

Warning:

This is a fan-made game. The original game was made by Scott Cawthon. Anyone claiming that Scott made this game is incorrect.

CONTINUE

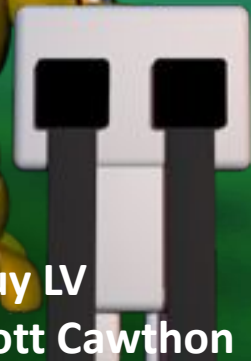
FNAF WORLD



START

v 1.6.0

Made by RyGuy LV
Original by Scott Cawthon



<BACK

PLAY GAME

PLAY DEMO

EXTRA MENU



<BACK

ANIMATRONICS

NPCS

ATTACK COMMANDS

ENIEMIES

BOSSES

LOCATIONS

<BACK



NORMAL



TOY



WITHERED



PHANTOM



NIGHTMARE



SHADOW

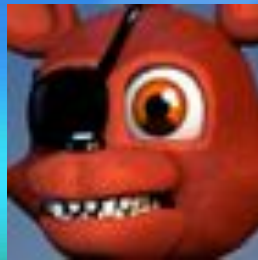


GOLDEN

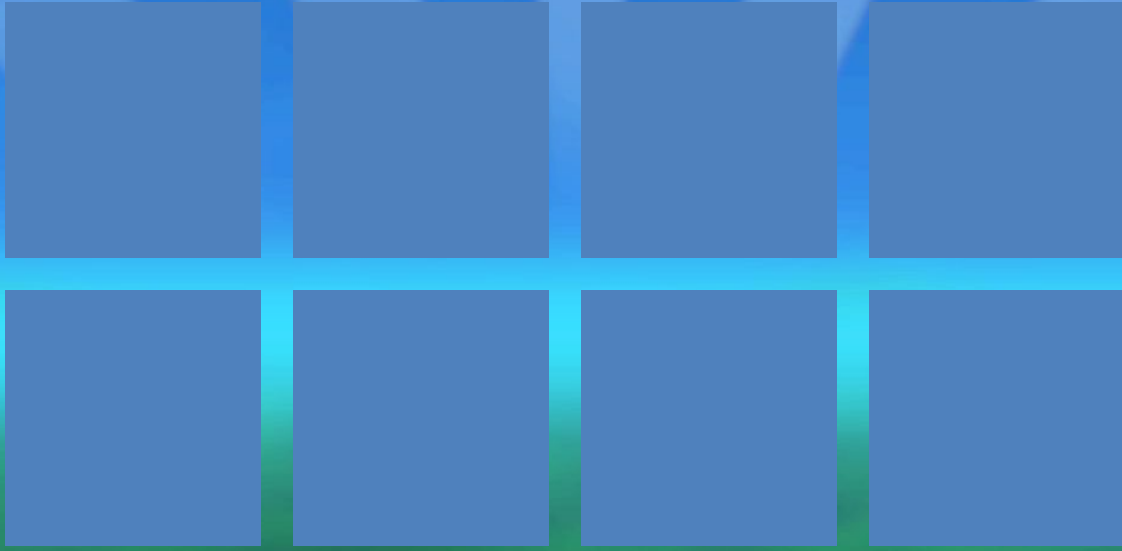


OTHER

<BACK



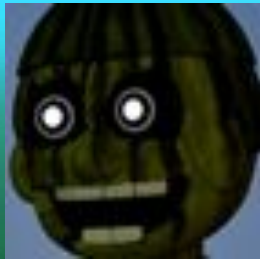
<BACK



<BACK



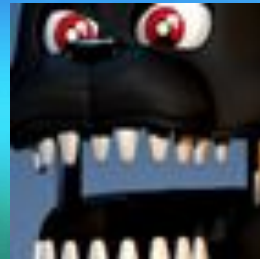
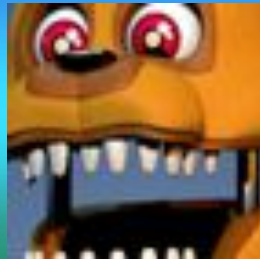
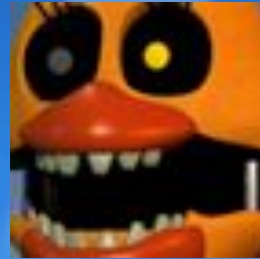
<BACK



<BACK



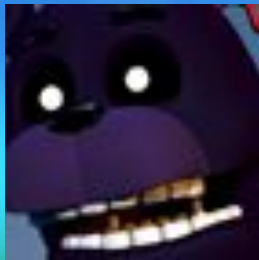
<BACK



<BACK



<BACK



<BACK



<BACK



<BACK



<BACK



<BACK



<BACK



Bite

Bite 2

Hook

Mic Toss

Orange moves are
basic attacks.

<BACK



Endo Army

Esc Key

Gift Boxes

Haunting

Hocus Pocus

Mimic Ball

Mystery Box

Mystery Box 2

Neon Wall

Prize Ball 2

Prize Ball

Yellow moves are
miscellaneous attacks/moves.

<BACK



Bubble Breath

Cupcake

Happy Jam

Happy Jam 2

Party Favors

Regen Song

Pink moves are
healing moves.

<BACK



Balloons

Bash Jam

Eye Beam

Freddles

Hot Cheese

Hot Cheese 2

Jumpscare

Mega Bite

Mega Virus

Munchies

Neon Wall 2

Pizza Wheel

Pizza Wheel 2

Poppers

Springlocks

Red moves are AOE attacks/powerful attacks.

<BACK



Bad Pizza

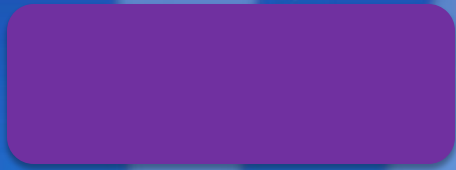
Toxic Balloon

Toxic Bite

Toxic Bite 2

Green moves are
mostly poison
attacks.

<BACK



4th Wall

Gloom Balloon

Gloom Song

Rainy Day

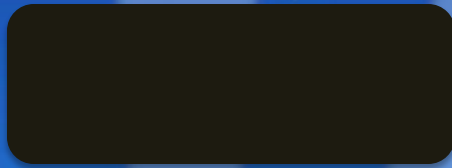
Rainy Day 2

Slasher

Sludge

Purple moves
decrease
enemy stats.

<BACK



Unscrew

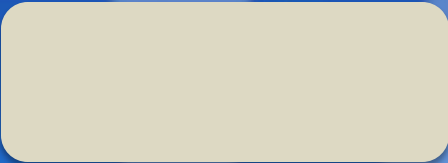
Unscrew 2

Waterhose

Waterhose 2

Black moves
have a chance
to insta-kill.

<BACK



Armor Song

Birthday

Cosmic Song

Power Song

Speed Song

White moves are
mostly stat
boosts.

<BACK



Balloons 2

Buzzsaw

Jack-O-Bomb™

Blaze Orange moves are
basic overpowered
attacks.

<BACK

FREDDY



“Back to basics!”

Mic Toss

Pizza Wheel

Birthday



<BACK

BONNIE



"Jammin!"

Bite

Bash Jam

Happy Jam



<BACK

CHICA



"Let's Eat!"

Cupcake

Party Favors

Regen Song



<BACK

FOXY



“Back-In-Order!”



Hook

Jumpscare

Hot Cheese



<BACK

TOY FREDDY



“Still Freddy- but shiny.”



Mic Toss

Party Favors

Speed Song



<BACK

TOY BONNIE



“Something new!”



Bash Jam

Munchies

Prize Ball



<BACK

TOY CHICA



“Let's Party!”



Cupcake

Birthday

Waterhose



<BACK

MANGLE



"Kids can be so cruel..."



<BACK

FUNTIME FOXY



"It wasn't meant to last."



Happy Jam 2

Cosmic Song

Gift Boxes



<BACK

BALLOON BOY



“Everyone's favorite!”



Balloons

Hot Cheese

Munchies



<BACK

JJ



"Because one wasn't enough!"



Balloons

Poppers

Unscrew



<BACK

MARIONETTE



“Think outside the box!”



Prize Ball 2

Mystery Box

Esc Key



<BACK

WITHERED
FREDDY



"Because we needed one more."



Mic Toss

Gloom Song

Esc Key



<BACK

WITHERED
BONNIE



“Look into my eye!”



Eye Beam

Pizza Wheel

Unscrew 2



<BACK

WITHERED
CHICA



“What happened to Chica?!”



<BACK

WITHERED
FOXY



“Still Foxy- but more YAAARG!”



Hook

Rainy Day

Hot Cheese 2



<BACK

PHANTOM
FREDDY



"Just taking a stroll."



Gloom Song

Sludge

Rainy Day



<BACK

PHANTOM
CHICA



“Stop calling me a watermelon.”



Toxic Bite

Sludge

Unscrew



<BACK

PHANTOM
FOXY



“Because you can never have too much Foxy.”



Jumpscare

Toxic Bite

Unscrew



<BACK

PHANTOM
MANGLE



“Because he/she needed to be weirder.”



<BACK

PHANTOM
BALLOON BOY



"Because reasons."



Toxic Balloon™

Gloom Balloon™

Rainy Day™



<BACK

PHANTOM
MARIONETTE



“Put it back in the box!”



Jumpscare

Hot Cheese 2

Mystery Box 2



<BACK

NIGHTMARE
FREDDY



“The more, the merrier.”



<BACK

NIGHTMARE
BONNIE



"Let's get mean!"



Bite 2

Rainy Day 2

Pizza Wheel 2



<BACK

NIGHTMARE
CHICA



"Making you a sandwich."



Bite 2

Bad Pizza

Waterhose



<BACK

NIGHTMARE
FOXY

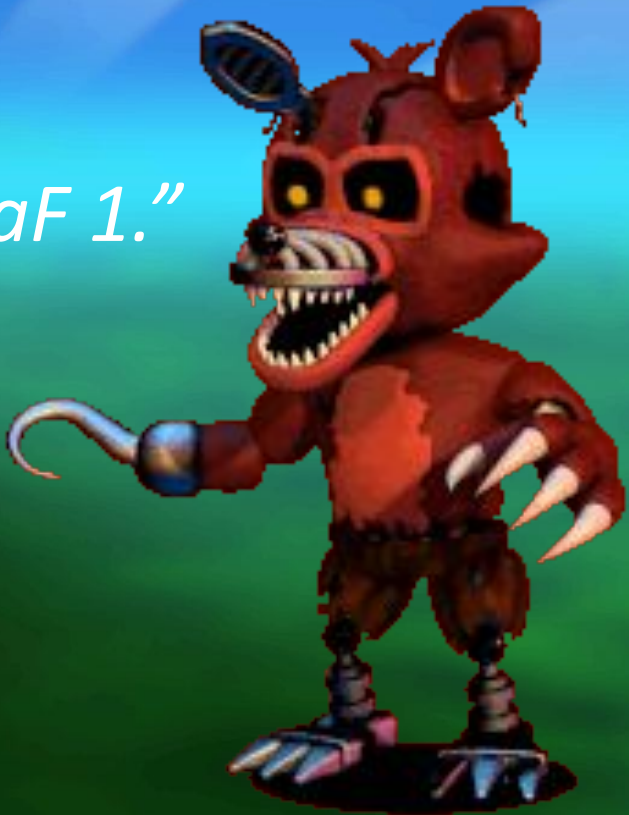


“Out of order since FNaF 1.”

Bite 2

Unscrew 2

Hot Cheese 2



<BACK

NIGHTMARE
FREDBEAR



“Getting down to business.”



Toxic Bite 2

Freddles

Mega Bite



<BACK

NIGHTMARE



"This is why you wake up."



Toxic Bite 2

Rainy Day 2

Mega Bite



<BACK

PLUSHTRAP



“Because the world needed a plush version.”



Toxic Bite

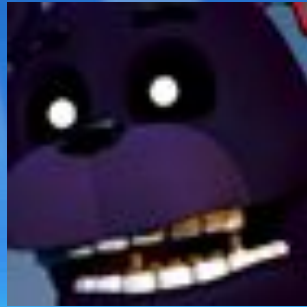
Bad Pizza

Sludge



<BACK

SHADOW
FREDDY



"I will eat your soul."



Unscrew

Esc Key

Waterhose



<BACK

RWQFSFASXC



“SAY MY NAME!”



Haunting

Mimic Ball

Gift Boxes



<BACK

FREDBEAR



"Where it all started."



Mega Bite

Regen Song

Mimic Ball



<BACK

01000110

01101001

01101110

01100100

00100000

01110100

01101000

01100101

00100000

01000011

01101100

01101111

01100011

01101011

00101110



<BACK

SPRING BONNIE



*“Male? Female? It's a rabbit,
who cares.”*



Springlocks

Happy Jam 2

Cosmic Song



<BACK

GOLDEN
FREDDY



"It's me."



Jumpscare

Rainy Day 2

Haunting



<BACK

SPRINGTRAP



*“Cuter in person;
still a killer.”*



Bite 2

Springlocks

Rainy Day



<BACK

ENDO-01



“Because look at him!”



Power Song

Armor Song

Endo Army



<BACK

ENDO-02



*“Not as cute,
but more useful.”*



Speed Song

Endo Army

Neon Wall



<BACK

ENDOPLUSH



"Because character quota."



Neon Wall

Eye Beam

Waterhose 2



<BACK

PAPERPALS



"Huh?"



Prize Ball 2

Mystery Box 2

Mimic Ball



<BACK

CRYING CHILD



“Still sad.”



Power Song

Armor Song

Gift Boxes



<BACK

JACK-O-BONNIE



*“Not canon,
but still here.”*



Haunting

Jack-O-Bomb™

Slasher



<BACK

JACK-O-CHICA



"Feeling empty inside."



Haunting

Jack-O-Bomb™

Buzzsaw



<BACK

NIGHTMARIONNE



"I'm taller in person."



Prize Ball 2

Bubble Breath

4th Wall

<BACK

NIGHTMARE BB



*"Some things can't
be made cute."*



Mega Bite

Bubble Breath

Balloons 2



<BACK

COFFEE



“The Desolate Hope.”



Gift Boxes

Mega Virus

Neon Wall 2



<BACK

ANIMDUDE



“There is no
Pause Button!”



Neon Wall

Mega Virus

4th Wall

<BACK

MR. CHIPPER



*“Chipper and Sons
Lumber Co.”*



Mimic Ball

Buzzsaw

Hocus Pocus™



<BACK

PURPLEGUY



*"I take 10 seconds
to draw!"*



Speed Song

Slasher

Hocus Pocus

<BACK

FREDBEAR

Fredbear is a golden-colored variant of Freddy Fazbear wearing two buttons, a purple bowtie, and a top hat! He also guides the player through FNaF World!



<BACK

← LOLBIT →

Lolbit is the owner of Lolbit's Byte Store and appears in several locations throughout the game, each one selling all three tiers in a set of Bytes.



<BACK

← DEEDEE →

DeeDee is the owner of DeeDee's Fishing Hole in Fazbear Hills, which costs 10 Faz Tokens to play.



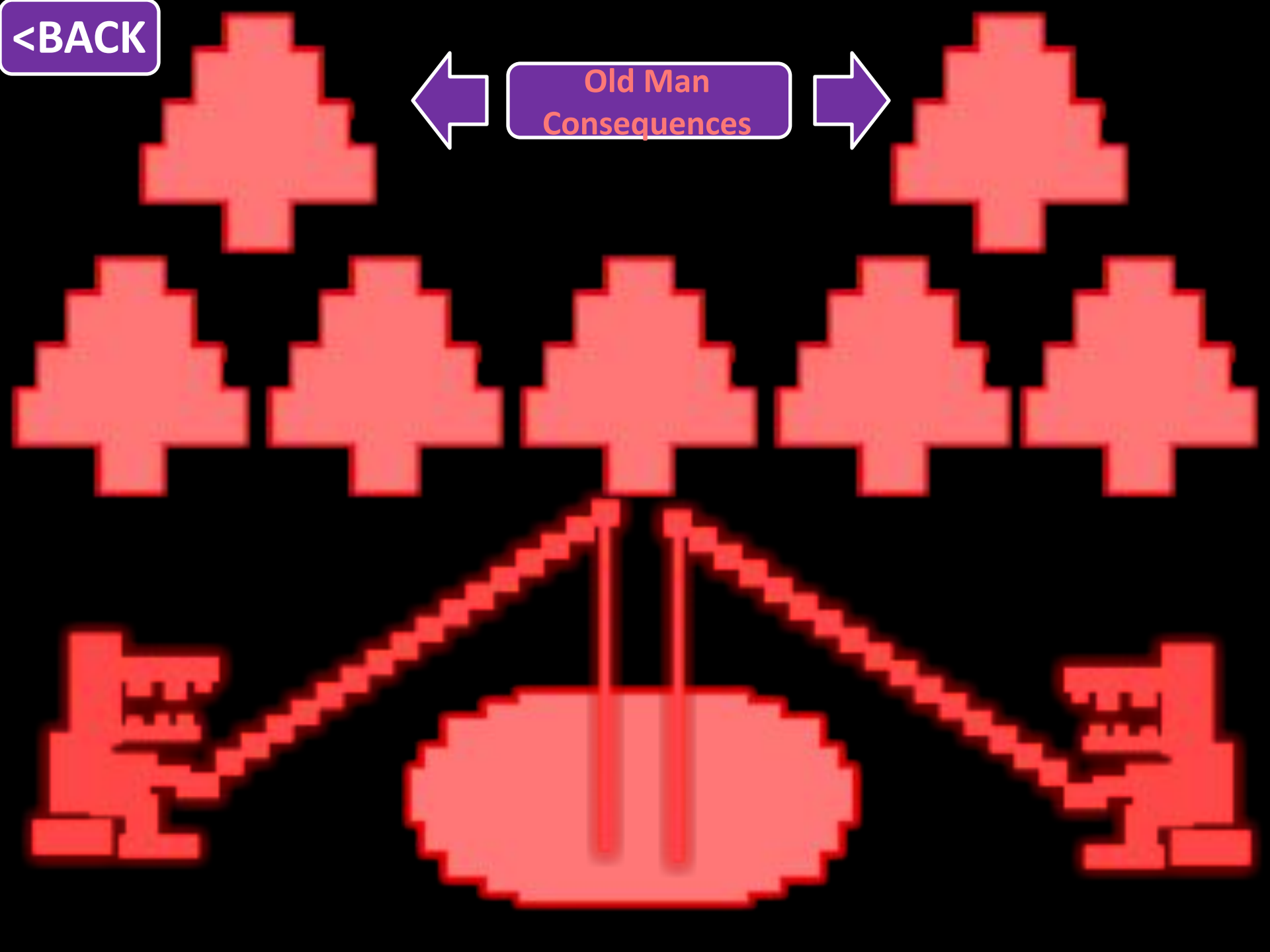
<BACK

← MENDO →

Mendo is the owner of Mendo's Endo-Upgrades, a store located in Fuzbear Hills that sells items which raise the player's party's defense.

<BACK

← Old Man Consequences →



<BACK

← DESK MAN →

«
"What are you doing here?
I'm busy. It wasn't supposed
to be like this. Now it's all a
mess. Of course now there
is only one thing to do.
Come back later and maybe
I will tell you more."
»



<BACK

← DESK MAN →

*"It's a vicious cycle, you know.
But then, most things in life are.
The pendulum swings one way,
then it swings the other.
Now we return to darkness.
Something terrible is coming.
Come back later. Maybe I will tell
you more."*



<BACK

← DESK MAN →

"I'm impressed. What are you doing here? Can't you see that I'm busy? You deactivated my games? I didn't know what else to do. I don't want to disappoint people. But my mind isn't right. I've made something terrible. Her name is Baby. It's too late to deactivate her. I'm sorry."



<BACK

← BALLBOY →



Location:
Pinwheel Circus

Experience
Payout: 115

Token
Payout: 21



<BACK

← BEARTRAP →

Location:
Blacktomb Yard

Experience
Payout: 80

Token
Payout: 15-16



<BACK

BLACKTRAP

Location:
Deep-Metal Mine

Experience
Payout: 100

Token
Payout: 18-22



<BACK

← BOUNCEPOT →



Location:
Fazbear Hills

Experience
Payout: 5

Token
Payout: 0-3



<BACK

← BOXBYTE →

Location:
Dusting Fields

Experience
Payout: 30

Token
Payout: 6



<BACK

← CHILLAX →

Location:
Dusting Fields

Experience
Payout: 35

Token
Payout: Unknown



<BACK

← CHOP 'N ROLL →



Location:
Choppy's Woods

Experience
Payout: 25

Token
Payout: 7-8



<BACK

← COLOSSAL →

Location:
Lilygear Lake

Experience
Payout: 55

Token
Payout: 8-9

<BACK

← CRABAPPLE →

Location:
Lilygear Lake

Experience
Payout: 50

Token
Payout: 8



<BACK

DOG FIGHT

Location:
Pinwheel Circus

Experience
Payout: 110

Token
Payout: 24



<BACK

← FLAN →

Location:
Dusting Fields

Experience
Payout: 40

Token
Payout: 5-6



<BACK

← GEARRAT →

Location:
Fazbear Hills/
Choppy's Woods

Experience
Payout: 15

Token
Payout: 3-4



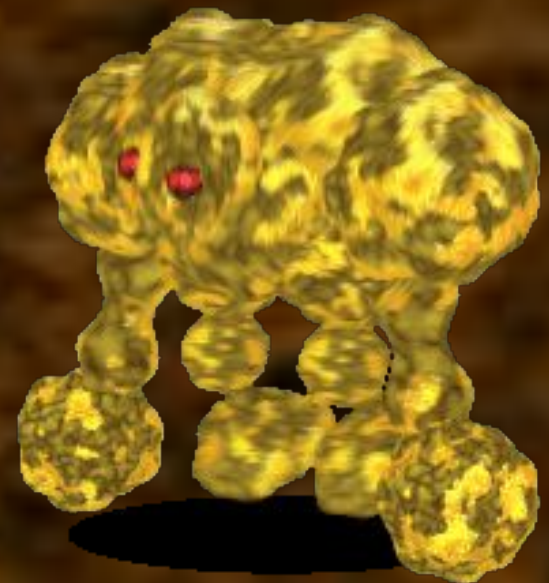
<BACK

← GOLDMINE →

Location:
Mysterious Mine

Experience
Payout: 0

Token
Payout: 25



<BACK

GRAVEWEED



Location:
Blacktomb Yard

Experience
Payout: 75

Token
Payout: 16



<BACK

← MECHRAB →



Location:
Fazbear Hills

Experience
Payout: 10

Token
Payout: Unknown



<BACK

← MERINGUE →



Location:
Pinwheel Circus

Experience
Payout: 105

Token
Payout: 21



<BACK

← METALMAN →



Location:
Mysterious Mine

Experience
Payout: 65

Token
Payout: 14-16



<BACK

← NEON →



Location:
Geist Lair

Experience
Payout: 510

Token
Payout: 52



<BACK

← P. GOON →



Location:
Geist Lair

Experience
Payout: 540

Token
Payout: 50



<BACK

← PROTOTYPE →

Location:
Blacktomb Yard

Experience
Payout: 85

Token
Payout: 15

<BACK

← QUARRY →

Location:
Mysterious Mine

Experience
Payout: 60

Token
Payout: 13



<BACK

← REDBEAR →

Location:
Pinwheel Funhouse

Experience
Payout: 140

Token
Payout: 26-27



<BACK

← SEAWEED →

Location:
Lilygear Lake

Experience
Payout: 45

Token
Payout: Unknown



<BACK

← TANGLE →

Location:
Pinwheel Funhouse

Experience
Payout: 135

Token
Payout: 26-27



<BACK

← TOMBSTACK →

Location:
Deep-Metal Mine

Experience
Payout: 90

Token
Payout: 21



<BACK

← TOTEMOLE →

Location:
Choppy's Woods

Experience
Payout: 20-40

Token
Payout: 14



<BACK

WHITE RABBIT



Location:
Pinwheel Funhouse

Experience
Payout: 145

Token
Payout: 28-30



<BACK

← AUTO CHIPPER →



Location:
Fazbear Hills/
Choppy's Woods

Experience
Payout: 200

Token
Payout: 0

<BACK

← **BOUNCER** →



Location:
Dusting Fields

Experience
Payout: 450

Token
Payout: 0

<BACK

← BROWBOY →



Location:
Pinwheel Circus

Experience
Payout: 1200

Token
Payout: 0

<BACK

← BUBBA →



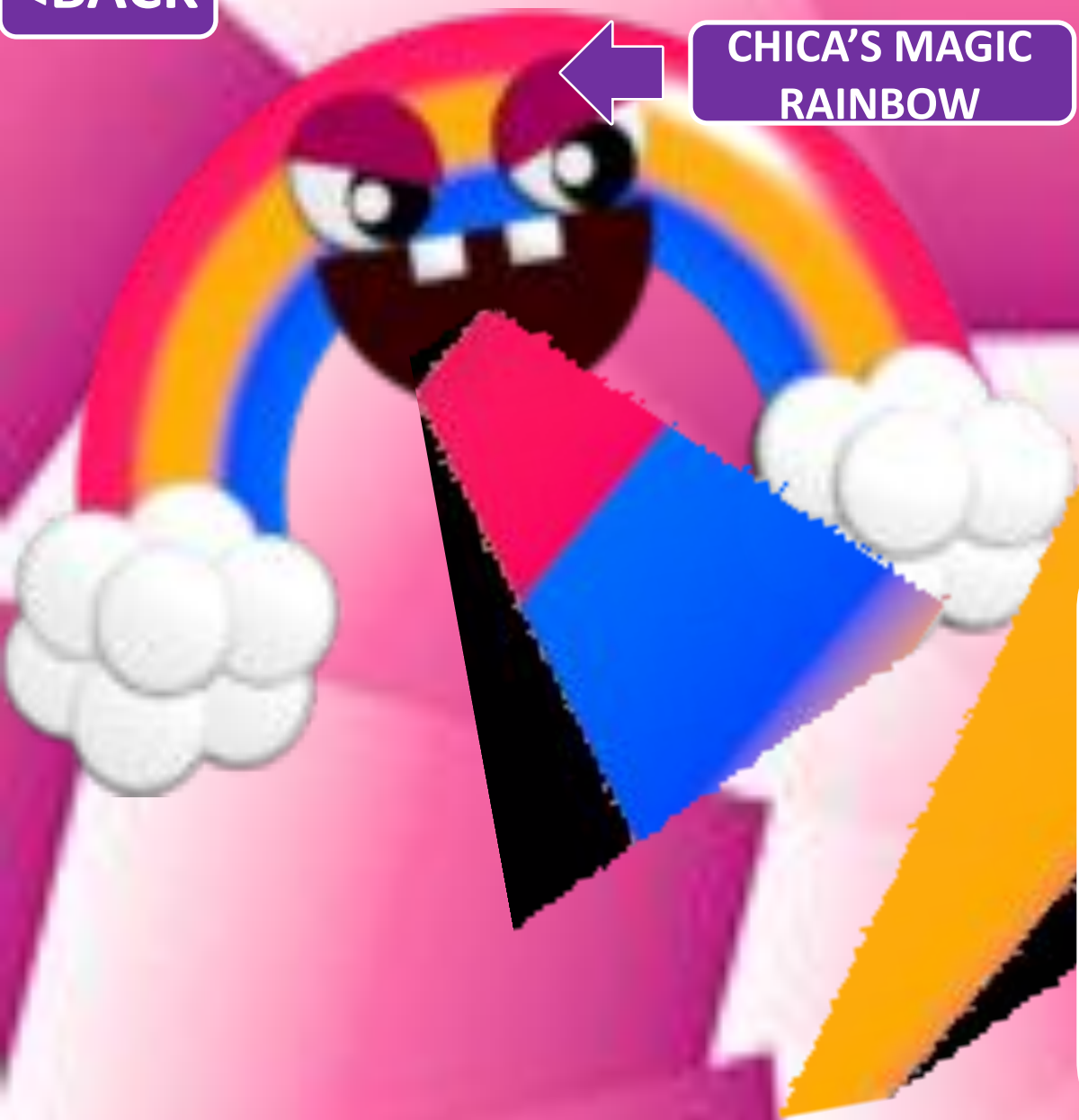
Location:
Pinwheel Funhouse

Experience
Payout: 1500

Token
Payout: 0

<BACK

← CHICA'S MAGIC RAINBOW →



Location:
Geist Lair

Experience
Payout: 0

Token
Payout: 0

<BACK



CHIPPER'S
REVENGE



DIALOUGE

Location:
Mysterious Mine

Experience
Payout: 1

Token
Payout: 1

<BACK

This isn't fair... It was never fair. It was supposed to be me. It was always supposed to be me! My world was lush and beautiful, full of strange and colorful creatures! But no, that wasn't enough for you. You wanted to be scared. You wanted to feel dread. And what happened to me? What happened to us? Obscurity... You haven't seen the last of me. Freddy Fazbear isn't the one who will be sharpening his teeth on your bones. It will be me. It will be me..."



<BACK



<BACK

← EYESORE →



Location:
Mysterious Mine

Experience
Payout: 750

Token
Payout: 0

<BACK

← GOLD ENDO →



Location:
Pinwheel Funhouse

Experience
Payout: 0

Token
Payout: 500-1000

<BACK

← MAD ENDO →



Location:
Deep-Metal Mine

Experience
Payout: 1050

Token
Payout: 0

<BACK

← OVERCLOCK →



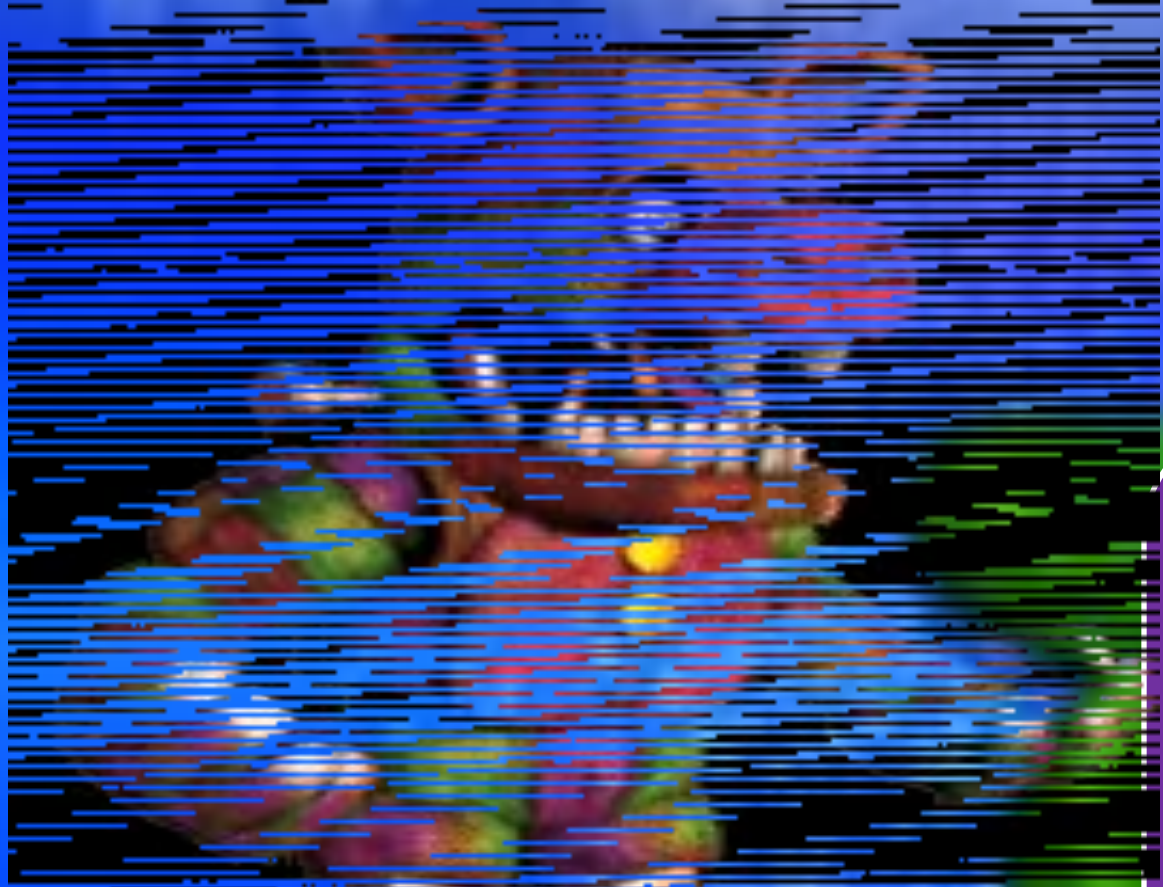
Location:
Deep-Metal Mine

Experience
Payout: 1050

Token
Payout: 0

<BACK

← PORKPATCH →



Location:
Lilygear Lake

Experience
Payout: 600

Token
Payout: 0

<BACK

← PURPLEGEIST →



Location:
Geist Lair

Experience
Payout: N/A

Token
Payout: N/A

<BACK



SCOTT
CAWTHON



DIALOUGE

Location:
Fazbear Hills

Experience
Payout: 1

Token
Payout: 1

<BACK

“That's some real dedication. Great job! Most people are content playing through the game on Normal mode, but not you... There is always an over-achiever in a bunch. I guess that's you. So it's your fault then, for my misery. It's never enough for you people. Don't you get it? I can't do this anymore! I won't...”



<BACK

"It was fun being the puppet-master, but now I grow weary. It's time to put you in your place.

Now let me show you how this game ends."



<BACK

Ok. Alright. I get it. Was this the ending you really wanted? Coming all the way here just to kill me? Was I REALLY the villain in your mind? I mean sure, this is definitely one way to bring the story to a halt, but surely there was a more satisfying ending. I just do what is demanded of me! I fill your insatiable gullets with more and more and more! And now your here to show your gratitude. Well congratulations then. I haven't brought this story to an end; you did. So feel good about yourself for ending the story by killing the storyteller!

Ug. Grr... Zrr... GRAAAAAMMM!!!"



<BACK

<BACK

← SEAGOON →



Location:
Lilygear Lake

Experience
Payout: 600

Token
Payout: 0

<BACK

← SECURITY →



Location:
Pinwheel Circus

Experience
Payout:
5000 (Normal)
10000 (Hard)

Token
Payout:
250 (Normal)
500 (Hard)

<BACK

← SNOWCONE →



Location:
Dusting Fields

Experience
Payout: 450

Token
Payout: 0

<BACK

← SUPERGOON →



Location:
Lilygear Lake

Experience
Payout: 600

Token
Payout: 0

<BACK



This is Fazbear Hills! Fazbear Hills is a forest, containing trees and houses around the spawn area. There are also many flowers and rocks that can be found on the ground.





This is Choppy's Woods! Choppy's Woods consists of many trees, several stumps, big trees, and a few normal ones. Seagulls are even on some of the stumps!



<BACK



This is the Dusting Fields! The Dusting Fields has a snow like appearance! The entire area is covered in snow, save for the bare trees that decorate the area! To the north, a decommissioned Ferris Wheel can be found!

<BACK



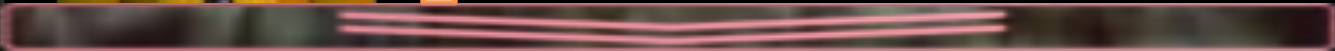
This is Lilygear Lake! Lilygear Lake is a lake full of trees, lily pads, mushrooms and wide open water! Unlike the other areas, you traverse in an object, being a boat!



<BACK



This is Blacktomb Yard! Blacktomb Yard is a bleak environment filled with dead trees, gargoyles, and gravestones! It's a graveyard for scrapped and unwanted creations!



<BACK



This is Pinwheel Circus! Based off its name, Pinwheel Circus is a circus themed area, filled with many balloons and different colored tents! Fences appear to cover the entire area!

<BACK



This is Pinwheel Funhouse! Pinwheel Funhouse is the final area in the game, which is composed of secret areas in the previous worlds! This world is a maze full of purple tents which teleports the player to another tent, although they never lead you back to the same tent!

<BACK



This is Deep-Metal Mine! Deep-Metal Mine is an area and one of the caves! It can be accessed by an entrance in the south of Blacktomb Yard! The Deep-Metal Mine's area appears to be similar in appearance to Mysterious Mine!

<BACK



This is Mysterious Mine! Its design is similar to a real Mineshaft. Across the ceiling are wooden supports and across the mines are placed torches. The Layout is similar to that of a Labyrinth though and some paths are blocked by Rocks.

<BACK



This is the 1st Sub-Tunnel! In this sub-tunnel, the sides of the screen will be stretched. The color of this sub-tunnel is blue. In the Sub-Tunnel, there will be multiple amounts of trees, which are all white with blue outlines.

<BACK



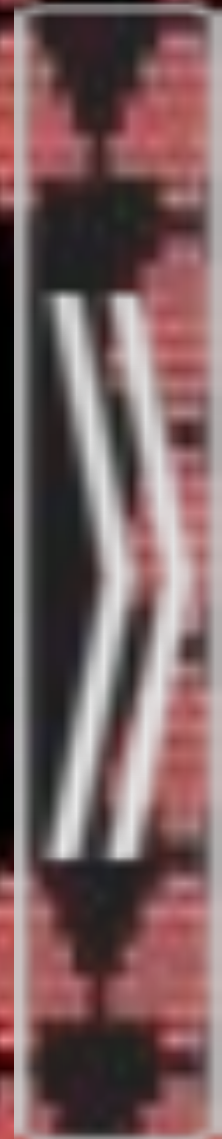
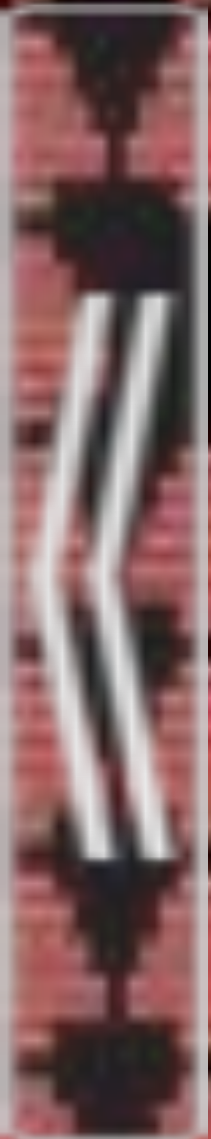
This is the 2nd Sub-Tunnel! In this Sub-Tunnel, the screen will be distorted in "waves" which are scattered across the screen! The color of this Sub-Tunnel is black with white objects! The trees are rounded cubes with sticks on the bottom of them!

<BACK



This is the 3rd Sub-Tunnel! In this Sub-Tunnel, the screen will be rounded near the top and bottom, similar to if the player was in a cylinder! The color of this Sub-Tunnel is black and white with black objects! The trees in this Sub-Tunnel are blocks with sticks on them!

<BACK



This is the 4th Sub-Tunnel! Whence in this Sub-Tunnel, you can't escape! It's impossible! Only two people that I know of were stupid enough to go in to this world! What ever you do, don't ever go into this world!

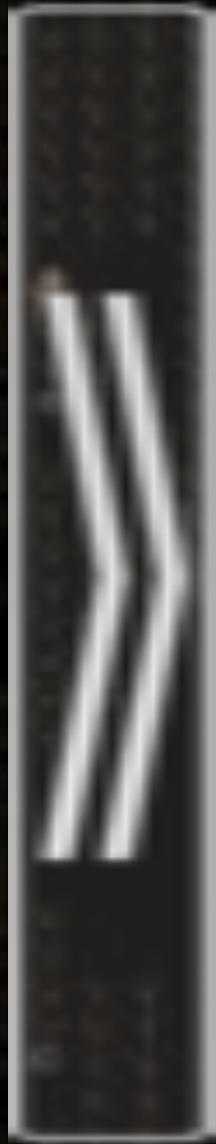
<BACK



This is the &* __TWRE! In this area, only specific items may be interacted with whereas the rest will simply be walked over, including things like trees, rocks, characters, and chests. There are, however, invisible walls that prevent the player from exploring the whole map from a given entrance.

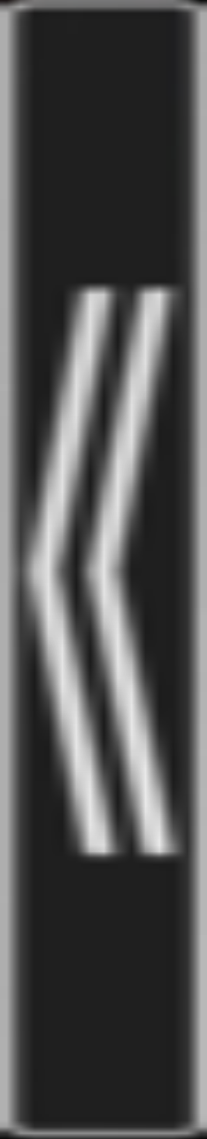


<BACK



This is the Backstage to the Halloween update! Backstage of the Halloween Update is a very Halloween-themed location with dead trees, a dark dirt ground and jack-o-lanterns that act as a light source. Occasionally there are some rocks and scarecrows. A lot of leaves fly by and crows can be heard chirping away. It's also home to some mansion-like buildings.

<BACK



This is Geist Lair! The place is made out of several rocks and lit torches. Like Deep-Metal Mine and Mysterious Mine, most of the area is covered in darkness!



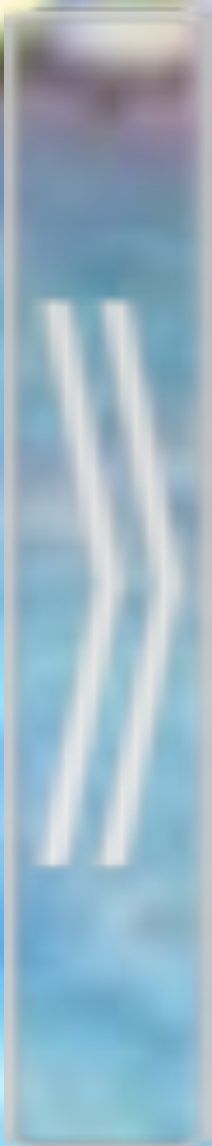
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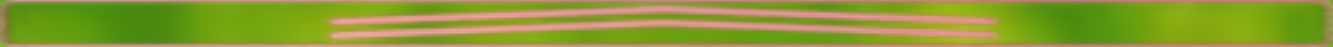
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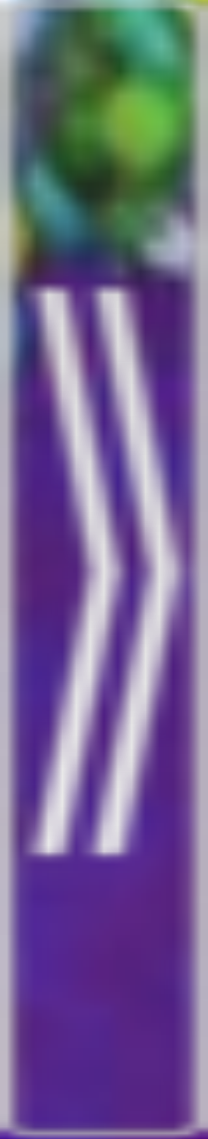
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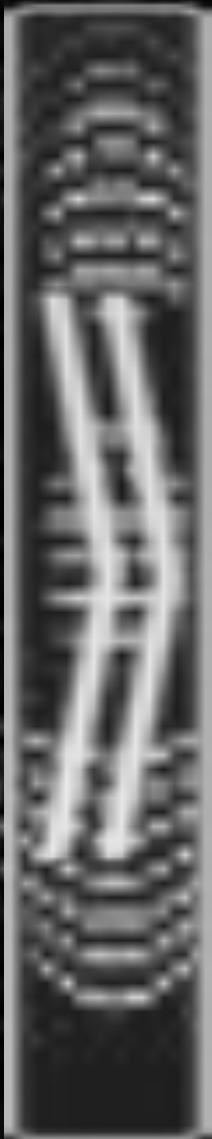
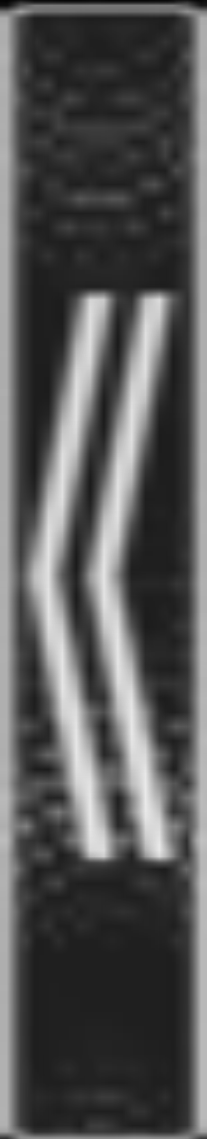
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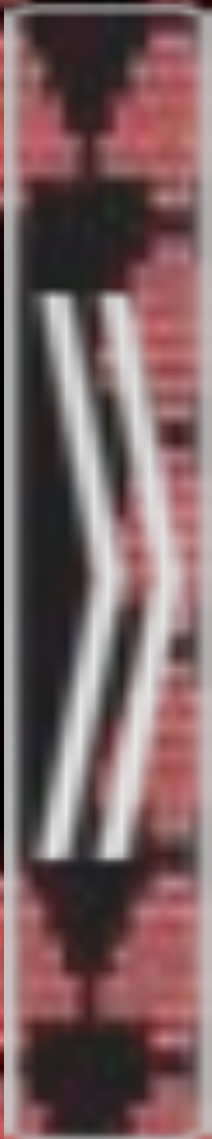
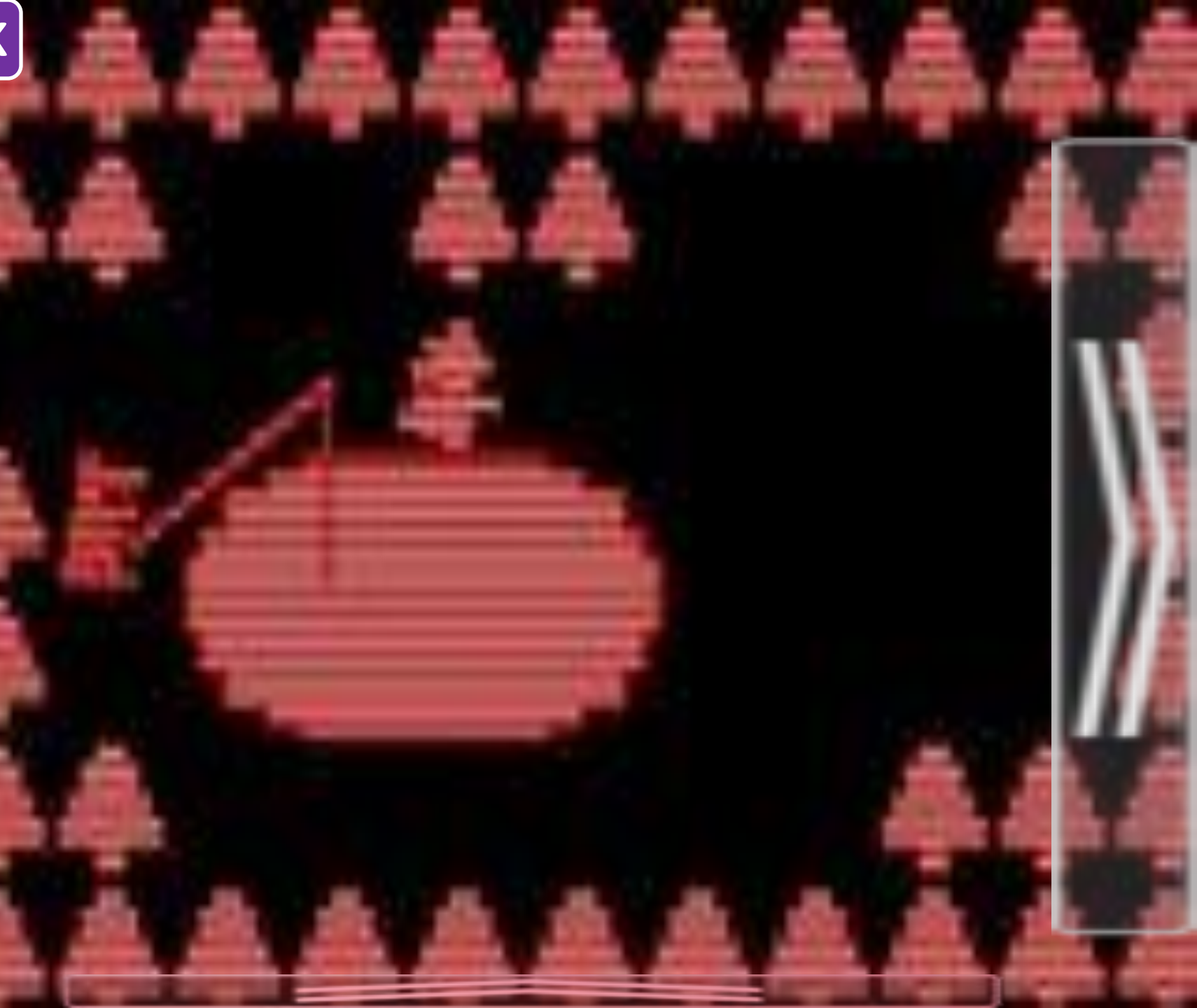
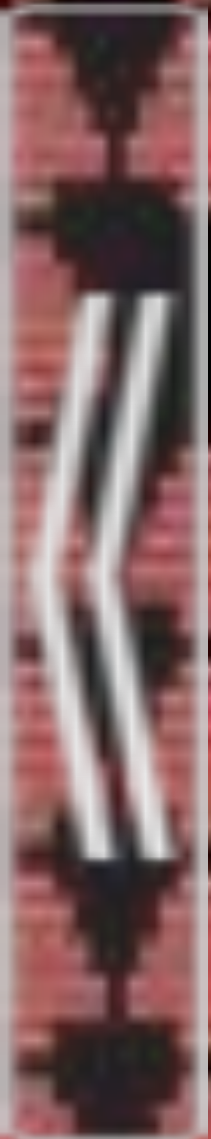
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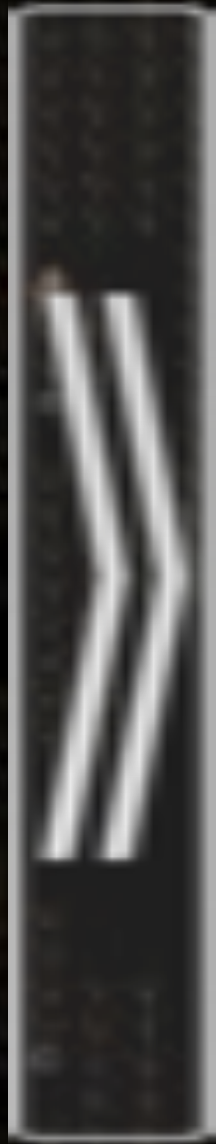
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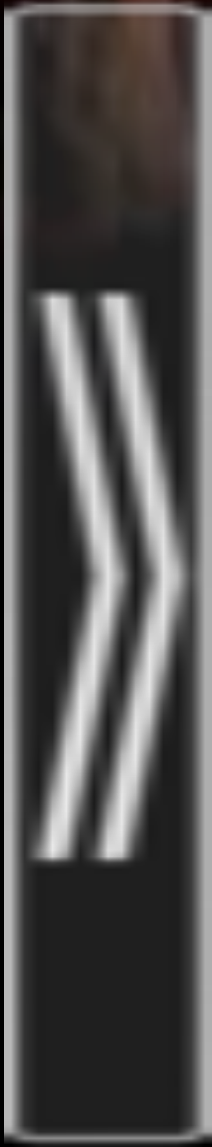
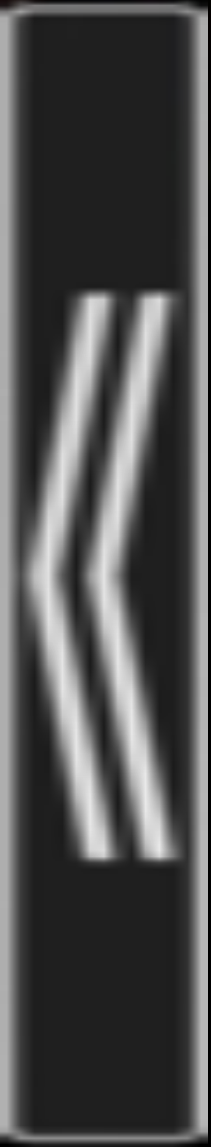
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Location:
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Experience
Payout: 125

Token
Payout: 26-27



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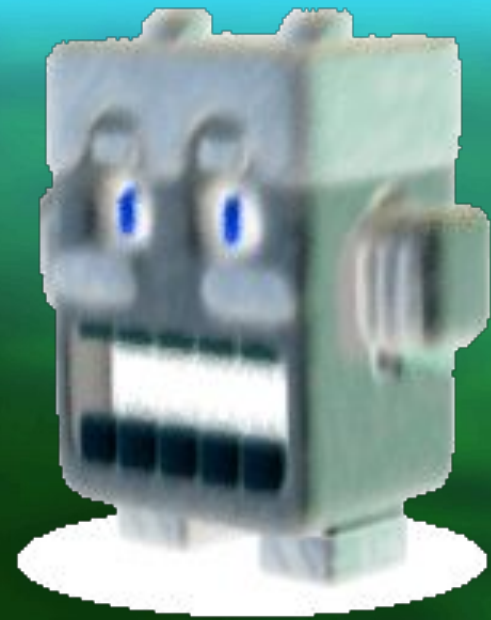
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Location:
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Experience
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Token
Payout: 27



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Location:
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Token
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