

Five Nights at Freddy's

SCARE IN-THE- BOX

GAME

Instructions

Ages 8+ • 2-8 Players

BATTERY INFORMATION

- Non-rechargeable batteries are not to be recharged.
- Different types of batteries or new and used batteries are not to be mixed.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Batteries are to be inserted with the correct polarity (+ and -).
- The supply terminals are not to be short-circuited.
- Batteries should not be left in the product when not used for long periods of time.
- Exhausted batteries are to be removed from the product.
- Do not dispose of batteries in household waste or fires as batteries may explode.
- Dispose of all exhausted batteries safely and as required by your local authority and/or applicable law(s).

- The crossed out wheelee bin symbol on this product means it can be recycled and should not be disposed of with your domestic waste. Your local authority will tell you where you can bring your old electrical and electronic products for recycling. The retailer that you have purchased this product from will either take back waste electrical and electronic equipment on a like for like basis or will have joined a Distributor Take Back Scheme (DTS). The retailer will be able to provide further information regarding this. If you have purchased from a retailer that has joined a DTS then you will be able to deposit waste electrical and electronic equipment free of charge for segregation and recycling at any Civil Amenity Sites that are registered as Designated Collection Facilities (please contact your local authority for further information).
- CAN ICES-3 (B)/NMB-3(B)



BATTERY INSTALLATION

- Requires 2 AAA (LR03) batteries (not included).
- Use alkaline batteries only.
- Unscrew the battery cover with a Phillips head screwdriver (not included).
- Install 2 new AAA (LR03) batteries in the orientation (+ and -) shown.
- Replace battery cover and tighten screw.
- Replace the batteries if sounds distort.
- When exposed to an electrostatic source, the product may malfunction.
- To resume normal operation, remove and re-install the batteries.

WARNING

Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

WARNING - KEEP BATTERIES OUT OF REACH OF CHILDREN

AGES 8 +

- Adult supervision required.
- Changing battery should be carried out by adult.
- Please check the product's condition before giving it to a child.
- Examine devices and make sure the battery compartment is correctly secured, e.g. that the screw or other mechanical fastener is tightened. Do not use if compartment is not secure.
- Please retain this information for future reference
- Please remove all packaging materials, including but not limited to, any stickers, string(s), plastic ties, tape, and/or other fasteners, before allowing any children to handle the product.
- Packaging contains important information and must be retained.

WARNING: Swallowing may lead to serious injury in as little as 2 hours or death, due to chemical burns and potential perforation of the esophagus. Dispose of used batteries immediately and safely. Flat batteries can still be dangerous. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention.

- Australia: If you suspect your child has swallowed or inserted a battery, immediately call the 24-hour Poisons Information Centre on 131126 for fast, expert advice.



REQUIRES PHILLIPS HEAD SCREWDRIVER

REQUIRES 2 AAA (LR03)

Funko
GAMES

funkogames.com



/FunkoGames



@FunkoGames



@FunkoGames

© 2023 Scott Cawthon. All rights reserved.
TM & © 2023 FUNKO, LLC. FUNKO
GAMES™ is a registered trademark
of Funko Games. All rights reserved.

Customer Service 1 (425) 783-3616

WOe01

Learn to play with a quick video, or continue reading these instructions!



funkogames.com/PlayScareInTheBox

How to Win

- Turn in a Scare token on another player's turn to make Freddy pop out and capture them!
- OR
- Be the only player left who hasn't been captured.

On Your Turn

Crank the box at least one full turn. You may want to crank more to make it riskier for the next player. When you choose to stop cranking, pass the box to the next player on your left who hasn't been captured.

Arcade Tokens



Skip: Turn in this token to pass the box without cranking.








Scare: Turn in this token to make another player crank one more full turn before passing the box, even if they turned in a Skip token. If Freddy pops out on that player's crank, you win!

Note: If more than one player wants to turn in their Scare token at the same time, go in clockwise order from the player with the box.



If Freddy Pops Out...

1. **You're captured!** Take an Arcade token and place it  side up in front of you. If you have a  token, flip it to the  side instead—you can't have more than one token at a time.
2. **The last player to crank the box (and not get captured) gets a bonus!** They take an Arcade token and place it  side up in front of them. If they already have a  token, they don't take another one.

Now pass the box to your left!

Note: If you're captured, you don't take any more turns or Arcade tokens. But you can still win by turning in your Scare token on another player's turn, as explained to the right.

Store Your Items in the Box



Instructions

Arcade Tokens

Contents: Scare-in-the-Box, 8 Arcade Tokens, Instructions