

Ages 6+  
2 Players



# Five Nights at Freddy's FIGHTLINE COLLECTIBLE BATTLE GAME



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GAMES

## INSTRUCTIONS

**PREMIER PACK CONTENTS:** 4 Character Figures, 4 Character Cards, 2 Basic Character Tokens, 2 FightLine Tracks, 14 Point Tickets, 12 Faz Coins, Die, Instructions

## PREMIER PACK EXCLUSIVE CHARACTERS:

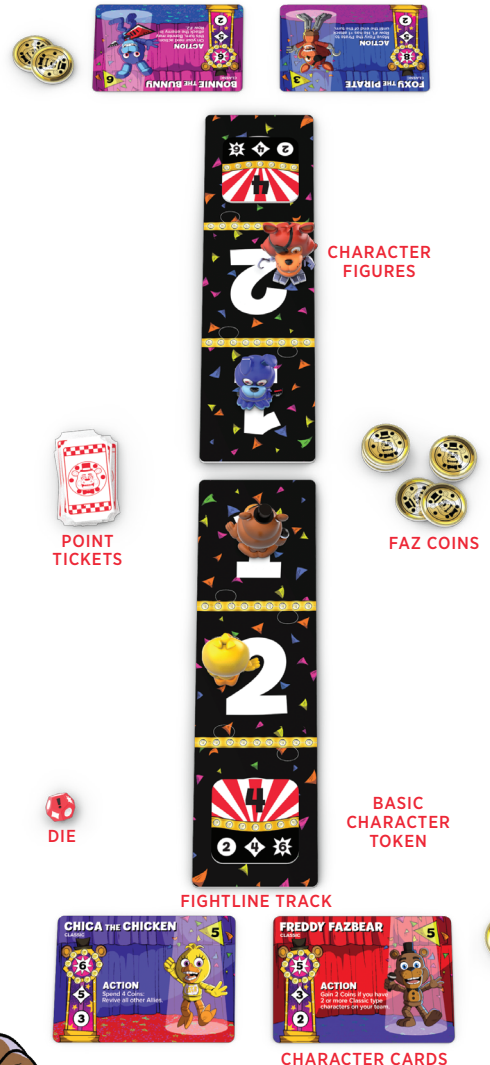


## EXPAND YOUR GAME WITH CHARACTER PACKS! (SOLD SEPARATELY)



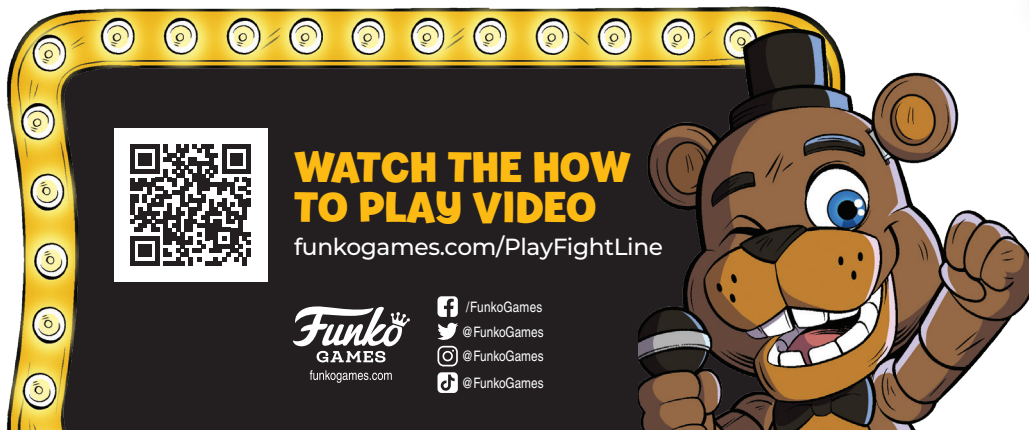
## SETUP

- 1 To start the game, each player makes a team of three characters. With a Premier Pack, each player takes two Character figures and one Basic Character token.
- 2 Take the cards (or tokens) for your three characters and place them in front of you. Make sure they have the uninjured (colorful) sides face up.
- 3 Assemble your FightLine track and place it in front of you so Space 3 is closest to you. The track has three spaces—one for each character. Place one figure (or token) on each space of the track, in any order you choose.
- 4 Place the die, points, and coins where both players can reach them.
- 5 Flip a coin to see who goes first. The first player takes one coin, and the second player takes two coins.



## OBJECT

Score points by hitting enemies with attacks. The first player to score **7 points** wins!



**WATCH THE HOW TO PLAY VIDEO**

[funkogames.com/PlayFightLine](http://funkogames.com/PlayFightLine)



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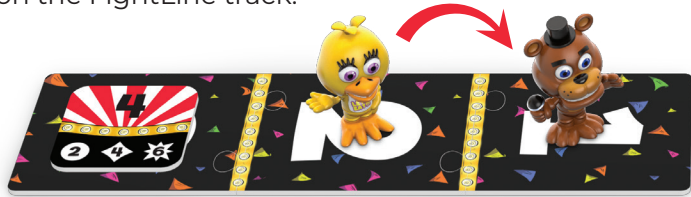
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# ON YOUR TURN

Take two **different** actions. You can take them in any order, but you can't take the same action twice. There are four possible actions:

## SWAP PLACES

Swap two of your characters who are **next to each other** on the FightLine track.



EXAMPLE

## TAKE A COIN

Take a coin from the supply. There is no limit to the number of coins you can have at one time. If you run out, grab some real coins.

## CHARACTER ACTION

If a character's power on their card has **ACTION** above it, you can take an action to use that power. Character cards are explained more below.

## ATTACK

The character on Space 1 of your FightLine track attacks the enemy on Space 1 of your opponent's track, as explained to the right. A character cannot attack from Space 2 or 3, unless their power specifies that space.

**After you take two actions, it's the next player's turn!**

# HOW TO ATTACK

## 1. Roll the Die

|             |  |
|-------------|--|
| !           | You hit! Skip steps 2 & 3 and read HIT below.  |
| X           | You miss. Skip steps 2 & 3 and read MISS below.  |
| *<br>♦<br>● | Find the matching symbol on your character's card or token and use that Attack Number. |

## 2. Spend Coins (Optional)

You may spend coins to raise your Attack Number by 1 for each coin you spend.

## 3. Check Your Attack

If your Attack Number is equal to or higher than the enemy's Defense Number, you hit! If your Attack Number is lower, you miss.

## HIT

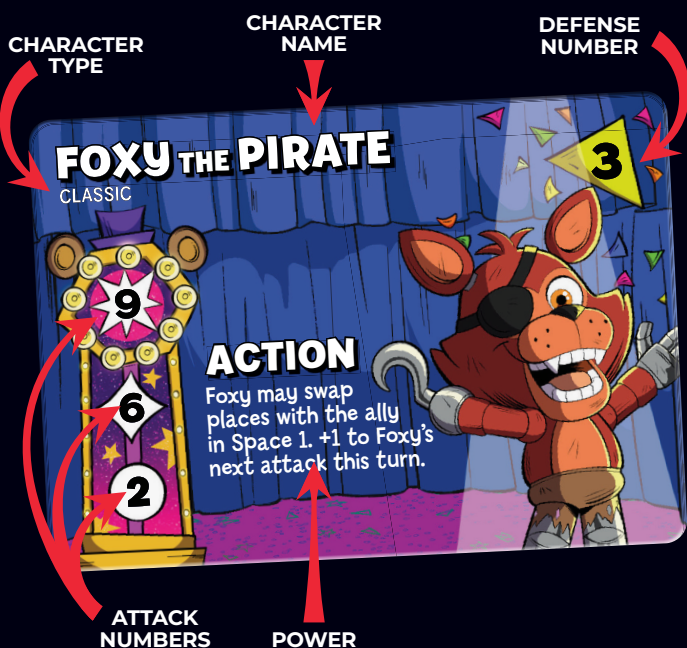
If your attack hits, you score points! If you hit an uninjured character, take 1 point. If you hit an injured character, take 2 points.

Then the character you hit is injured, if it wasn't already. Your opponent flips the Character card or token to the injured (silver) side.

Lastly, your opponent moves the character you hit to Space 3 of their FightLine track, and shifts each other character one space up.

## MISS

Take a coin from the supply. Nothing happens to the character you hit.



# CHARACTER CARDS

Each Character card includes a name, type, Defense Number, three Attack Numbers, and a power.

If an Attack Number is a **?**, check the character's power for what happens. If an Attack Number has a **+** next to it, also take a coin from the supply when you roll it.

If a power has **ACTION** above it, you can use it by taking an action on your turn. Otherwise, the power happens automatically—it's not optional. If a power says to "revive" a character, flip it to its uninjured (colorful) side.

An ally is another character on your team. (A character is not their own ally.) An enemy is any character on your opponent's team.

**Pay attention because the numbers and power may change when a character is injured!**