

FNAF 4

a. Night 1

i. Rhythm

1. Go up to door, listen closely for 5 seconds
 - a. If breathing sound, close door and wait for footsteps, then flash light
 - b. If no sound, flashlight then go back
2. Check bed in between door runs
3. Pattern
 - a. Left door, bed, right door, bed, repeat
 - i. No foxy on night 1

ii. Notes

1. No animatronics until 2 AM
2. Sometimes you will see an animatronic at the far end of the hallway
 - a. This will make them go away
3. If you hear a breathing sound, close door
 - a. Then deep footsteps sound after you open the door and flashlight

iii. Sound queues

1. Some are meant to distract you
 - a. Weird static noise
 - b. Barking noise
 - c. Clock noise

b. Night 2

i. Foxy notes

1. Doesn't start in closet, starts in halls
 - a. Both halls
 - i. If you hear his footsteps, you can stop him by flashing the light on him in either hall
2. Tends to go back and forth
 - a. If sound queue plays louder on same side, go and flash light and scare him off
3. Foxy will enter the room if he steps up in the hall and you go in the opposite way of him
 - a. Only enters if you go to the opposite door of him
4. Can hear if he enters the room by footstep audio queue and door audio queue, then a visual queue of the bedroom middle door

5. Goal to keep him out of the room as much as possible
- ii. Rhythm
 1. Left door, light, bed, light, right door, light, bed, light, left door
 2. When foxy enters the room
 - a. Left door, bed, right door, closet
 - i. When go to closet, instantly flash the light
 1. Hold shift to close the door based on what stage he is at
 - a. Stage 1
 - i. Plushie
 - ii. No need to close door
 - b. Stage 2
 - i. Standing
 - ii. 1-2s close door
 - iii. Maybe 3 later
 - c. Stage 3
 - i. Crouching
 - ii. 3-4s
 - d. Stage 4
 - i. Peeking out with his face
 - ii. 5s close
 - e. Stage 5
 - i. Scream at you
 - ii. 8s

c. Night 3

- i. Rhythm
 1. Wait 3-4s listening, flash light 1-2s to gather info
 2. Left door, bed, right door, bed
 - a. If foxy in
 - i. Left door, bed, right door, middle

d. Night 4

- i. Rhythm
 1. Left door, bed, right door, bed
 - a. No foxy
 2. Foxy enters
 - a. Left door, bed, right door, closet
 - i. Break pattern when he enters as soon as he gets in because he is aggressive right away
- ii. Alternate strategy for late nights
 1. Break pattern for foxy footsteps

a. Rule

- i. After go to a door twice or three times, if foxy goes same side again cut losses to go to other door

e. Night 5

i. Rhythm

1. Entirely different

a. Only nightmare fredbear

2. Bounces between left and right halls
3. Sit in center of room, wait for his footsteps

a. Once they stop, wait 3 seconds

i. Run up to the door that he stopped at

1. Shine the flashlight immediately, then if he is there close the door

ii. Real versus fake laugh

1. Real laugh means he is on the bed or in the closet

a. Turn around and flash

i. If he is there hold the flashlight until he goes away

1. Go back to repeating between doors

b. If not on bed, he is in the closet

i. Shine light, if there

1. Close door until you hear footsteps

2. How to tell the difference

a. If footsteps at same time as laugh, immediately run up to halfway

i. If not there, he is in the bedroom

1. E,g, right to left steps and laugh

a. Left door, run up and shine

i. If there, normal

ii. If not, go to room bed then closet

iii. Important note

1. If you hear footsteps and you go to the door and he isn't there, but there wasn't a laugh

a. Go back to room

i. Wait 2-3s

1. Go back to same side door

f. Night 6

i. Split strategy

1. 12-4 AM

a. Left, bed, right, bed

- i. If foxy
 - 1. Left, bed, right, closet
- b. Adapt pathing based on foxy footsteps
 - i. Same side no more than 2-3 times
 - 1. Past that bad rng let him in
- c. Wait in the center of the room
 - i. If waiting more than 4s, go to a door
 - 1. Two situations
 - a. If last door pick was off foxy foot step decision
 - i. Go same door
 - b. If last door pick was part of pathing
 - i. Just keep following pathing

2. 4-6 AM

- a. Fredbear pathing
 - i. Bounce between left and right door
 - 1. Real laugh means check bed, then closet
 - ii. Footsteps indicate where he is
 - 1. Usually runs back and forth
 - iii. Wait for his footsteps then go when they stop
 - 1. Staying in room for 3s usually

g. **Night 7** (nightmare)

- i. Split strategy
 - 1. 12-4 AM
 - a. Start
 - i. Load left door, bed, and right door
 - b. Rhythm
 - i. Keep track of foxy with steps
 - ii. Every time come back from door, check bed
 - iii. Follow steps and check sides multiple times if need
 - 1. No more than 2-3
 - c. Sometimes idle in the center to follow foxy
 - i. Its okay to do this if you follow deep footsteps sound queue that tells you if bonnie or chica is close
 - 1. Same audio as them walking away from the door
 - d. Sometimes double flashing a hall is necessary if two animatronics are on the same side

2. 4-6 AM

- a. Nightmare

- i. Similar mechanics to fredbear
 - 1. Wait in the center of the room, if no footsteps keep going same side
 - a. Wait 3s after footsteps stop
 - ii. Flash light at door, then close door
- b. Fake laugh
- i. Laugh and footsteps at similar times
 - 1. Check door of footsteps, then bed then closet if you think its fake

h. Night 8

- i. 12-4

1. Strategies

- a. Follow foxy footsteps
 - i. Only check the bed after both doors, not one
 - ii. Wait at door maximum of 3 seconds
 - 1. If you hear footsteps while holding the door, after opening it wait an extra second for breathing
 - a. Sometimes cause of high ai animatronics will hit doors multiple times while at the door
 - i. If footsteps at the door close or 1s after, likely hitting it again. Open the door, listen, then close the door again. Then flashlight

b. Give up on foxy (recommended)

- i. Quickly from door to door
 - 1. Left, closet, right, bed
 - 2. Left, right, closet, bed
 - a. Never check same door twice
 - 3. Your pattern is determined after foxy enters the room
 - 4. Always check closet as soon as he enters, then adapt path accordingly
- ii. Don't bother with flashlight at all
 - 1. 6 second door close on foxy
- iii. Left, Right, Closet, Bed
 - 1. Recommended for freddle skip
- iv. High AI multiple door hits

1. Hit door, 3 second wait for breathing, close and listen for walking queue
 - a. If walking queue 1-2 sec after closing, open the door and wait an extra second for breathing
 - i. Same door can get hit twice cause of AI, covers this
 - ii. If you hear footsteps while closing the door or within a second, it's likely this happened
 - v. Dont flash foxy at all
 1. 6s always
- ii. 4-6
 1. Unforgiving nightmare in this mode
 - a. No flashlight
 - i. Close door as fast as possible
 2. Run to door as fast as possible after footsteps stop
 - a. Don't wait like in night 7
 3. Fake laughs
 - a. If suspect fake, go to door and flash
 - i. Only flash with fake laugh
 1. If not there, check bed then closet
 4. Dont shine light when checking closet
 - a. Especially if fake laugh
 5. Only use flashlight at door if suspect fake laugh