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0 calificaciones0% encontró este documento útil (0 votos)19 vistasEs una novela gráfica de la saga de videojuegos conosida como FNAFGuardarGuardar FNAF ojos de plata para más tarde0%0% encontró este documento útil, undefined Media franchise created by Scott Cawthon This article is about the video game franchise. For other uses,
see Five Nights at Freddy's (disambiguation). Video game seriesFive Nights at Freddy'sGenre(s) ScottGames Clickteam Publisher(s) ScottGames Steel Wool Studios Steel
 Xbox Series X/S Nintendo Switch iOS Android Oculus Quest Oculus Quest 2 Google Stadia First releaseFive Nights at Freddy's (FNaF) is a video game series and media franchise created by
 Scott Cawthon. The franchise features video games, novels, graphic novels, and films. It typically follows a night guard or other character trying to survive from midnight to 6 a.m. for five levels, called "nights", while fending off attacks from homicidal animatronic characters. Each game is set in a different location connected to a fictional family pizza
restaurant franchise named "Freddy Fazbear's Pizza". The core gameplay mechanic involves using tools effectively and managing limited resources to avoid being caught by the animatronics. Cawthon conceived the idea for the
 resemblance of its characters to frightening animatronics. Released in August 2014, the game's success prompted the development of sequels. Cawthon created most of the games himself using Clickteam Fusion but partnered with Steel Wool
Studios to create an open-world game and a virtual reality anthology. The series has a mixed criticism for its gameplay. It has achieved significant commercial success, with merchandise available internationally. The franchise has also garnered a cult following that produces fan
media inspired by it. The concept for Five Nights at Freddy's stemmed from the negative reception of Scott Cawthon, who had predominantly created Christian-oriented
games, leveraged this feedback to develop something intentionally frightening.[2][3] Five Nights at Freddy's was released on August 8, 2014, via Desura,[4] followed by a Steam release after gaining approval through the crowdsourcing platform Greenlight.[5] The game rapidly gained popularity after being showcased by prominent YouTubers.[1]
Cawthon used Clickteam Fusion 2.5 for game development and Autodesk 3ds Max for 3D graphics, [6] enhancing later titles with professional voice actors and original soundtracks. [7] Since Help Wanted in 2019, Cawthon has worked with game development company Steel Wool Studios. [8][9] Ports for Five Nights at Freddy's, Five Nights at Freddy's
2, Five Nights at Freddy's 3, and Five Nights at Freddy's 4 on PlayStation 4, Xbox One, and Nintendo Switch were released on November 29, 2015 Five Nights at Freddy's 22015 Five Nights at Freddy's 42016 FNaF World Five Nights at Freddy's 4 on PlayStation 4, Xbox One, and Nintendo Switch were released on November 29, 2019 Five Nights at Freddy's 42016 FNaF World Five Nights at Freddy's 4 on PlayStation 4, Xbox One, and Nintendo Switch were released on November 29, 2019 Five Nights at Freddy's 42016 FNaF World Five Nights at Freddy's 4 on PlayStation 4, Xbox One, and Nintendo Switch were released on November 29, 2019 Five Nights at Freddy's 4 on PlayStation 4, Xbox One, and Nintendo Switch were released on November 29, 2019 Five Nights at Freddy's 4 on PlayStation 4, Xbox One, and Nintendo Switch were released on November 29, 2019 Five Nights at Freddy's 4 on PlayStation 4, Xbox One, and Nintendo Switch were released on November 29, 2019 Five Nights at Freddy's 4 on PlayStation 4, Xbox One, and Nintendo Switch were released on November 29, 2019 Five Nights at Freddy's 4 on PlayStation 4, Xbox One, and Nintendo Switch were released on November 29, 2019 Five Nights at Freddy's 4 on PlayStation 4, Xbox One, and Nintendo Switch World Five Nights at Freddy's 4 on PlayStation 4, Xbox One, and Nintendo Switch World Five Nights at Freddy's 4 on PlayStation 4, Xbox One, and Nintendo Switch World Five Nights at Freddy's 4 on PlayStation 4, Xbox One, and Nintendo Switch World Five Nights at Freddy's 4 on PlayStation 4, Xbox One, and Nintendo Switch World Five Nights at Freddy's 4 on PlayStation 4, Xbox One, and Nintendo Switch World Five Nights 4 on PlayStation 4, Xbox One, and Nintendo Switch World Five Nights 4 on PlayStation 4, Xbox One, and Nintendo Switch World Five Nights 4 on PlayStation 4, Xbox One, and Nintendo Switch A on PlayStation 4, Xbox One, and Nintendo Switch A on PlayStation 4, Xbox One, and Nintendo Switch A on PlayStation 4, Xbox One, and Nintendo Switch A on PlayStation 4, Xbox One, and Nintendo Switch 
Space 3: Chica in SpaceFive Nights at Freddy's: Help Wanted 22024Five Nights at Freddy's: Survival Crew Five Nights at Freddy's: Survival Crew Five Nights at Freddy's: Secret of the Mimic2026Five Nights at Freddy's: Survival Crew Five Nights At Freddy'
August 27 and September 11, respectively.[11] The game follows Mike Schmidt, the player character, as he tries to survive his shift at Freddy Fazbear's Pizza that lasts from midnight to 6:00 a.m. without being killed by the homicidal animatronic characters that wander the pizzeria at night.[12] Five Nights at Freddy's 2 was teased shortly after the
release of the first game.[13][14] A trailer was released on October 21, 2014,[15] and it was released for Microsoft Windows on November 13 and 20, 2014, respectively.[17][18] The game, largely inspired by its predecessor, follows Jeremy Fitzgerald, the new player character, as he
tries to survive his shift at the "new and improved" Freddy Fazbear's Pizza without being attacked by any of the ten animatronics that wander from room to room.[3][19] Five Nights at Freddy's 3 was teased on Cawthon's website in January 2015,[20] and a trailer was released on January 26, 2015.[21] The game launched on March 3, 2015, on
Microsoft Windows, with Android and iOS ports following on March 6 and 12, respectively.[22][23] It follows a night guard at a soon-to-open horror attraction based on Freddy's 4 was teased in April
2015 as "The Final Chapter", [26] its release date set as that Halloween. [27] A trailer was released in July 23, on which date he released in July 23, on which date he released in July 23, on which date he released in July 25 and August 4, respectively. [31] However, Cawthon announced that he had finished it on July 25 and August 4, respectively.
[32] The game's follows an unnamed child in his bedroom as "nightmare animatronics" attack the two doors on the left and right of the room, which the player must use to defend against them. [33] Five Nights at Freddy's: Sister Location was teased in April 2016 with the tagline "there was never just one", [34] and a trailer was uploaded online on May
21.[35] It was released on Steam on October 7, 2016, with a patch released shortly after to alleviate night four's difficulty.[36] Android and iOS ports were released on December 22, 2016, and January 3, 2017, respectively.[37][38] Unlike previous entries, players must move between rooms and complete tasks.[39] Freddy Fazbear's Pizzeria Simulator
followed an announcement by Cawthon in July 2017 that a sixth game was in development but ultimately canceled.[40] He released Freddy Fazbear's Pizzeria Simulation game in which the player runs a pizzeria during the day and fends off
animatronics at night.[42] Ultimate Custom Night was originally intended to be a post-launch add-on to Pizzeria Simulator, but was eventually turned into a stand-alone game, released on June 27, 2018, as freeware.[43] The customizable night contains a total of fifty animatronics from previous games, which allows the player to determine how
aggressive they are during the night (similar to the custom nights in earlier games). The player can select the office to play in, unlock cutscenes, and choose from 16 themed game modes available. [44] Five Nights at Freddy's: Help Wanted was announced during Sony Interactive Entertainment's State of Play livestream on March 25, 2019. It was
released on May 28 for Oculus Rift and HTC Vive on Windows and PlayStation VR headsets on the PlayStation 4. It was developed in collaboration between Cawthon initially proposed recreating the original Five Nights at Freddy's in VR, but the game turned into an
anthology of minigames based on the first five games in the series.[45] Five Nights at Freddy's: Security Breach was announced with a teaser trailer on September 16, 2020, slated for initial release on PC, PlayStation 5 in the year.[47] However, it was delayed many times,[48][49] until a release date of December 16, 2021 was set.
[50] It is the second collaboration between Steel Wool Studios and Cawthon.[9] The game follows Gregory, a young boy trapped in a massive entertainment complex known as Freddy Fazbear's Mega Pizzaplex who must complete tasks while avoiding the free-roam animatronics that surveil the complex.[51] Free downloadable content for Security
 Breach, titled Ruin, was announced in May 2022.[52] It was released on April 23, 2024.[54] Five Nights at Freddy's: Help Wanted 2 is a direct sequel of Help Wanted. Announced on May 24, 2023, and scheduled for release in December
2023,[55] the game was released on December 14 for the Oculus Quest and PlayStation VR 2.[56] A non-VR port for PlayStation 5 was released on Sister Location and Security Breach.[58] Five Nights at Freddy's: Secret of the Mimic, the eleventh main installment, was announced on August
6, 2024, with a trailer shown on the State of Play livestream in February 2025.[59] It is set to be released on June 13, 2025 for PlayStation 5 and Windows.[60] FNaF World, the first spin-off game, was announced on September 15, 2015.[61] Unlike the main series, the game is a role-playing video game using the first four games' animatronic
characters. Using the characters, players must fight enemies and progress by unlocking perks and items.[62] Originally planned for release on February 2, 2016, Cawthon rescheduled the release for January 21 and released it on January 21.[63] Five Nights at Freddy's AR: Special Delivery, an augmented reality game with location-based gameplay
was announced on September 13, 2019.[64] Developed by Illumix, a video game startup company,[65] the game was released for free in November 2019. Its servers were shut down on March 14, 2024.[66] Freddy in Space 2 is a side-scrolling platform shooter game and a sequel to the FNaF 57: Freddy in Space mini-game from FNaF World. It was
released for free on December 3, 2019, on Game Jolt.[67] The game was made to promote a "#CancelCancer" charity livestream on YouTube, which was hosted by MatPat of Game Theorists for St. Jude Children's Research Hospital in Memphis, Tennessee.[68] Security Breach: Fury's Rage is a side-scrolling beat 'em up game featuring the main cast
of Security Breach (not including Gregory or Vanessa). The game was made to compensate for the release of Security Breach being delayed for a second time and was released for free on Game Jolt on April 28, 2021.[69] Freddy in Space 2. It was released on
October 18, 2023, under the title FNAF: The Movie: The Game, and developed by Cawthon, who claimed to be a spoiler-heavy tie-in game of the Five Nights at Freddy's: Into the Pit, a role-playing adventure horror game developed by Mega Cat Studios, was released on PlayStation
and Xbox ports on September 27.[71] The Nintendo Switch port was released on October 31.[72] Five Laps at Freddy's is a kart racing game based on characters from Five Nights at Freddy's: Survival Crew is an
unreleased official Roblox adaptation of the series, accidentally released in a functional state sometime in 2024. [74] [75] In the short time the game
 was released, players described the gameplay as similar to the cooperative horror game, Dead by Daylight.[76] On August 21, 2020, Cawthon announced his plan to help fund and publish Five Nights at Freddy's games developed by fans, bundled with previous installments in their respective series.[77][78] Games published under this initiative
include the One Night at Flumpty's series, the FOPGOES series, the FOPGOES series, and THE JOY OF CREATION.[79][80] Cawthon stated that these games will come to other platforms, such as mobile and consoles, and may have merchandise created for them.[77][81] The first game to be released under this initiative was a port of One
Night at Flumpty's for Android and iOS on October 31 and November 18, 2020, respectively, followed by two of its sequels later in 2021 on the same platforms. [78][82][83] Starting in 2015, Five Nights at Freddy's has been the subject of three major novels published by Scholastic, the first of which being Five Nights at Freddy's: The Silver Eyes,
 which released on Amazon Kindle on December 17, 2015,[84] and on paperback on September 27, 2016. Cawthon said that the novel "expands the mythos and Five Nights at Freddy's: The Fourth Closet followed,[87] released on June 27, 2016.
2017,[88] and June 26, 2018, respectively.[87] Release timeline2023Five Nights at Freddy's 20242025Five Nights at Freddy's 2042025Five Nights at Freddy's 2042025Five Nights at Freddy's 20242025Five Nights 20242025Five Nights 20242025Five Nights 20242025Five Nights 20242025Five Nights 2
with Cawthon and Seth Cuddeback, [90] the film stars Josh Hutcherson. [91] Five Nights at Freddy's received generally negative reviews from critics, [92][93] but it was a commercial success, becoming Blumhouse Productions' highest-grossing film worldwide with nearly $300 million. [94] A sequel is in development. [95] In the Five Nights at Freddy's
series of games, players typically assume the role of a nighttime security guard at an establishment or other location connected to Freddy Fazbear's Pizza, a fictional pizzeria chain.[3] The objective is to monitor and survive the movements of homicidal animatronic characters that roam these establishment after hours. Players must last from midnight
to 6 a.m. for five shifts—referred to as "nights"—[96]while managing a limited power in Five Nights at Freddy's, [3] failing systems that require rebooting in Five Nights at Freddy's, [3] failing systems that require rebooting in Five Nights at Freddy's, [3] failing systems that require rebooting in Five Nights at Freddy's, [3] failing systems that require rebooting in Five Nights at Freddy's, [3] failing systems that require rebooting in Five Nights at Freddy's, [3] failing systems that require rebooting in Five Nights at Freddy's, [3] failing systems that require rebooting in Five Nights at Freddy's, [3] failing systems that require rebooting in Five Nights at Freddy's, [3] failing systems that require rebooting in Five Nights at Freddy's, [3] failing systems that require rebooting in Five Nights at Freddy's, [3] failing systems that require rebooting in Five Nights at Freddy's, [3] failing systems that require rebooting in Five Nights at Freddy's, [3] failing systems that require rebooting in Five Nights at Freddy's, [3] failing systems that require rebooting in Five Nights at Freddy's, [3] failing systems that require rebooting in Five Nights at Freddy's, [3] failing systems that require rebooting in Five Nights at Freddy's, [3] failing systems that require rebooting in Five Nights at Freddy's, [3] failing systems that represents the respective represents the representation representation represents the representation representatio
recharging—in Security Breach.[98] As the nights progress, the animatronics become more aggressive. If they successfully survive for five nights, they win the game.[1] In many entries in the series, players use security cameras to track the
 animatronics' movements throughout the building.[a] In some games, such as Five Nights at Freddy's, camera feed become disabled when animatronics are in motion.[103] Five Nights at Freddy's 2 introduces a music box mechanic, which must be kept wound via the camera feed to prevent the Puppet animatronic from activating.[104] In Five
Nights at Freddy's 3, the cameras monitor a single animatronic, Springtrap, and include an audio system that can be used to lure him to different areas.[24] Security Breach's camera system is accessed through Gregory's watch.[51] Lights are another recurring mechanic, often used to ward off animatronics or alert players to their presence.[b] Doors
 also appear frequently, allowing players to block access by animatronics in games such as Five Nights at Freddy's, [102] Note: This section summarizes the story up to the beginning of Five Nights at Freddy's series mainly revolves around a chain of
family restaurants under the ownership of Fazbear Entertainment, a company founded by Henry Emily and William Afton. The latter is a robotics engineer who creates a series of animatronic mascots to entertain customers, including Freddy Fazbear, a brown bear and the namesake of Freddy Fazbear's Pizza, Bonnie, an indigo rabbit, Chica, a yellow
chicken, and Foxy, a red pirate fox. Other animatronics included the Puppet, the ghostlike Golden Freddy's predecessor Fredbear, and Circus Baby's Pizza World. William is also a negligent father and child murderer who hides his victims' bodies inside animatronics, which their
souls inhabit; he specifically designs Circus Baby to be capable of murdering children, which leads to the accidental death of his own daughter. [2] and expand to include five children visiting the restaurants with their families. [111] Meanwhile, an incident
involving William's youngest son being shoved into Fredbear's mouth by his older brother Michael results in the closure of a Freddy Fazbear's mouth by his older brother, Michael begins seeking redemption, starting with recovering the remains of his sister.[110] After the closure of a Freddy Fazbear's mouth by his older brother Michael begins seeking redemption, starting with recovering the remains of his sister.[110] After the closure of a Freddy Fazbear's mouth by his older brother, Michael begins seeking redemption, starting with recovering the remains of his sister.[110] After the closure of a Freddy Fazbear's mouth by his older brother, Michael begins seeking redemption, starting with recovering the remains of his sister.[110] After the closure of a Freddy Fazbear's mouth by his older brother, Michael begins seeking redemption, starting with recovering the remains of his sister.[110] After the closure of a Freddy Fazbear's mouth by his older brother, Michael begins seeking redemption and the remains of his sister.[110] After the closure of a Freddy Fazbear's mouth by his older brother, Michael begins a fazbear with the closure of a Freddy Fazbear's mouth by his older brother, Michael begins a fazbear with the closure of a Freddy Fazbear's mouth by his older brother with the closure of a Freddy Fazbear with the closure
Pizza location, William dismantles the remaining animatronics in a backroom, releasing the souls that inhabit them who proceed to torment him. Seeking refuge from the ghosts, William hides inside an old yellow rabbit animatronic suit. Shortly after, the suit's mechanisms fail and snap shut, crushing William to death as his soul inhabits the
 animatronic, becoming a bionic revenant called Springtrap [111] Some time after, the whole restaurant chain shuts down.[110] Thirty years later, a horror attraction based on the restaurant chain known as Fazbear's Fright is constructed and leads to Springtrap's excavation; a fire destroys the attraction before it can open to the public. The
destruction frees the souls of William's first five victims and destroys the original mascots, though Springtrap escapes. Some time after the fire, Henry lures Springtrap and all animatronics that were not destroys every animatronic inside
freeing the souls of the children that inhabited them, including Elizabeth. The fire also kills Henry, Michael, and William.[110][111][112] Afterwards, William's soul is trapped and tormented in a personalized hell with all animatronics he created.[110] Years later, Fazbear Entertainment is re-founded and releases an in-universe virtual reality
experience based on the past of a new restaurant, in an effort to convince the public the company's previous controversies were merely fiction.[113] Five Nights at Freddy's 3 68/100[115] Five Nights at Freddy's 4 51/100[117] Five Nights at Freddy's 78/100[117] Five Nights at Freddy's 78/100[118] Five Nights at Freddy's 100[118] Five Nights 100[118] Five Nights 100[118] Five Nights 100[118] Fiv
Nights at Freddy's: Sister Location 62/100[118] Freddy's: Sister Location 62/100[119] Five Nights at Freddy's: Help Wanted 80/100[120] Five Nights at Freddy's: Help Wanted 80/100[121] The original Five Nights at Freddy's: Security Breach 64/100[120] Five Nights at Freddy's: Sister Location 62/100[121] The original Five Nights at Freddy's: Sister Location 62/100[120] Five Nights At Freddy's: Sister Lo
 according to review aggregator website Metacritic, assigning the Windows version a score of 78 out of 100.[114] Indie Game Magazine praised the game for its simple take on the horror genre, labeling the game a "fantastic example of how cleverness in design and subtlety can be used to make an experience terrifying". They noted that its artistic
 direction and gameplay mechanics contributed to a feeling of "brutal tension", but criticized it for taking too long to load when launched.[122] Omri Petitte for PC Gamer gave Five Nights at Freddy's a score of 80 out of 100, commenting that the game took a "less-is-more" approach to its design, and praising the overall atmosphere for emphasizing
the fear and suspense of an approaching threat, rather than the arrival of the threat itself as in other horror-oriented games. However, the gameplay was criticized for becoming repetitive once a player masters it, noting players have "not much more to expect beyond managing battery life and careful timing of slamming doors shut." [96] Ryan Bates of
GameRevolution gave the game a 4.5 out of 5, commending the game, along with its repetitive gameplay that would "[reach] almost OCD-type levels, adding to the terror of the game was "horror done right",
but felt it was too short.[12] Shaun Musgrave of TouchArcade gave a rating of 3.5 out of 5, noting the game's reliance on atmosphere to induce fear, noting that "if the atmosphere doesn't get to you, all that's left is a very simple game of red light-green light."[103] Eurogamer's Jeffrey Matulef called the game "wonderfully creative", and compared the
animatronic animals in the game to Weeping Angels due to their ability to only move when they are not being observed.[123] Five Nights at Freddy's 2 received "mixed or average" reviews according to Metacritic, assigning the Windows version a score of 62 out of 100.[115] Omri Petitte for PC Gamer gave Five Nights at Freddy's 2 a score of 70 out
of 100, commenting that what he wanted in the sequel "was more mind games and more uncertainty. I wanted the plodding animatronic suits to find me and rip my face off in new and interesting ways. I wanted working legs. What I got was a horror game dipping heavily into deception and subtlety, a wonderfully cruel cocktail of supernatural mystery
and jolts of panicked adrenaline. Enjoying the good parts, though, comes with a cost of a frustratingly steep difficulty."[100] Destructoid gave the game a positive review, saying that "It's absolutely terrifying to know that you could be attacked at any moment from multiple avenues", praising the introduction of new animatronics and mechanics, but
also criticizing the jumpscares and called the game "too hard for its own good".[124] In a review for the Nintendo Switch version of the game in 2019, Mitch Vogel of Nintendo Life said, "Five Nights at Freddy's 2 may not necessarily reinvent the wheel, but it still does a fine job of keeping you on the edge of your seat."[125] Five Nights at Freddy's 3
received "mixed or average" reviews according to Metacritic, assigning the Windows version a score of 68 out of 100.[116] Omri Petitte from PC Gamer gave Five Nights at Freddy's 3 a score of 77 out of 100, praising the reworked camera system, but commented on how the jumpscares from the other animatronics "felt a little stale by the third night.
[97] In a more critical review, Nic Rowen from Destructoid gave the game a 6.5 out of 10, saying that even though the game is "by far the most technically proficient and mechanically satisfying installment yet," he criticized Springtrap and Fazbear's Fright for lacking the "charm of the original cast and locations."[126] Five Nights at Freddy's 4
 received "mixed or average" reviews according to Metacritic, assigning the Windows version a score of 4 out of 10.[117] Destructoid criticized the game a review score of 4 out of 10.[107]Rowen, Nic (July 24, 2015). "Review: Five Nights at Freddy's 4". Destructoid. Archived from the original on
 October 18, 2016. Retrieved July 25, 2015. The Escapist gave the game a positive review score of 4 out of 5 stars in her review praising it for
its intense environment, creepy sounds and graphics, and jumpscares. She criticized the game for being difficult to survive in certain environments when relying on audio cues and the Android version not containing the story-centric minigames. [128] Five Nights at Freddy's: Sister Location received "mixed or average" reviews from critics according to
Metacritic, assigning a score of 62 out of 100.[118] Destructoid rated the game 6/10,[129] while GameCrate rated it 7.50/10.[130] Shelby Watson of The All State gave the game a positive review, citing it to be comparable to the first game's quality, but unlike the first game, never allowing the player to operate the mechanics on muscle memory alone.
 She writes, "...[E]ach night is so different, it is impossible to get comfortable with the mechanics enough that it feels like second nature. The game changes so much, you are forced to adapt and are always on the edge of your seat, waiting for what is to come."[131] TechRaptor rated the game 9/10, calling it "genuinely terrifying" with a "great
storytelling" and praised the voice acting.[132] Freddy Fazbear's Pizzeria Simulator received mostly positive reviews. GameCrate called it the "best value in gaming right now",[133] with Rock Paper Shotgun calling it "an interesting it "spooky as hell".[134] The Ball State Daily News also gave a positive review, giving the game a 7.6/10 and calling it "an interesting it "
evolution of the Five Nights [at Freddy's] formula".[135] IGN listed Freddy Fazbear's Pizzeria Simulator in their top 18 Best Horror Games of 2017.[136] Ultimate Custom Night received mostly positive reviews. Rock Paper Shotgun deemed the game "an intriguing mess",[137] with PC Gamer calling it "a neat, customisable take on the classic survival
horror formula".[138] Five Nights at Freddy's: Help Wanted received "generally favorable" reviews, with Metacritic, assigning a score of 53 out of 100.[139] Reviewers praised the
game for its effective use of virtual reality and its success in introducing new mechanics while preserving the series feel and atmosphere while being accessible for players new to the series. However, the game's frequent use of jump scares could make it less scary and more obnoxious over time for some players. [140][141][142] Stuart Gipp at
Nintendo Life criticized the Nintendo Switch version of the game and gave it a score of 3 out of 10. The main criticism being that the game had become pointless for having removed the VR mode making it a "sub-par minigame collection" with "limited gameplay" since previous main games were available already for the console, and speculated that
the New York Game Awards in 2020.[145] Five Nights at Freddy's: Security Breach received "mixed or average" reviews, according to Metacritic.[120] Jeuxvideo.com gave a mixed review, praising the atmosphere and the originality of certain gameplay sections, but criticizing the bugs and technical issues.[146] The Escapist's Ben "Yahtzee" Croshaw
 was more critical of the game, praising the visuals, but criticizing the bugs, design, and restrictive save system.[147] The game was nominated and won Players' Choice December 2021 on PlayStation's official blog.[148] Five Nights at Freddy's: Into the Pit received "generally positive" reviews, according to Metacritic.[149] Game Rant praised the
 game for its story and visuals, while ComicBook.com praised it for its faithfulness to the source material.[150][151] A duet of cosplayers at WonderCon 2022 dressed as Withered Bonnie (Five Nights at Freddy's 2, left background) and Ignited Freddy (The Joy of Creation, right foreground) Since the release of the first game, popular video creators
such as PewDiePie, Markiplier, and Jacksepticeye have garnered millions of views, which helped the games receive additional attention from their playthroughs.[13] In May 2015, YouTube reported that videos of the Five Nights at Freddy's series were the platform's eighth-most-watched playthroughs.[152] The interpretive, non-linear, and cryptical that videos of the Five Nights at Freddy's series were the platform's eighth-most-watched playthroughs.[152] The interpretive, non-linear, and cryptical that videos of the Five Nights at Freddy's series were the platform's eighth-most-watched playthroughs.[152] The interpretive, non-linear, and cryptical that videos of the Five Nights at Freddy's series were the platform's eighth-most-watched playthroughs.[152] The interpretive, non-linear, and cryptical that videos of the Five Nights at Freddy's series were the platform's eighth-most-watched playthroughs.[153] The interpretive, non-linear, and cryptical that videos of the Five Nights at Freddy's series were the platform's eighth-most-watched playthroughs.[153] The interpretive, non-linear, and cryptical that videos of the Five Nights at Freddy's series were the platform's eighth-most-watched playthroughs.[153] The interpretive, non-linear, and cryptical that videos of the Five Nights at Freddy's eighth-most-watched playthroughs.[153] The interpretive is a series were the playthroughs.[153] The interpretive
narrative of Five Nights at Freddy's is a popular topic for fans to discuss and debate. [1] YouTube channels such as The Game Theorists feature Five Nights at Freddy's related videos with the goal of decoding the lore of the franchise. [153] [154] The series has over 60 videos and 800 million views combined. [1] The game mechanics of Five Nights at Freddy's related videos with the goal of decoding the lore of the franchise.
 Freddy's have inspired the creation of thousands of fan games. [78] Their prevalence led Game Jolt to categorize FNaF-inspired projects as a separate genre to better organize its content. [155] In addition to games, the franchise has also influenced music, with multiple fan-made songs gaining substantial popularity. Tracks by artists such as The Livingands of fan games.
Tombstone have each garnered hundreds of millions of views.[156][157] The Living Tombstone's first FNaF song was featured in the closing credits of the film adaptation.[158] Specifically, in Five Nights at Freddy's 2,[100] Five Nights 2,[
 Wanted,[102] and Five Nights at Freddy's 2,[106] Five Nights at Freddy's 2,[107] Help Wanted,[102] and Security Breach.[108] A b c d e f Romano, Aja (October 26, 2023). "Five Nights at Freddy's, the cult horror
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