



FIVE NIGHTS AT FREDDY'S 2! Night 1 and Night 2

Five Nights at Freddy's 2

https://youtube.com/watch?v=0ERZZ_EblrA

https://nerdfighteria.info/v/0ERZZ_EblrA

===== Introduction (0:00) =====

Hello and welcome to Games With Hank. It's games, with me. I am Hank! And today the game is going to be Five Nights at Freddy's 2, because through some miracle, I just downloaded it and I can play it. There's no key or anything. I need to make sure that I'm recording.

Recording! Creepy noise. It's happening!

What's right in front of me? Is there something right in front of me? I can't (something) it! I'm scared already. I'm wearing the suit.

Hiiii how's it going? Is that the bunny? What's happening? What's happening?! It's creepy. Oh there's the ducky. What's that noise? Oh yeaah. Errr.

Okay, Five Nights At Freddy's 2! It's happening! It's happening, okay. New Game. I can't -- I was told that the demo was coming out today, but not not that the whole game was coming out today. It appears that the whole game's coming out right now and I can play it!

Grand re-opening, help wanted, I am the help, vintage pizzeria given new life, come be a part of this face of Freddy Fazbear's Pizza, what could go wrong?

A hundred dollars and fifty cents a week. You get fifty cents extra.

===== Night 1 (1:08) =====

12am, first night.

Hello? Hello? Oh, flashlight?

Phone Call: Hello? Uh, hello and welcome to your new summer job at the new and improved Freddy Fazbear's Pizza. Uh, I'm here to talk you through some of the things you can expect to see in your first week here, and to help you get started on your excited career path --

Hank: He's alive again? Dude, I thought you were super dead.

Phone Call: I want you to forget anything you may have heard about the old location. You know --

Hank: Celebrate!

Phone Call: -- People still have a somewhat negative impression on the company. That old restaurant was kind of (something) for quite a while.

Hank: Well I lived at least one time.

Phone Call: But I want to reassure you Fazbear Entertainment is committed to family fun and above all, safety. They've spent a small fortune on these new animatronics.

Hank: Okay, I'm sure that -- Oh good --

Phone Call: ... advanced mobility. They even let them walk around during the day.

Hank: Yeah, it's great. Advanced mobility is definitely what they needed.

Phone Call: They're all tied into some kind of criminal

database so they can detect their predator a mile away. We should be paying them to guard you. That said, no new system is without its kinks. Uh, you're only the second guard to work at that location. Uh, the first guy finished his week, but complained about "conditions." uh, we switched him over to the day shift. So hey, luck you, right?

Hank: So he's not dead, that's good.

Phone Call: Mainly his first concern is that they seem to move around at night, and even attempted to get into his office. Now, from what we know, that should be impossible. That restaurant should be the safest place on Earth--

Hank: Uh-huh.

Phone Call: Engineers don't really have an explanation, but the working theory is that the robots were never given a proper night mode. So when it gets quiet, they think they're in the wrong room. So then they go try to find where the people are.

Hank: Ah, they just want fun. They want to entertain someone. Okay, so they want to entertain me.

Phone Call: The temporary solution is this: there's a music box over by the prize counter, and it's rigged to be wound up remotely. So every once in a while, switch over to the prize room and wind it up for a few seconds. It doesn't seem to affect all of the animatronics, but it does affect... one of them.

Hank: Wha-- okay. That bad one.

Phone Call: ...we have an even easier solution. You see, there may be a minor glitch in the system. Something about robots seeing you as an endoskeleton without a costume on and wanting to stuff you in the suit. So hey, we've given you the Freddy Fazbear head. Problem solved! You can put it on any time and leave it on as long as you want. Eventually anything that wandered in, will wander back out. Uh, something else worth mentioning, is kind of the (something) modern design of the building. You may have noticed there are no doors for you to close. But hey, you have a light, and even though your flashlight can run out of power, the building cannot. So don't worry about the place going dark. Well, I think that's it.

Hank: What's this?

Phone Call: Check the lights, put on the Freddy head if you need to, keep the music box wound up--

Hank: What's the flashing exclamation point?

Phone Call: Have a good night and I'll talk to you tomorrow.

Hank: Tell me about this giant flashing exclamation point, what is it? Hello, hello? What? They're moving! They're moving. What's happening? Where is the thing? Where?

Oh, over here. Click and hold to wind up music box. I'm winding up music box. Okay, so they need... Okay, so we don't have to worry about --

AAAAH Oh god that scared me. Haha, okay, so that's a bad start.



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Soooo anybody moving around yet? Oh there's the vents. We got cameras in the vents. That makes sense. Oh, I can turn on the flashlight in the vent? That doesn't make any sense. That doesn't make any sense at all!

I don't -- oh, uh-oh. Uh-oh. Hello? Hello? Hello? Hello? Okay, everything's fine.

I could just put this on, I don't understand what's the problem, why don't I just wear that all the time?

Wind it up. Hello, that's a creep-- that's a terrible noise. I don't like that noise at all. Hello? Oh I can't -- the flashlight can't be on all the time. Ooooh oh god oh god oh god. Ooooh that was terrible. Where are they -- aaaaah I don't like it. Alright, click and hold. I'm not entirely sure what happens if I let it go but I don't wanna -- aaaaah god why nooooo. Hello? Where are -- you guys still here? There's two of you. Shouldn't there be-- where'd the bunny bun go?

Is bunny bun out to kill? Hello? Hello? Hello? AAAAAAAH oh bunny bun. How do you-- what do you do when that happens? I have to do this, right? Hey, still in there, huh? Okay, well we gotta wind the music box, so that's bad news. And then we're gonna get back-- we're gonna-- I'm gonna put this, put it on, put it on, hello? Hello? Bunny? Bunny? AAAAAH. Okay. Hello, bunny? I can't use my flashlight when I'm wearing the suit. I don't know what to do.

Bunny? Bun-- AAH AAH. You sure are staying in there, what's over there? What's that way that's just exclamation points? Hello, oh, okay you're still there. Let's wind up the music box again 'cause that's fine, and check and you're still there okay good. I don't know what to do, I don't know what to do, what do I do. It's 5am and so I'm just gonna put this on and wear it forever. He said I can wear it for as long as I want, so why didn't I, why wouldn't I wear it all the time? I am a nice person.

Hey, alright, alright, 5am! We did it! I don't even, I don't even feel like I had a chance of dying. That seems very safe to me.

Alright, that was boring enough that I'm gonna go ahead and do night 2.

==== Night 2 (7:16) ====

Hank: There was that scary thing in the vent, but other than that everything was fine. Yeah, answer the phone, man.

Phone Call: Uh, Hello, hello?

Hank: Hello, hey!

Phone Call: I told you your first night wouldn't be a problem, you're a natural.

Hank: You're right! It was not hard at all.

Phone Call: Of course, I'm sure you've noticed the older models sitting in the back room.

Hank: Yeah, they're creepy!

Phone Call: Uh, those are from the previous location and we use them for parts now.

Hank: Oooh.

Phone Call: ...repair them, they even started retrofitting them

some of the newer technologies. They were just so ugly, you know.

Hank: Yeah, terrible. Yeah, that smell. Lots of blood.

Phone Call: ...go in a whole new direction and make them super kid friendly. Uh, those older ones shouldn't be able to walk around, but if they do, the whole Freddy-head trick should work on them, too. So whatever. I love those old-- Have you ever seen Foxy the Pirate. Oh hey, that one was always a bit twitchy. I'm not sure if the Freddy-head trick will work on Foxy. If for some reason he activates during the night and you see him standing in the far end of the hallway, just flash your light at him from time to time.

Hank: Who is-- where is Foxy?

Phone Call: Those older models would always get disoriented with bright lights, it would cause a system restart or something.

Hank: That, is that him?

Phone Call: Come to think of it, might want to try that on any room where something undesirable might be.

Hank: Okay.

Phone Call: It might hold them in place for a few seconds. Of course it might have carried over to the newer models, too.

Hank: You have no idea?

Phone Call: One more thing.

Hank: Oh my god, I didn't even see this one hanging out in the ceiling here.

Phone Call: ...I never liked that puppet thing.

Voice: Hi

Phone Call: ...It's always thinking that it can go anywhere. I don't think--

Voice: Hi

Hank: Oh the bunny.

Phone Call: So just don't forget the music box. Um, anyway (something) shouldn't be a problem. Have a good night, and I'll talk to you tomorrow.

Hank: I'm sure it won't be a problem. I'm sure that it won't be a problem. I had no idea what you're trying to tell me and I don't know any of the mechanics of this OOOOH God the thing. The thing that was hanging off the ceiling here is gone.

Voice: Hello

Hank: Where did it go? Aaaaaaaaah. Why is it fly-- OHHH God wait a second. Where's -- ooooooh pinwheel head boy, what's up pinwheel head boy? Whoa man that was, that was fast that you got here all the sudden. Aaah you're still there, oh my goodness. Oh geez, should I... just flashing the light just flash flash flash flash. Okay, kid's cove, oh man oh man oh man, uhhhhh, the goal



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of this game by the way is to not get eaten ANIMATRONIC TERRIBLENESS. OH GOSH. Ooh god, I almost ran out of music box. I don't know why I gotta keep the music box wound up but I do, I gotta keep it wound up.

Hank: Alright, you're still there, that's good. You're all-- aaarrgh oh god AAAAAAAAAAHHHHHH whoa what was that?

(replay) WHOAAAAAAAAARGHH WHAT WAS THAT

Hank: What was that one? Where did it, why did it, where did it come from? Game over. Okay, I don't what to doooooooo. I had the music box all done, that was good.

Hank: Enough happened now, I feel okay ending the episode now after that and the other thing. Oh man, so that was Five Nights At Freddy's 2, here at Games With Hank. Now the question is, do you want to watch episode 2? Do you want to see me do this more, do you want me to be terrified by animatronic scary things trying to shove me into -- with my eyeballs popping out?

If you want that, click the Like button so I know. Yesterday I uploaded an episode of Kerbal Space Program that I think is one of my crowning achievements. It is glorious. The rotating snowflake of death. So if you haven't seen that, go check it out.

Thanks for watching Games With Hank, and DFTBA.