

## Quassel IRC - Bug #2006

### Five Nights at Freddy's 2: Chaos in Freddy Fazbear's Pizza

01/22/2026 10:39 AM - lalisa12

<b>Status:</b>	New	<b>Start date:</b>	01/22/2026
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Version:</b>	0.13.1	<b>OS:</b>	Any

#### Description

Five Nights at Freddy's 2 is a horror survival game developed by Scott Cawthon and released as a prequel to the original title. The game takes place in a new version of Freddy Fazbear's Pizza, where advanced animatronics are designed to entertain children during the day but become aggressive at night. Players step into the role of a night guard who must survive several nights surrounded by danger.

The gameplay in [fnaf 2](#) focuses on speed and awareness. Players must constantly switch between security cameras, use a flashlight to check the hallway, and put on a Freddy Fazbear mask to avoid being attacked. One of the most important mechanics is the music box, which must be kept wound to prevent the Puppet from escaping. With many animatronics attacking in different ways, the game feels stressful and unpredictable.

What makes Five Nights at Freddy's 2 stand out is its dark and mysterious storyline. Through hidden minigames and background details, players discover clues about missing children and the tragic history of the restaurant. This hidden storytelling, combined with tense gameplay and terrifying visuals, makes FNAF 2 one of the most iconic and unforgettable entries in the horror game genre.