

Five Nights at Freddy's

NIGHT OF FRIGHTS! GAME

INSTRUCTIONS

OBJECT

You are an animatronic at Freddy Fazbear's Pizza, and you must get to the security guard before dawn. Make yourself scarier by picking up and turning in items around the restaurant. The scarier you are, the better your chances of getting to the guard. To win, draw a Guard token from the bag to capture the guard before dawn!

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CONTENTS: 4 Character Figures, 4 Character Cards, 4 Character Tokens, Mr. Cupcake Token, Security Camera with Base, Game Board, Scare Tracker, Bag, 36 Item Tokens, 2 Guard Tokens, 19 Miss Tokens, 5 Action Tokens, 18 Action Cards, 12 Event Cards, Instructions



EXAMPLE SETUP
FOR 3 PLAYERS

SETUP

- Place the game board and the Scare Tracker in the center of the play area.
- Insert the Security Camera into the base and place it in the Dining Room—the largest room near the center of the board.
- Mix up all the Item tokens face down and place them next to the board to form a pool. Choose five Item tokens at random from the pool. Flip these tokens face up and place them face up (food side up) in the numbered room that matches the number on the token.
- Separately shuffle the Action and Event cards and place them in face-down decks near the board.

- Place all 19 Miss tokens and **one** Guard token in the bag. Set the other Guard token aside for now. Give the bag a shake to mix up the tokens inside and place it nearby.



- Each player chooses a character and places their Character card in front of them.

NOTE: If you're playing Chica, also take the Mr. Cupcake token and place it face up next to your card.



- Each player places their Character figure in the Dining Room on the board and places their Character token on the "O" of the Scare Tracker with the X side face up. Return any remaining characters to the game box.

- Each player draws three Action cards. You may look at your cards, but keep them secret from the other players.

NOTE: If you're playing Freddy, draw an extra Action card.

- The player who most recently ate pizza will take the first turn. Give them **four** Action tokens. Set the other Action token aside for now.

FEWER THAN 4 PLAYERS

Before shuffling the Event cards, look in the bottom left of each card and return the following to the game box:

2 Players: Remove 3+ and 4 cards.

3 Players: Remove 4 cards.

ON YOUR TURN

1. PLACE TWO ITEMS

Draw two Item tokens from the pool. Place each one face up in the room on the board that matches the number on the token.

If you forget this step by going to **STEP 2**, the first other player to shout “party time!” draws an Item token. Then place two Item tokens on the board as normal and continue your turn.

NOTE: If the pool is empty, flip all the items in the discard pile face down and mix them up to form a new pool.

2. TAKE ACTIONS

Take actions one at a time, passing an Action token to the player on your left after each one. You can take actions in any order and can do the same action multiple times. The actions are:

MOVE through a doorway to a connected room. You cannot move to the Guard’s Room.

PICK UP all the Item tokens in your room, placing them next to your Character card. There’s no limit to the number of items you can have.

PLAY A CARD from your hand face up into a discard pile next to the Action deck. Don’t draw a card to replace the one you played!

TRY TO CAPTURE the guard, as explained on the right. You must be in Room 1 or 2 **and** the scary side of your Character token must be face up on the Scare Tracker.

Any time on your turn, you can also spend items to make yourself scarier, as explained on the right. This doesn’t require an Action token!

SECURITY CAMERA

If you are in the room with the Security Camera, you can only move, using an Action token as normal. You cannot pick up items, spend items, play cards, or try to capture the guard.



3. END YOUR TURN

You may take fewer actions than you have Action tokens, but you must pass all the Action tokens to the next player at the end of your turn. When you’re done, it’s the next player’s turn!

NOTE: Don’t refill your hand of Action cards. You only draw more cards when you try to capture the guard.

SPENDING ITEMS

You need to spend items to make yourself scarier before you can try to capture the guard. Any time on your turn, discard the number and type of items shown in your room, face up to the discard pile. Then flip your Character token to the scary side and move it one, two, or three spaces up the Scare Tracker according to the scare symbols shown.

NOTE: Spending items doesn’t require an Action token, and you may spend items multiple times in a row.

EXAMPLE: While in Room 7, Freddy discards three different items face up to the discard pile, flips his Character token to the scary side, and moves it two spaces up the Scare Tracker. This doesn’t require an Action token!



TRYING TO CAPTURE

If you are in Room 1 or 2 **and** the scary side of your Character token is face up on the Scare Tracker, you may use an Action token to try and capture the guard. Do the following in order:

1. Flip the top Event card from the deck and do what it says, as explained on the right.
2. Give the bag a shake and draw the same number of tokens shown on your current space of the Scare Tracker.
 - If you draw a Guard token, you capture the guard—the game is over and you win!
 - If you draw all Miss tokens, return all the tokens to the bag.
3. Flip your Character token to the **X** side. You can’t try to capture again until you get scarier.

NOTE: When you reach **10** on the Scare Tracker, you no longer flip your Character token to the **X** side. You may use Action tokens to try to capture multiple times in a row.

4. Draw Action cards from the deck until you have three. If the deck is empty, shuffle the discard pile to form a new deck.

If you have more Action tokens, you may continue your turn after trying to capture. You may even try to capture the guard twice in one turn, as long as you get scarier before the second try.

ACTION & EVENT CARDS

DRAW AN ITEM: Draw one Item token from the pool and place it face up next to your Character card.

JUMP TO A ROOM: Place your character in a room of the specified number (even or odd). You cannot jump to the Dining Room or the Guard’s Room.

JUMP TO THE CAMERA: Place your character in the room with the Security Camera.

SWAP PLACES: Place your character in the room with another character, and place their character in the room you were just in.

STEAL AN ITEM: Take one Item token from any character who has more items than you. You do not need to be in the same room as them.

THEN MOVE CAMERA

If you play an Action card with this symbol at the bottom, first do what the card says. **Then** move the Security Camera to any room you want. You cannot leave it in the same room.



+1 ACTION TOKEN: Take the Action token you set aside at the start of the game. From now on, players may take up to five actions per turn, including the current turn.

+1 GUARD TOKEN: Take the Guard token you set aside at the start of the game and add it to the bag. Give the bag a shake to mix up the tokens before you draw any.

-2 MISS TOKENS: Remove two Miss tokens from the bag and return them to the game box.

ENDING THE GAME

The game ends when either:

- A player draws the Guard token out of the bag and captures the guard to win the game!
- OR**
- After a player tries to capture the guard, if there are no more Event cards in the deck, the guard escapes and all the players lose!