


**Fnaf 2 hacked**

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# Fnaf 2 hacked



fnaf 2 tips!!!

- 1. After a week or two in the full version you get a tip!
- 2. You can also buy the game on the App Store.
- 3. Now let's count the children that die in the games altogether. 6 in the first one, and 5 in the foxy game, 11, 11 Children, 11 Robots, One robot bringing back 4 more, One minigame shows the puppet bringing back the original characters. So, who brought the puppet back? No one. After his murder, he got so enraged at his murderer that he possessed her puppet could be designed to have a large hook hand of a similar size to Foxy himself (possibly having a large head, large hands, and a smaller body and legs to give it a "cute" look). The mascots start rampaging because they realize the murderer is on the loose before any of the adults do. In this prequel, the robots are going nuts attacking the guard even before the dead bodies of the kids were stuffed inside them. It's understandable that the "haunted" suit in the first game would be going after the guard because they mistake him for the murderer as they want revenge. So what, if not the ghosts of the dead kids, is making the robots hostile, even homicidal? They're smarter than the adults running the pizzeria - they recognize one of the security guards as a risk - understandable that the first attack is a preemptive strike against a possible threat. After the kids die, the older animatronics are still around and they decide the adults in charge are useless - after all, they don't understand what bleeding robots mean - so they switch from preventing a tragedy to vengeance-mode. Any way you slice it, the robots are trying to protect the children they consider themselves in charge of. The only thing that keeps them from being outright heroes is that they keep murdering innocent guards, not just the guilty ones. Unless there are things about Phone Guy and the switchovers that we don't know about... Jossed. The new mascots and the old mascots will not get along. Classic Freddy and his gang will not take kindly to being replaced, seeing the new mascots as Evil Knockoffs. The new mascots, meanwhile, will see the old mascots as Psycho Prototypes who threaten the safety of everyone in the restaurant. The security guard, meanwhile, is caught in the crossfire. Jossed, the animatronics will double team you at every given opportunity. New Chica will be a deconstruction/parody of the sexualized fanart of the first game as is readily apparent at a glance, Chica's new design is surprisingly feminine and curvaceous compared to the original's more bulky and asexual form, similar to the earliest fanart/rule 34 of the characters. So expect a lot of interplay of Sex and Violence that shows us that a sexy murderous robot is still a murderous robot. If so, Scott doesn't seem to realize that's part of the fun. The new animatronics are designed to prevent another child-luring murders. 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Somebody on the staff sees her as a Replacement Scrapy, and that's why there hasn't been any rush to repair the one at this location after she was trashed. Alternatively, the (older?) kids who trashed Mangle to begin with were mad that the cool-looking pirate fox they knew and loved was replaced with a girly toddler-friendly version, and so they took their frustration out on it. The old animatronics will turn the new ones against you. The new guard may not have a criminal record and is safe from the facial recognition software. However, if the original suits are haunted, that means the ghosts are Technopathic. What is going to stop them from messing with the software to see the new guard as a threat regardless? Jossed. Old and new all try to kill you. The Marionette is possessed by the soul of a very small child possibly a baby. It is calmed by the lullaby from a music box and gets VERY upset when the music stops. Don't wake the baby... Confirmed. The child is three years old, if the books are anything to go by. Foxy 2.0 is supposed to be a mime! Well look at his(or her) face, it looks exactly like a mime, and that he(or she) will creep around while creepy french music/or the boss theme from the Game Boy version of Contra 3) plays. Mangle's static is her trying to get a hold of the criminal database! Remember when phone guy mentioned that the animatronics are "tied to a criminal database"? That is exactly what Mangle might be doing. When you listen closely to the static that she produces, you can hear someone saying "10-1". 10-1 is the police code on radios for "bad signal/reception". The reason why there's bad reception? It's because of her being messed up by the kids. Alternatively, she's trying to contact the police, but can't because of the accumulated damage. The Balloon Animatronic does not just do balloons, he is also an animatronic who serves ice cream! He looks like a Snowman. Or the Penguin from Batman. He probably has an ice cream dispenser inside him. He also looks like Mr. Bloppy. He is probably another incomplete animatronic. The marionette is the reason you keep coming back! Think about it. As the night guard, all you can do is look left and right and trigger switches within reach. As Freddy in the cutscenes, all you can do is look left and right. And in the Night 4 cutscene, the Marionette is everywhere you look... The Marionette in the first game is partially possessed by the new animatronics post Bite of '87! If the second game is actually a prequel, that is. Strengthens an above theory about how the Marionette believes metal has a life force, because it is aware that it is being possessed. In other words, the new animatronics aren't possessed, they simply have their own soul, and each of their souls possessed the Marionette, if that makes sense. Nah, she has her own soul. Balloon Boy is a Nazi. He's from a different universe. That's why there are so many of them. They're clones. I was only kidding about the clone

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Friday Night Funkin' Nights at Freddy's Slendrina Must Die The Asylum Crown Run Western Zombies American Football Challenge Vampire Queens Academy Style Friday Night Funkin' vs Mystic Myra Friday Night Funkin' vs Agoti Flying Dragon City Attack Stickman Dragon Ball Archero Download the Latest Version of Five Nights at Freddy's 2 Mod APK. A Racing Game for android. This page contains a direct link to download the mod apk version with Unlimited Money and Unlocked All. All the premium features are now free. Download Link is Below! About Five Nights at Freddy's 2 APK (Game Description) NOTE: Remastered version from the PC version. A device with at least 2 GB of RAM is required for this game to run properly. Welcome back to the new and improved Freddy Fazbear's Pizza! In Five Nights at Freddy's 2, the old and aging animatronics are joined by a new cast of characters. They are kid-friendly, updated with the latest in facial recognition technology, tied into local criminal databases, and promise to put on a safe and entertaining show for kids and grown-ups alike! What could go wrong? As the new security guard working nights, your job is to monitor cameras and make sure nothing goes wrong after hours. The previous guard has complained about the characters trying to get into the office (he has since been moved to day-shift). So to make your job easier, you've been provided with your very own empty Freddy Fazbear head, which should fool the animatronic characters into leaving you alone if they should accidentally enter your office. DOWNLOAD APK As always, Fazbear Entertainment is not responsible for death or dismemberment. Features Of Five Nights at Freddy's 2 Mod APK New options New Toy Bonnie action figure for your desk (New and Shiny challenge reward) Improved panning method Improved Customizable Night screen Improved virtual gamepad now supported on all devices Improved audio support (again) The app can now switch from one landscape orientation to the other Various fixes and improvements Graphics Review On Five Nights at Freddy's 2 APK Video Review On Five Nights at Freddy's 2 Game How To Install Five Nights at Freddy's 2 On Android Now download the file using the link above. Uninstall other versions of the game in your phone. Go to phone settings -> Security-> Unknown Sources -> Turn it ON. You can as well turn off your play protect from play store app settings. Make sure you have enough space on your phone. Locate where the downloaded file is stored on your phone. Click on it to install, wait till it finishes installing. 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How is the puppet guilty of murders that haven't been committed yet? The older robots have the normal "stuff-you-in-a-suit" M.O., to be sure, but they're supposed to be shut down. What about the new ones? They are linked to criminal databases, so they should be able to separate you from a criminal... unless you are a criminal in a database. After all, Chuck E. Cheese restaurants are notorious for their attraction of pedophiles. That's why they try harder as the night goes on; they're determined to stop a known criminal. They also reactivate the old robots in the hopes of killing you that way. This also explains Night Four, when Phone Guy says that the animatronics are "acting very unusual, almost aggressive towards the staff. They interact with the kids just fine, but when they encounter an adult, they just...stare." They know that the crew of the restaurant are harboring a criminal; the crew doesn't know it. Phone Guy also suggests their facial recognition and criminal database software has been tampered with, meaning they wouldn't be able to differentiate between staff and a criminal. On Night Five, you are told that "the building is on lockdown, uh, no one is allowed in or out, y'know, especially concerning any...previous employees. Um, when we get it all sorted out, we may move you to the day shift, a position just became...available. Uh, we don't have a replacement for your shift yet, but we're working on it." Why is the building on lockdown? Something happened, but it's clearly nothing to do with the robots because, as obfuscating as he is, Phone Guy would probably tell you about it. There's an opening in staff, but the way Phone Guy lets you know about it is ambiguous; either they fired someone who has not taken it well (as in Game Theory's analysis and the real-life incident that partially inspired the game), or an employee has been killed and the police are investigating it. The only reason you aren't singled out and questioned is because no replacement has been found for your position (who would want it?). This gives you an opportunity to be in the restaurant overnight. On Night 6, Phone Guy tells you that there's been an incident involving the yellow Freddy outfit. Jeremy (you) has killed whoever is responsible for the costume and used it to lure the five children to their deaths, the incident referred to in the original game. The robots go berserk because they witnessed you killing children in their domain, hence Phone Guy saying they "aren't acting right" as well as the noticeable difficulty spike. The Bite of '87 is heavily implied to take place after this level. It's possible that, during the birthday party, the robots just said "Fuck it," and took action against Jeremy, forcing him to live out the rest of his days minus his frontal lobe. The Purple Man has a security guard's badge, and is shown in another minigame to kill one of the children. This all but confirms that the murderer was a security guard. The Purple Man and the Purple Security Guard appear to be two separate people. Purple Security Guard appears to wear glasses, is a lighter shade of purple and is a noticeably different body type. People are saying the Puppet killed the children because in the minigame where you control Freddy, you follow him to a room with dead bodies. But another minigame involves the Puppet placing animal heads on the children. What if the Puppet actually ran into Freddy and alerted him that Jeremy had kidnapped the children, and Freddy was actually following him to the scene of the crime, only for the Puppet to have to perform an Emergency Transformation on the children when he found they were too late to stop Jeremy from killing them? Jossed. We have several clear views of Golden Freddy in this game; that is an animatronic suit, no human could have done the deed, as being forced into it would, as we know, kill them. It's possible he had a spare, since the Freddy mask shows that they can be worn safely somehow. And in fact, Golden Freddy appears as a disembodied head... Phone Guy says "We had a spare in the back, a yellow one, the one used in..." which seems to imply the Golden Freddy was also used in an incident he doesn't want to speak of. On night two, he mentions that part of the reason they didn't use the old animatronics was because of "The smell..." This all seems to imply that the murder of the five children was committed long before the events of the second game, possibly at the previous 'Fredbear's Pizza'. Though most people (including the FNAF Wiki) transcribe the line as "the one used in...", he's actually saying, "someone used it..." The Golden Freddy head had wires and such hanging out of it. The suit was, in its present state, still animatronic, whereas the Freddy head worn by Jeremy was specially hollowed out for the night guard to use. Even ignoring the bits hanging out of the head, you can still see the metal in the joints of the Golden Freddy suit just as they were in the first game's Freddy suit in the "game over" screen; a human being couldn't have worn it and lived. For the latter, the place before was specifically stated to be a diner, and the murder occurred at "Freddy Fazbear's Pizzeria". Thus, back to square one. Not quite. The first murder, the one of the crying child, took place in the Diner. The Missing Children were kidnapped from the Pizzeria later on. Jeremy would have had plenty of time to use the spare yellow suit. It's possible that Golden Freddy is, like in the first game, a hallucination, and is a sign of Jeremy's mental state degrading. Somebody who would dress up as a cartoon mascot, murder a bunch of kids, and stuff them into robots cannot be all that mentally stable to begin with. And after several nights of putting up with the robots, by night 6 he's really going nuts, imagining that the suit he wore is also a robot and is coming to get him as well. When it "kills" you, that might signify that he had a total mental collapse. Jossing Jossed; Golden Freddy was not the suit used for the murders, or at least not the one the Murderer wore, as 3 reveals. It also reveals a drawing of a purple guard with a large smile that is most likely Jeremy, as he had been told to stay close to the animatronics - which he is, specifically Toy Chica - at the end of the Night Six phone call. Jossing Jossed. The Purple Man certainly isn't Jeremy. He was the one before Jeremy. Jeremy is innocent of the murders. There are two interpretations.> Although many have been theorizing Jeremy must've been the murderer since he foolishly came to work at the sixth night. It could also be argued that the animatronics have already been hostile to him since his first day. The tragedy happened before Jeremy started working. It's highly unlikely that a predator would come to work at a place where he just murdered, sure you could say that he was clearing of evidence, but after finding out about the homicidal animatronics, one should note that means Jeremy can never leave the "safety(?)" of his office. Assuming the Day Shift Guy's shift ends at 6 p.m. and the Phone Guy is a security guard whose shift is 6 p.m. to 12 p.m. while Jeremy's graveyard shift starts at 12 a.m. and ends at 6 a.m. Then that makes the Phone Guy, the most likely culprit, as hinted by playing one of the death mini games. If not, the Phone Guy was present during the murders (if the theory of the Marionette is true). Jeremy can't have snuck in to clean up his mess, since there was another night guard during that period. The animatronics' facial recognition is buggy, they can't tell which person is which. They lobotomized the recently transferred Jeremy, because Jeremy was the bait of murderer, thinking he would be spared if the animatronics believe they've just killed the would be serial killer.-> The reason why Jeremy came to work during his sixth night, might actually be pretty mundane. As soon as the management heard about the murders, they held a meeting requiring all employees to attend, informing all of their legal trouble while evaluating the employees. The strain of fear the animatronics gave Jeremy during his fifth night, made Jeremy extremely fatigued from all the panic, which made him miss the meeting during the day. The management then tried to call him up, but he was unavailable. Jeremy was either too sick or "sound" asleep to notice anything.-> Why Jeremy doesn't quit his job is lost to me though...> Or why he thinks it's a good idea to earn some overtime, in a pizzeria with obvious hazards.-> The fact that he came to work after the first night (and after that, he should know what is coming for him) means that he seriously needs money. Those who would accept \$100.50 for a week in such a place must be really desperate. Jeremy and Fritz get stuffed into the old models if killed. Which is why the Gameover screen has Classic Freddy looking at them, he's looking at them in the back room the old models are kept. Jeremy gets stuffed into Classic Chicanote As Jeremy is hypothesized to be the victim of the Bite of '87 and Chica has her "Let's eat!" bib, so... and Fritz into Classic Bonnie. (Or vice-versa.) Jeremy does have a criminal record, but it's for something minor like petty theft or shoplifting. And the reason the Animatronics keep trying to come after him is because their twitchy systems have caused them to view all crimes as being equal. Jossed. They are possessed, Jeremy is stuck in a time loop! The game begins with Jeremy replacing the last night guard who was moved to day shift after one week. At the end of the week, Jeremy gets moved to day shift. He's stuck in an infinite loop of being moved to day shift and replacing himself on night shift only to get moved to day shift and replace himself on night shift only to... Jeremy and Mike are the same person. "Mike Schmidt" is a fake name. Furious at almost dying for a minimum-pay job, then being fired for it, Jeremy Fitzgerald dedicated himself to getting revenge on the company by exposing their dangerous animatronics. He needed time to better understand the animatronics and company, and to fake an identity. Afterwards he had enough evidence to expose them and put the company out of business. Toy Foxy was a ventriloquist's character. Why? She wears a bow tie, a staple of a ventriloquist's suit, and she has two endoskeleton heads. Perhaps the second head wasn't added to her at all, since it has functioning eyes. The second head could have belonged to a mini-Foxy/Toy Foxy puppet that she controlled in her routine. It would also make sense since she takes the role of "entertainer", and a ventriloquist's act would allow her to tell stories and jokes while the kids eat. Not to mention that the Toy crew has designs resembling ventriloquist's dummies. It could also be a reference to Rolfe the Wolf, a doglike animatronic with a hand puppet. Here's a stylized picture to demonstrate. That would explain why in a promo image), Toy Foxy is shown with a hook. It's not her hook- it's her puppet Foxy's hook. Her second head is rather good-sized, so it's possible her puppet could be designed to have a large hook hand of a similar size to Foxy himself (possibly having a large head, large hands, and a smaller body and legs to give it a "cute" look). The mascots start rampaging because they realize the murderer is on the loose before any of the adults do. In this prequel, the robots are going nuts attacking the guard even before the dead bodies of the kids were stuffed inside them. It's understandable that the "haunted" suit in the first game would be going after the guard because they mistake him for the murderer as they want revenge. So what, if not the ghosts of the dead kids, is making the robots hostile, even homicidal? They're smarter than the adults running the pizzeria - they recognize one of the security guards as a risk - understandable that the first attack is a preemptive strike against a possible threat. 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