

Five Nights at Freddy's™

Survive 'Til 6AM Game



Ages 8+

SECURITY
BREACH™

1-2 Players

INSTRUCTIONS

COMPONENTS



Double-Sided Game Board

2 Power Dice



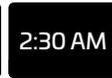
2 Power Dials



96 Game Cards
48 of each color



2 Reference Cards



13 Clock Cards

OVERVIEW

In *Five Nights at Freddy's – Survive 'Til 6 AM: Security Breach Edition*, you are trapped overnight in a Freddy Fazbear's Mega Pizzaplex. Get Freddy's help or hide inside him—but watch out! Each reaction uses up his limited power! Keep Vanny and the Animatronic characters away from your location until the doors unlock at 6:00 AM!

HOW TO WIN

To win, survive until 6:00 AM without Vanny or an Animatronic capturing you. If Vanny or any Animatronic moves into your location (the YOU ARE HERE pile), you immediately lose the game and the other player wins.

If both players survive until 6:00 AM without being captured, the player with the most power remaining wins!

SOLO PLAY

You can play solo! Use the 1 Player side of the board and the orange game cards. All the rules are the same, and you win if you survive until 6:00 AM without Vanny or an Animatronic moving into your location.



LEARN TO PLAY
SCAN HERE!

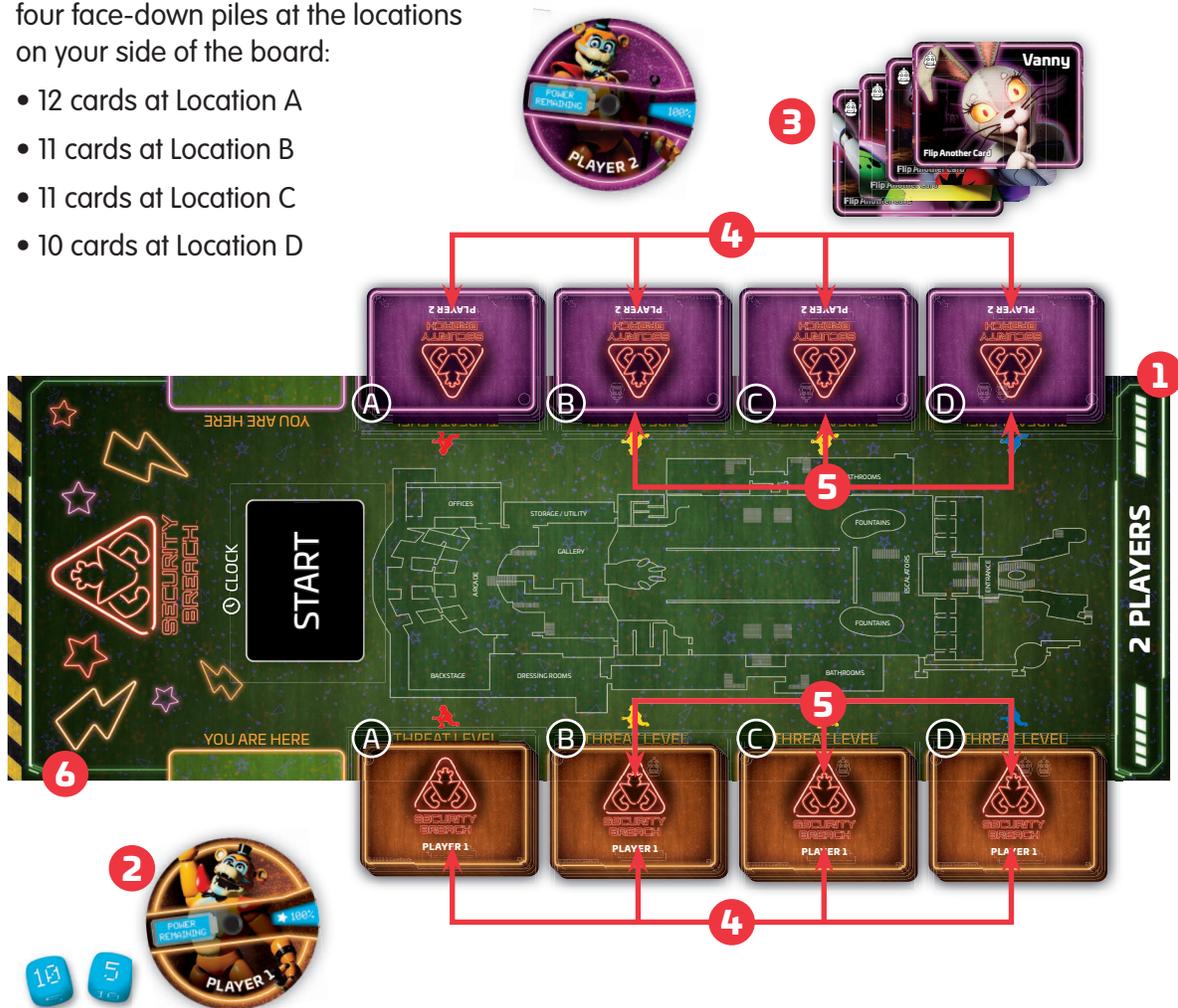


funkogames.com/PlaySurviveTil6AM

SETUP

(2-PLAYER GAME)

- 1 Place the game board between the players with the 2 PLAYERS side up. Set the Power dice nearby.
- 2 Take the Power Dial, reference card, and 48 game cards that **match the color on your side of the board** (purple for orange). Set your Power Dial to 100%.
- 3 Remove Vanny and the three Animatronics (marked with a 🤖) from your game cards.
- 4 Shuffle your game cards and make four face-down piles at the locations on your side of the board:
 - 12 cards at Location A
 - 11 cards at Location B
 - 11 cards at Location C
 - 10 cards at Location D
- 5 Shuffle Vanny and the Animatronics into the location piles:
 - 1 card into Location B
 - 1 card into Location C
 - 2 cards into Location D
- 6 Stack the Clock cards in order with 12:00 AM on top and 5:30 AM on the bottom. Place the pile on the 6:00 AM spot on the game board and then place the Start card on top of the stack.



GAMEPLAY

Phase One: Sneak Around

1 ADVANCE THE CLOCK

Discard the top Clock card from the stack. (On the first turn, you'll reveal 12:00 AM.)

2 FLIP CARDS **Both players do this at the same time:**

Starting at Location A and moving toward Location D, flip the top card of each location face up.

If you flip Vanny or an Animatronic, flip another card from that location, placing it below the last card you flipped. If you flip another Animatronic (or Vanny), flip another card, and so on.

Note: If a location runs out of cards, don't flip any more cards from that location this turn.

Phase Two: React

The player with the most power goes first! On the first turn, or if there's a tie, the player with a star (★) next to the power on their Power Dial goes first.

1 CHOOSE CARDS

Choose **zero, one, or two** face-up Vanny or Animatronic or *What Was That?* cards to react to. Or you can choose not to react to any cards to conserve power.

- React to Vanny or an Animatronic to stop them from moving closer to your location. Remember, if one of them reaches your YOU ARE HERE pile, you lose!
- React to a *What Was That?* card to discard it. If you don't, you'll have to move a face-down card closer to your location—and that card could be Vanny or an Animatronic!

2 ROLL AND LOSE POWER

For **each card** you chose to react to, roll one Power die and lose that amount of power on your Power Dial. (A blank counts as 0.) Then for each face up Power Depletion card, lose 5 more power.

IMPORTANT: If you don't (or can't) react to Vanny or an Animatronic at Location A, they will move into your location and you'll lose the game!

- If you chose not to react to any cards, don't roll the dice and ignore the Power Depletion cards.
- If you lose more power than you have left, don't lose any power. But you don't react to any of the cards you chose! Continue to Phase Three: Resolve.



Note: If you have 0% power, continue playing! You may still be able to survive the night, but you cannot react to any cards for the rest of the game.



3 REACT TO CARDS

Follow these instructions for each card you reacted to:



VANNY OR ANIMATRONIC *You hide inside Freddy!*
Shuffle Vanny or the Animatronic into their current location's pile.
You stopped them from moving closer to your location!



WHAT WAS THAT? *Freddy helps you avoid danger!*
Discard the card face up into your YOU ARE HERE pile. Now you won't have to resolve that card in Phase Three!

Phase Three: Resolve

1 RESOLVE CARDS

After you finish reacting, resolve each remaining face-up card, starting at Location A and moving toward Location D, as explained below. After you resolve a card, discard it face up into your YOU ARE HERE pile (except for Vanny and Animatronics).

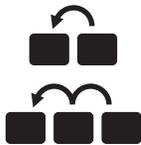
Note: If there are multiple cards at a location, resolve them from top to bottom.



VANNY OR ANIMATRONIC Move Vanny or the Animatronic closer to your location, shuffling it into the adjacent location's pile. If the adjacent location is your YOU ARE HERE pile, you lose the game!

EMPTY ROOM Just discard it face up into your YOU ARE HERE pile.

POWER DEPLETION Just discard it face up into your YOU ARE HERE pile.



WHAT WAS THAT? (SIDEWAYS) Without looking at it, take the top card of this location pile and place it on top of the pile one or two locations closer to your location, according to the symbol on the card. Then discard this card.

Note: If you would place a card into or past your YOU ARE HERE pile, flip it face up instead. If it's Vanny or an Animatronic, you lose the game! Otherwise, discard it.



WHAT WAS THAT? (DOWN) Flip the top card of this location pile and resolve it. If you flip Vanny or an Animatronic, move them closer to your location, as explained above, but don't flip another card. Then discard this card.

2 FILL EMPTY SPACE

If there is an empty location, slide any piles to the right of that location closer to your YOU ARE HERE pile to fill in the empty space(s).

Now the other player reacts and resolves. After both players have finished, start the next turn with Phase One: Sneak Around. Continue playing until you reveal 6:00 AM or a player loses the game (Vanny or an Animatronic moves into their location).

EXAMPLE TURN



After discarding a Clock card, George flips the cards shown above. He chooses to react to Monty and the *What Was That?* farthest from his location (Pile D). He rolls both Power dice—one for each card he’s reacting to. He rolls a 5 and a 10, but he loses a total of 20 power because there is also a face-up Power Depletion card. Then he shuffles Monty back into Pile D and discards the *What Was That?* card into his YOU ARE HERE pile.



Now George resolves the remaining face-up cards, starting closest to his location (Pile A). First he discards the Power Depletion card into his YOU ARE HERE pile. Next, he resolves the *What Was That?* card at Pile B by flipping the top card of the pile—oh no, it’s Vanny! He resolves Vanny by shuffling her into Pile A, and then discards the *What Was That?* card from Pile B into his YOU ARE HERE pile. Then he resolves the *What Was That?* card at Pile C by taking the top card of the pile and placing it on top of Pile A without looking at it. Finally, he discards the *What Was That?* card from Pile C into his YOU ARE HERE pile. Now it’s the other player’s turn to react and resolve.



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