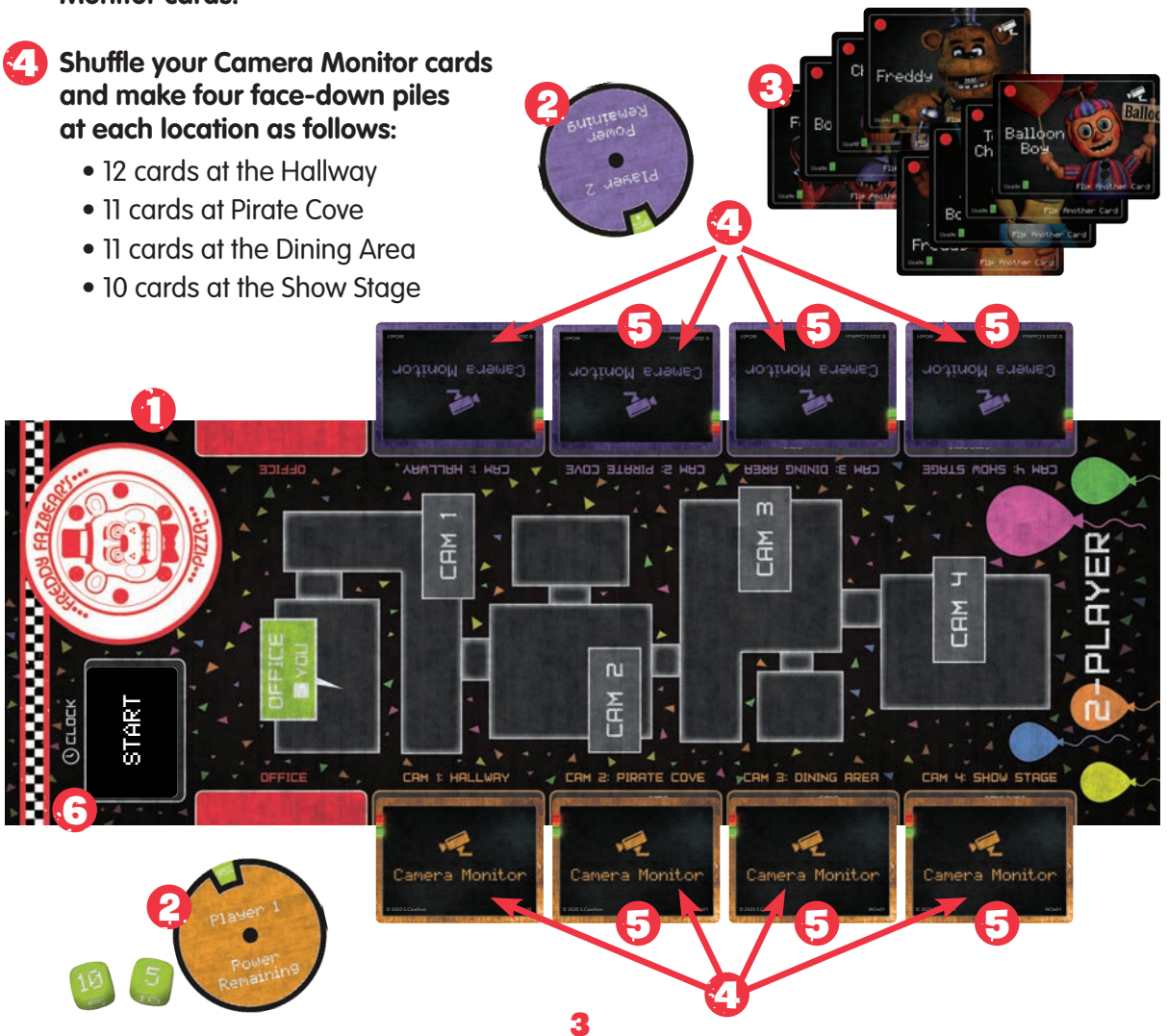
## SOLO PLAY

You can play solo! Use the 1-player side of the board and the Player 1 (orange) Camera Monitor cards. All the rules are the same, and you win if you survive until 6:00 AM without an Animatronic moving into your Office.

# SETUP

## ( 2-PLAYER GAME )

- 1** Place the board between the players with the 2-player side up. Set the Power dice nearby.
- 2** Take the Camera Monitor cards, Power Dial, and Reference card that match the color closest to you on the board. Set your Power Dial to 100%.
- 3** Remove the four Animatronics characters from your Camera Monitor cards.
- 4** Shuffle your Camera Monitor cards and make four face-down piles at each location as follows:
  - 12 cards at the Hallway
  - 11 cards at Pirate Cove
  - 11 cards at the Dining Area
  - 10 cards at the Show Stage
- 5** Shuffle your Animatronic cards into your piles as follows:
  - 1 Animatronic into the Pirate Cove pile
  - 1 Animatronic into the Dining Area pile
  - 2 Animatronics into the Show Stage pile
- 6** Place the Clock cards in a pile counting down from 12:00 AM to 5:30 AM on top of the 6:00 AM spot on the board. Place the 'START' card on top of the pile.



# GAMEPLAY

## Phase One: Monitor Cameras

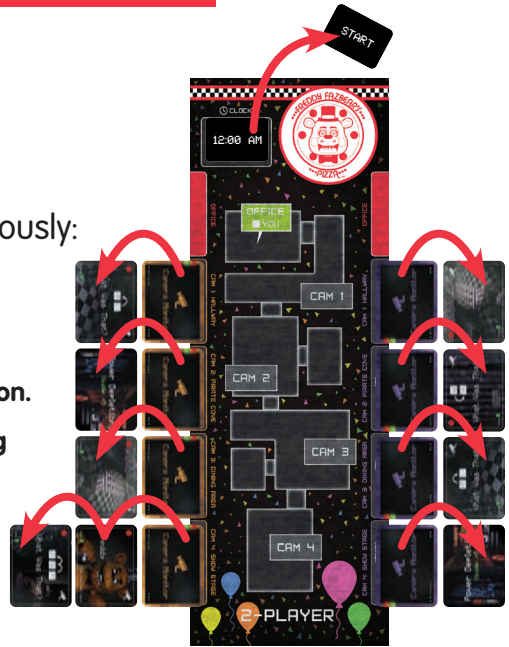
### 1 ADVANCE TIME

Discard the top card of the Clock cards pile.  
The first round will be at 12:00 AM.

### 2 FLIP CARDS

Both players complete these steps simultaneously:

- Starting at the Hallway location and moving toward the Show Stage, reveal the top card of the pile and place it face-up below the pile.
- Continue until you have revealed cards at each location.
- If you ever reveal an Animatronic, continue revealing cards from the pile at this location until you reveal a non-Animatronic card.
- If a pile runs out of cards, you don't have to flip any more cards from that pile this round.



## Phase Two: React

The player with the most power on their Power Dial will react first. If there is a tie, the player who has a ☆ showing on their dial reacts first. In this phase you can react to cards to protect yourself or choose to conserve power. **Cards you don't (or can't) react to will move cards closer to your Office in Phase Three.**

### 1 CHOOSE CARDS

React to **zero**, **one**, or **two** face-up Animatronic or *What Was That?* cards.

**NOTE:** There can be multiple cards at a single location if you revealed one or more Animatronics in Phase One. React to each face-up card individually.

### 2 ROLL POWER DIE

Roll Power dice equal to the number of cards you are reacting to (Example: 1 card = 1 die, 2 cards = 2 dice). After rolling, subtract the total amount of power you rolled by rotating your Power Dial.

If you ever have to subtract more power from your Power Dial than you have power, you don't subtract power this turn and react to NOTHING. Yikes!

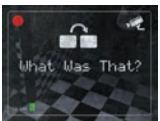
### 3 CARD EFFECTS

Follow these effects when you react to these cards types:



**ANIMATRONIC CHARACTERS** *You shut the door!* Immediately shuffle the Animatronic into the pile at their current location.

**NOTE:** if you don't (or can't) react to an Animatronic in the Hallway, it will move into your Office in Phase Three and you will **LOSE THE GAME!**



**WHAT WAS THAT?** *You turned on the lights!* Discard this card immediately into your Office without effect.



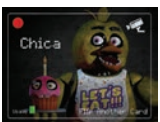
**POWER DEPLETION** You do not react to these cards. If you roll Power dice this phase, each face-up Power Depletion card subtracts an additional 5 Power. If you didn't react to any cards during this phase, ignore this effect.



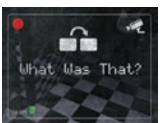
**EMPTY ROOM** You do not react to these cards. These cards have no effect.

## Phase Three: Resolve

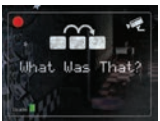
**1 DISCARD CARDS** Discard Power Depletion and Empty Rooms into your Office. Resolve remaining face-up cards, using Phase Two's turn order, one at a time from the Hallway to the Show Stage and then discard them into your Office.



**ANIMATRONIC CHARACTERS** Shuffle the Animatronic into the adjacent location pile closer to your Office. If the adjacent location is your Office, you **LOSE THE GAME!**



**WHAT WAS THAT? (SIDWAYS ARROWS)** Take the top card from the pile at this location and move it towards your Office one or two locations, depending on the number of arrows. Place the card on top of the pile at that new location **without looking** at that card. If a card reaches your Office, reveal that card immediately. If the revealed card is an Animatronic, you **LOSE THE GAME!** Otherwise, discard it.



**WHAT WAS THAT? (DOWN ARROWS)** Reveal the top card from the pile at this location and resolve it immediately following the effects listed in Phase Three.

**NOTE:** At the end of this round, if any location has an empty pile, move the remaining piles one location over so they are closer to your Office.

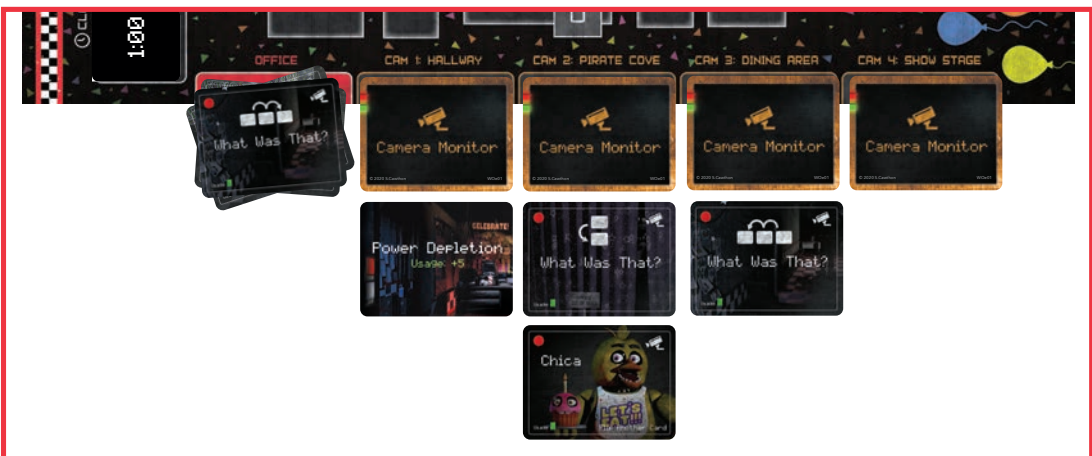
Start the next round at Phase One and repeat until you reach 6:00 AM or another player loses the game!



# EXAMPLE TURN



It's 1:00 AM and Chris has revealed the cards shown above. Chris decides to react to Freddy and the *What Was That?* card at the Show Stage. Chris rolls both Power dice, one for each card he is reacting to. He rolls a 5 and a 10. Chris subtracts 20 power in total from his Power Dial because of the Power Depletion card at the Hallway, which causes an additional 5 power depletion. He discards the *What Was That?* card to his Office and shuffles Freddy back into the Show Stage pile.



Starting at the Hallway, Chris resolves the remaining cards. Chris discards the Power Depletion to his Office. Next, at Pirate Cove, he reveals the top card of the pile—oh no it's Chica! He resolves the Animatronic immediately by shuffling it into the Hallway pile, then discards the *What Was That?* card at Pirate Cove. Finally, Chris takes the top card of the Dining Area pile and places it on top of the Hallway pile without looking at it. He then discards the resolved *What Was That?* card at the Dining Area to his Office and is ready to start the next round!

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