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Download Article Download Article Sister Location is one of the latest installments in the popular survival horror series, Five Nights at Freddy's. Unlike the first four main games, in this one you will be performing different tasks on each night, so you can't use the same strategy every time. Take it night by night and you can complete the challenge. 1
Relax. You are in no danger on this night. 2 Just do what you're asked to do. Simply follow HandUnit's instructions and you'll move on quickly to the second night. Advertisement 1 Go under the desk, and defend yourself from the Bidybabs. When they begin opening the metal sheet, click and hold to keep it in place; dragging will be less effective. You'll
need to do this twice, then you are told to go through Ballora Gallery. 2 Move through Ballora Gallery. Move quickly if you want, but always stop whenever you hear Ballora's music grows too loud will result in a game over. 3 Make it to the Breaker
Room. After reaching the Breaker Room, you are told to restart systems on the breaker panel. Opening the monitor will cause Freddy to approach, and finish restarting a system. Upon restarting all systems, there is no more
danger, and you may finish the night in peace. Advertisement 1 Get through Funtime Auditorium to reach Parts & Service. There, you will be provided with a flash beacon to help you. You will be provided with a flash beacon to help you. You will be provided with a flash beacon to help you. You will be provided with a flash beacon to help you. You will be provided with a flash beacon to help you. You will be provided with a flash beacon to help you. You will be provided with a flash beacon to help you. You will be provided with a flash beacon to help you. You will be provided with a flash beacon to help you. You will be provided with a flash beacon to help you. You will be provided with a flash beacon to help you. You will be provided with a flash beacon to help you. You will be provided with a flash beacon to help you. You will be provided with a flash beacon to help you. You will be provided with a flash beacon to help you. You will be provided with a flash beacon to help you. You will be provided with a flash beacon to help you. You will be provided with a flash beacon to help you. You will be provided with a flash beacon to help you. You will be provided with a flash beacon to help you. You will be provided with a flash beacon to help you. You will be provided with a flash beacon to help you.
beacon too much or too little will result in a game over. 2 Follow HandUnit's instructions at Parts & Services. It will guide you in how to remove Funtime Freddy's power module. You are instructed to remove Bon-Bon's power module via clicking his black button. He will
gradually rise up from either of Freddy's shoulders, and disappear when looked at. It is best to keep Bon-Bon in the edge of the light beam as he rises up, then quickly move and click his button. Taking too long will result in his jumpscare. After doing this, there is no more danger, and you may complete the night. 4 Return back through Funtime
Auditorium. You no longer need to walk carefully, as Funtime Foxy will unavoidably jumpscare you and send you directly to Night 4. Advertisement 1 Notice that you're in a springlock suit when the night starts. You will listen to Baby opens the
faceplates on the suit. 2 Watch for the faceplates to open. Once it does, set a three-minute timer to judge your proximity to the end of the night. The spring locks will then begin unwinding, and the Minireenas will start climbing up the suit. Letting a
springlock unwind fully or letting a Minireena climb too far will result in a Minireena's jumpscare and a game over. 3 Begin winding the springlocks in a clockwise or counter-clockwise or counter-clockwise or der. Keep this up as best as possible for the rest of the night. Once Minireena's jumpscare and a game over. 3 Begin winding the springlocks in a clockwise or counter-clockwise or der. Keep this up as best as possible for the rest of the night.
shaking them off, to maximize efficiency, as shaking will cause the springlocks to unwind faster. However, if only one Minireena is on the suit. Don't worry about these, as they won't kill you, but they will cause springlocks to
unwind faster. After the three minutes is up, the night is over, and you may progress to Night 5. Advertisement 1 Look out for the passcode, enter the numbers quickly and correctly; otherwise you will be jumpscared. 2 Follow Baby's
directions when you are crossing Funtime Auditorium. Avoid flashing the beacon. You will then proceed to be "scooped" and the game will end. Advertisement 1 Ignore Baby "death minigame", you are now able to access the Private Room. When you reach Funtime
Auditorium, completely ignore Baby's instructions and go forward and right until you reach the Private Room. You will have a short amount of time to get used to the game's mechanics, before the challenge starts. During this time, avoid using the monitor or the doors, as this
will waste your extremely limited power supply. 3 Listen out for scraping metal. The real challenge begins once this sound is first heard. This will either be in the left, right, or center, signifying that he is on that side of the cameras. 4 Listen to the side on
which the audio cue is heard. Close the corresponding door, and check the camera, on that side, closest to the room. If Ennard is right up close, open the door and close it when you next hear movement, then double check to see that he's there. If Ennard is right up close, or right at
the door, keep it closed until you hear movement, therefore it has moved away. 5 Keep an ear out for more rapid sounds. At one point around 4-5 AM, it is likely that audio cues can be heard rapidly, going from side to side. While this happens, Ennard is not immediately ready to attack, but he will likely end up right at the door when he stops moving. 6
Watch the power. It is advised to use no more than 16-17% of power per hour. Unlike the first game, running out of power will result in an almost immediate death, as there is no stalling. If you find you've used more than the recommended power limit, it's best to restart the night. Advertisement Add New Question When Baby tells me to go
forward I hear an "access denied", then I get jump scared. What do I do? You have to complete the Baby mini game first by giving every child a cupcake, then bringing an ice cream to a little girl back at the start. It should let you in then. If you don't do the mini game, it'll deny, and you die. Question I need help with the sister location on night four forward I hear an "access denied", then I get jump scared. What do I do? You have to complete the Baby mini game, it'll deny, and you die. Question I need help with the sister location on night four forward I hear an "access denied", then I get jump scared. What do I do? You have to complete the Baby mini game, it'll deny, and you die. Question I need help with the sister location on night four forward I hear an "access denied", then I get jump scared. What do I do? You have to complete the Baby mini game first by giving every child a cupcake, then bringing an ice cream to a little girl back at the start. It should let you in the sister location on night four forward I hear an "access denied", then I get jump scared in the sister location on night four forward I hear an "access denied", then I get jump scared in the sister location on night forward I hear an "access denied", then I get jump scared in the sister location on night forward I hear an "access denied", then I get jump scared in the sister location of the sister location on the sister location of the sister locati
What can I do? All you have to do is tighten the spring locks and shake when the little dancers get too close to the top. Question How do I turn left and right. On the mobile version, tap left to look left, and tap right to look right. See more answers Ask a Question Advertisement
Thanks The advice in this section is based on the lived experiences of wikiHow, please submit it in the field below. For night three, you'll have to repair Freddy. Remember that Bon Bon will go wherever the flashlight is not, so keep the side of the light on him. When the black
button becomes visible, press it quickly. When in the breaker room for night 2, only restart the systems at 10-20%. Then, close the monitor and quickly play the audio so Freddy just stays on his stage or only moves one time. On night 3, don't listen to the hand unit wen it tells you to use the flash beacon sparingly. Use it as much as possible or Funtime
Foxy will kill you. On night 2 when going through the Ballora Gallery, go very slowly. If you move quickly you'll make more noise and put yourself at risk. Advertisement 27s Wiki wikiHow is a "wiki," similar to Wikipedia, which means that many of our articles are co-written by multiple authors. To create this article, 17 people, some anonymous,
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this game and cannot beat it. This guidebook is for you. In this book, you will learn how to beat Ennard, how to beat Ennard, how to beat all nights, including Night 4. Most importantly, you will also learn how to get the 3 stars. There is no custom guide, sorry. Read on and hopefully, beat the game—huge thanks to Ambience from Youtube for
all this information. The channel link is given, subscribe to him, most of the images in this guide, are from his guide, subscribe to him, he is a legend. Credits to DoctorHadi1987 for most of the images in the Fake Ending Guide. Subscribe to both of them. Enough talk now, enjoy the guide. BalloraFuntime FoxyCircus BabyFuntime FreddyBon
BonBidybab Night 2 is the second night in FNAF: Sister Location. Tasks[] The player starts in the Elevator, where they are offered to type out which new voice should be replaced with HandUnit, if at all, to prevent the player starts in the Elevator, where they are offered to type out which new voice. However, no matter what the player types, HandUnit will always autocorrect it to
Angsty Teen. The Angsty Teen then tells the player to crawl through the vent, and while they crawl through it, he remarks that a dead body was found in there. Like Night 1, the player to rawl through the vent, and while they crawl through it, he remarks that a dead body was found in there. Like Night 1, the player to rawl through the vent, and while they crawl through it, he remarks that a dead body was found in there. Like Night 1, the player to rawl through the vent, and while they crawl through it, he remarks that a dead body was found in there. Like Night 1, the player to rawl through the vent, and while they crawl through the vent of the 
stage, commenting, "that should be fun" in an imaginative tone. After this is done, the voice begins to temporarily glitch out, making weird, low pitched noises. Once the voice stops glitching, The Angsty Teen voice once again
glitches out, and reverts back to the default HandUnit voice. He then tells the player to check on Circus Baby, HandUnit then temporarily goes offline in order to reset the control panel, darkening the room, causing
the vents to open and security to be disabled. After this happens, several motion triggers go off, though it is unknown who is setting them off. Circus Baby then speaks to the player as to why they came to the establishment, willingly
Regardless, she tells the player that the guard who came before him had carved a small compartment under a desk to hide from the hostile animatronics, that Baby remarks, "worked for him." The player than gets under the desk and pulls a sliding door closed by dragging it across the screen. After this is done, Bidybab can be heard outside of the
vent, and Baby tells the player to wait quietly until they lose interest. After this dialogue, the player is confronted with a Bidybab, its eyeballs being seen through holes in the door. The Bidybab then tries to open the door, twice. When this happens, the player must drag the door to the right to close it again. Failing to do so causes the Bidybab to
jumpscare the player, resulting in a game over. The Bidybabs are then scared away after remarking to the player that "she's watching". After this, Baby informs the player must reset the system manually, and they must crawl through Ballora Gallery as
quickly as possible to reach the Breaker Room. However, Baby reveals that if the player does this, Ballora will catch the player does this, Ballora will catch the player enters the Ballora Gallery, HandUnit will indeed advise the player to
move quickly, and then deactivates itself to not create an auditory disturbance. However, while crawling through Ballora Gallery, the player heads toward the dim light they can see at the end of the room, which is revealed upon getting closer to
be the entrance to the Breaker Room. Upon entering the room, the player finds themself next to a control panel, with Funtime Freddy and Bon-Bon present on a nearby stage. HandUnit then notifies the player finds themself next to a control panel, with Funtime Freddy and Bon-Bon to calm
down Funtime Freddy. When repairing the system, a danger meter in the top right corner will change color depending on how near Freddy is. After the system has been completely repaired, HandUnit informs the player that they can return to the Primary Control Module. While returning through Ballora Gallery, there is no sign of Ballora, but she is
heard in the darkness asking if someone is near, informing the player that she can hear them, and then later dismissing it. Once back in the Control Room, the shift ends, and the player will go back home and watch another episode of The Immortal and The Restless. Once the episode is over, Night 3 will begin. HandUnit's Dialogue[] Welcome back for
another night of intellectual stimulation, pivotal career choices and self-reflection on past mistakes. We're committed to creating a unique and fulfilling work experience. One part of that commitment is ensure that you don't get tired of the voice that you're hearing right now. Night 2-01.ogg Using the keypad below, please select a new companion
voice. For male, press 1. For female, press 2. For text-only, press 3. For other options, press 4. Night_2-02.ogg (If the player tries to type something.) It seems that you had some trouble with the keypad. I see what you were trying to type, and I will auto-correct it for you. Thank you for choosing: Night_2-04.ogg AngstyTeenHandUnit.ogg (When the
elevator stops.) [Angsty Teen voice takes over.] The elevator stopped. You know the routine. You can get out now or... whatever. You can get out now or... whatever. You can stay here if you want. AngstyElevator.ogg (When the player is crawling through the entrance vent.) So... funny story... a dead body was found in this vent once. Okay... not that funny. But it's a story!
AngstyStory.ogg (When the player reaches the Primary Control Module.) Ok, let's start with your nightly chores. You should be fun. Let%27sZapHer.ogg
(When the player zaps Ballora.) [Strange garbling noises] (After being sped up by 200% and the pitch increased 25% it decodes to "Argumentative. Standards. Elevation. Passive. Heights.") StrangeGarbling.ogg Let's check on Funtime Foxy.)
(strange voice) GREAT. 
Baby had a busy day today! Let's check the light, and make sure she's in proper working order. BabyBusyHandUnit.ogg (When the player tries to shock her.) Let's try
another controlled shock. ControlledShock2.ogg (When the player tries to shock her once more.) There seems to be a power malfunction that is affecting our ability to properly motivate Baby. Please stand by, while I reboot the system. I will be offline momentarily during this process. Various other systems may be offline as well, such as security
doors, vent locks and oxygen. Commencing system restart. PowerMalfunctionHandUnit.ogg (When the player is done fending off the Bidybabs.) Thank you for your patience. It seems that the power system cannot be restarted automatically. You will need to restart the power system manually. Please return to the primary control module.
ThankYouHandUnit.ogg You will now be required to crawl through the Ballora Gallery using the vent to your left to reach the other side as fast as possible as to not disturb Ballora. I will deactivate myself momentarily, as to not create an auditory disturbance.
Deactivating. BalloraCrawlHandUnit.ogg (If the player is taking a long time to reach the Breaker Room.) You may now interface with the breaker control box. Using the interface may
disrupt nearby electronics. If you feel you are in danger, feel free to disconnect the interface temporarily, until it is safe to reconnect. BreakerModuleUnit.ogg Great job. This completes your tasks for the night. Please proceed back through the Ballora Gallery with care, and we'll see you back here tomorrow. GreatJobHandUnit.ogg Circus Baby's
Dialogue[] "I don't recognize you. You are new. I remember this... scenario, however. It's a strange thing to want to spend their nights in a place like this... willingly. Maybe curiosity, maybe ignorance... There is a space under the desk. Someone before you crafted it into a hiding
place... and it worked for him. I recommend that you hurry though. You will be safe there, just try not to make eye contact... it will be over soon. They will lose interest. Circus Baby Dialogue - Night 2 - Part 1.ogg When your "guide" comes back online, he is going to tell you that he was unsuccessful, that you must restart the system manually. He
will then tell you to crawl through Ballora Gallery as fast as you can to reach the Breaker Room. If you follow his instructions, you will die. (shifting noises.) Ballora will not return to her stage anymore. She will catch you. The power will be restored shortly. When you crawl through Ballora Gallery, go slowly. She cannot see you and can only listen for
your movement. When you hear her music become louder, she is growing near, listening for you. Wait, and be still." - Baby instructing the player on how to avoid Ballora. Circus_Baby_Dialogue_- Night_2_- Part_2.ogg The Immortal and The Restless dialogue[] The Immortal and the Restless 2 (Five Nights at Freddy's Sister Location) The Immortal and
the Restless, Night 2 As the sun sets, so also does another chapter in the saga of love lost, between Vlad and his distressed mistress. Can they be reconciled? Can their love rise again? That and more! Happening now. - Announcer Clara, the baby isn't mine! - Vlad It is, Vlad! They had trouble catching him in the nursery today. - Clara So what? Lots of
kids get hyper and run around and stuff. - Vlad They had to knock him out of the air with a broom! - Clara I have to go. - Vlad They're going to dock your paychecks! - Vlad You work the graveyard shift at the Fry Me Taco. Don't lie to me! - Clara Oh the humanity! When will the heartbreak
end? When will these two ships passing in the night rekindle their long lost love? Tune in tomorrow to find out. - Announcer Trivia[] If Ballora is close enough, the player must first fend off the Bidybabs under the desk, then try not to get caught by Ballora
in Ballora Gallery, and then try not to get jumpscared by Funtime Freddy in the Breaker Room. It's unknown how the Bidybabs get into the Circus Gallery. Using the Mascot Response to calm down Funtime Freddy is similar to FNaF 3, where the player must play audio clips to distract
Springtrap. In the Breaker Room, the monitor displaying the map of whole place also displays 3 extra rooms, which are the Plushtrap/Nightmare BB's Hallway, The Bedroom and the Pathway to Fredbear & Friend's from FNaF 4. A strange noise can be heard after shocking Ballora. This probably is HandUnit's voice synthesizer. In the mobile version
of the game, a bug sometimes occurs in which the monitor in the Breaker Room is blocking the screen while the player is not using it. After HandUnit's system restarts, a number of things is said by the Female AI, the first being a motion trigger in the entry way vent. It is unknown who triggered this, as the player is in Circus Control. Audio[] Night
Start & End[] Start Night: StartNight1.ogg Shift Complete: ShiftComplete. ShiftComplete ogg Shift Complete og Shift Complete ogg Shift Complete og Shift Complete 
Gallery. Ballora Dancing in front of the player in Ballora Gallery. The Breaker Room with Funtime Freddy nearing the player in the Breaker Room. Funtime Freddy nearing the player in Ballora Gallery. The Breaker Room with Funtime Freddy growing nearer
to the player in the Breaker Room. Funtime Freddy very close to the player in the Breaker Room. The Ballora Gallery entrance. 1 When you hide under the desk, click and drag to block the opening with a metal sheet. 2 Wait for the sheet to begin to open. To stay safe, you must simply hold the sheet in place with the cursor. It is best to click and hold to
keep it in place, as clicking and dragging is ineffective. Failing to do this will result in a jump scare and a Game Over. Advertisement 1 Crawl through Ballora Gallery, housing the animatronic Ballora, to reach the Breaker
Room. Listen for Ballora's music playing, as the loudness of the music indicates her proximity. 2 Move slowly. You can move quickly as long as you stop moving when Ballora's music playing, as the loudness of the music indicates her proximity. 2 Move slowly. You can move quickly as long as you stop moving while Ballora's music playing, as the loudness of the music indicates her proximity. 2 Move slowly. You can move quickly as long as you stop moving when Ballora's music playing, as the loudness of the music indicates her proximity. 2 Move slowly. You can move quickly as long as you stop moving when Ballora's music playing, as the loudness of the music indicates her proximity. 2 Move slowly. You can move quickly as long as you stop moving when Ballora's music playing, as the loudness of the music indicates her proximity. 2 Move slowly. You can move quickly as long as you stop moving when Ballora's music playing, as the loudness of the music indicates her proximity. 2 Move slowly. You can move quickly as long as you stop moving when Ballora's music playing, as the loudness of the music indicates her proximity. 2 Move slowly. You can move quickly as long as you stop moving when Ballora's music playing, as the loudness of the music indicates her proximity. 2 Move slowly indicates her proximity as a long as you stop moving when Ballora's music playing as the loudness of the music indicates her proximity as a long as you stop moving when Ballora's music playing as the loudness of the loudness of the loudness 
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help a little, but clicking and holding is more effective. Question What do I do if the metal sheet opens fast? Do your best to go fast and prevent Bidybabs from killing you. Failing to go fast results in a Game Over. See more answers Ask a Question Advertisement The advice in this section is based on the lived experiences of wikiHow readers like you. If
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you must simply hold the sheet in place with the cursor. It is best to click and hold to keep it in place, as clicking and dragging is ineffective. Failing to do this will result in a jump scare and a Game Over. Advertisement 1
Crawl through Ballora Gallery, housing the animatronic Ballora, to reach the Breaker Room. Listen for Ballora's music playing, as the loudness of the music grows louder. Moving while Ballora's music has grown too loud will result in a jump
scare, causing a Game Over. Advertisement 1 Arrive in the Breaker Room, which houses the animatronic Fun-time Freddy, and his hand-puppet, Bon-Bon. Your task is to restart the systems, using a monitor. You have the ability to play audio to drive Freddy away when he gets near. Opening the monitor will cause Freddy to approach, restarting a
system even more so. 2 Restart part of a system, close the monitor, drive Freddy away with an audio clip, re-open the monitor and repeat. If Freddy reaches you while the monitor when winding the last two breakers, because he is very aggressive on the last two breakers. 3 Once this
task is done, return through Ballora Gallery, in no danger, and complete the night. Advertisement Add New Question Does Ballora shows her inner skeleton face when she jumpscares? Yes. You'll also see her eyes open. It's very scary! Question How come I still cannot keep the metal sheet closed? You're either doing it wrong, or it's a glitch.
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clips. Put your volume on high when you're in Ballora's gallery so you can hear her better. Keep your screen brightness all the way up, it can help you see a lot better! Thanks Advertisement wikiHow is a "wiki," similar to Wikipedia, which means that many of our articles are co-written by multiple authors. To create this article, 14 people, some
block the opening with a metal sheet. 2 Wait for the sheet to begin to open. To stay safe, you must simply hold the sheet in place with the cursor. It is best to click and hold to keep it in place, as clicking and dragging is ineffective. Failing to do this will result in a jump scare and a Game Over. Advertisement 3 Keep at it. After you have prevented the
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than red, or if it's only been red for a few seconds. Immediately after you restart, play 3-4 audio clips. Put your volume on high when you're in Ballora's gallery so you can hear her better. Keep your screen brightness all the way up, it can help you see a lot better! Thanks Advertisement wikiHow is a "wiki," similar to Wikipedia, which means that many
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Five Nights at Freddy's Print Send fan mail to authors Thanks to all authors for creating a page that has been read 138,737 times. 1 When you hide under the desk, click and drag to block the opening with a metal sheet. 2 Wait for the sheet to begin to open. To stay safe, you must simply hold the sheet in place with the cursor. It is best to click and
Breaker Room. Listen for Ballora's music playing, as the loudness of the music indicates her proximity. 2 Move slowly. You can move quickly as long as you stop moving while Ballora's music grows louder. Moving while Ballora's music prowing when Ballora's music prowing while Ballora's music playing, as the loudness of the music indicates her proximity. 2 Move slowly. You can move quickly as long as you stop moving when Ballora's music prowing when Ballora's music prowing while Ballora's music prowing while Ballora's music prowing while Ballora's music playing, as the loudness of the music indicates her proximity. 2 Move slowly. You can move quickly as long as you stop moving while Ballora's music playing, as the loudness of the music indicates her proximity. 2 Move slowly. You can move quickly as long as you stop moving while Ballora's music playing, as the loudness of the music indicates her proximity. 2 Move slowly. You can move quickly as long as you stop moving while Ballora's music playing, as the loudness of the music indicates her proximity. 2 Move slowly. You can move quickly as long as you stop moving while Ballora's music playing as the loudness of the music indicates her proximity. 2 Move slowly. You can move quickly as long as you stop moving while Ballora's music playing as the loudness of the loudness of the music playing as the loudness of the loudness of the loudness of the loudn
which houses the animatronic Fun-time Freddy, and his hand-puppet, Bon-Bon. Your task is to restart the systems, using a monitor. You have the ability to play audio to drive Freddy away when he gets near. Opening the monitor will cause Freddy to approach, restarting a system even more so. 2 Restart part of a system, close the monitor, drive
the night. Advertisement Add New Question Question Does Ballora shows her inner skeleton face when she jumpscares? Yes. You're either doing it wrong, or it's a glitch. Check to make sure that you're clicking and holding. Clicking and
dragging might help a little, but clicking and holding is more effective. Question What do I do if the metal sheet opens fast? Do your best to go fast results in a Game Over. See more answers Ask a Question Advertisement The advice in this section is based on the lived experiences of wikiHow
readers like you. If you have a helpful tip you'd like to share on wikiHow, please submit it in the field below. When you're in the breaker room, you can restart, play 3-4 audio clips. Put your volume on high when you're in Ballora's gallery so you
can hear her better. Keep your screen brightness all the way up, it can help you see a lot better! Thanks Advertisement wikiHow is a "wiki," similar to Wikipedia, which means that many of our articles are co-written by multiple authors. To create this article, 14 people, some anonymous, worked to edit and improve it over time. This article has been
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bay. Latest posts by FNAF Insider Team (see all) Five Nights at Freddy's: Sister Location is the fifth major installment in the critically acclaimed FNAF series. Like all the other parts of this franchise, this one also makes you endure your worst week ever. Thanks to Funtime Freddy, surviving Sister Location is much harder than in previous FNAF
editions. If you haven't guessed already, Funtime Freddy is the Funtime version of Freddy seems like a harmless animatronic as he was the main antagonist. Funtime Freddy seems like a harmless animatronic as he was the main antagonist. Funtime Freddy seems like a harmless animatronic as he was the main antagonist.
everything to ensure you don't live another night shift. This guide covers everything you need to know about Funtime Freddy, from his movements to the top tips to beat him. If you're in a hurry, we'll try to give you a quick overview of how you can beat this animatronic. Funtime Freddy will first appear during Night 2 during the final hours of your
shift. Funtime Freddy will keep looking over you when you go to the breaker room as you try to bring the systems. Furthermore, you cannot fully restart all systems at once because clicking for too long will cause Freddy to approach quickly and kill
you. Therefore, you'll need to utilize audio cues to keep Funtime Freddy away while you try to restore vital systems. Funtime Freddy will later appear during Night 3, but he won't be active this time. You will need to pass through the Funtime Auditorium to reach him and then press a couple of buttons in a specific order to claim a disk from his chest
You won't need to worry about interacting with Funtime Freddy again from this point onwards. If you want to know more, continue reading our Funtime Freddy guide. We will talk about the other nights to help you beat the
game. Funtime Freddy's Appearance As for his appearance, Funtime Freddy has a white and mauve color scheme. His stomach, knees, cheeks, thighs, elbows, shoulders, and the top areas of his feet are mauve, while the rest of his body is white. Also, he happens to be the first animatronic to have double faceplates. However, the reason behind this is
unknown. Furthermore, he has a microphone in his left hand and a Bonnie Hand Puppet in his right hand. However, this puppet is not only for show as it's capable of killing you. How Difficult Is It to Beat Him? At first, Funtime Freddy seems like a harmless animatronic who would be easy to beat. Unfortunately, this is not the case, as Funtime Freddy seems like a harmless animatronic who would be easy to beat.
happens to be one of the most dangerous animatronics you'll face in Five Nights at Freddy's: Sister Location. The worst part is that he will make his first appearance in Night 2, meaning that you'll have to worry about him from the early game. Many players often get confused about how to beat Funtime Freddy in Five Nights at Freddy's: Sister
Location, so we'll guide you through the process. You need to enter the breaker room to get the power back online, but Funtime Freddy will keep looking over you the whole time. One little mistake can get you killed, so you'll need to be extra careful while messing around with the systems. And this isn't the only night during which you'll encounter
him. Some key points to remember about Funtime Freddy are: He can kill you instantly. You will see him in the breaker room every time the light flashes. You will see whether he is aggressive or not through the danger level meter. He approaches you when you start
restarting a system. Since you can get stuck in the breaker room forever if you don't know what to do, we have decided to create a quick guide to help you get out. We'll also talk about what you need to do when you encounter this animatronic without
breaking a sweat. All Animatronics You'll Encounter Along with Funtime Freddy, let's look at all the other animatronics you'll face while surviving the nights. Keep in mind that all of these animatronics will keep appearing as you progress through the nights. However, Bidybabs, Ballora, and
Funtime Freddy will be the first three you'll face as they'll appear in Night 2. Circus Baby Circus Ba
you to death after you give her a shock to get her back on the stage. She will keep on haunting you from the shadows, and you will need to do everything you can to avoid her. You'll first encounter her in Night 2. Bidybabs Bidyb
enough to put fear in everyone's hearts. Just like Ballora, you'll encounter them during Night 2 as well. Bidybabs will do everything to attack you, so make sure you use the maintenance systems to avoid them. Funtime Foxy Funtime Foxy is yet another animatronic you'll need to watch out for, as a jumpscare from him can result in an instant game
over. While you'll be introduced to him at the beginning of the game, he won't cause any trouble until you reach Night 3. His main goal will be to prevent you from leaving the Funtime Auditorium. Just make sure not to flash Funtime Foxy too many times to stop him from activating. Ennard is a mysterious animatronic in Five Nights at
Freddy's: Sister Location. His true identity isn't revealed until the very end of the game. He is a Circus Baby, Ballora, Funtime Freddy has a Circus Baby, Ballora, Funtime Freddy, and Funtime Freddy has a
puppet replacing his right hand. This puppet happens to be Bon-Bon, whose goal is to calm down Funtime Freddy on night 3, and will attempt to kill you. The Nights Now, let's get down to how you can beat Funtime Freddy in Five
 Nights at Freddy's: Sister Location. This section covers everything you need to know about how to tackle Funtime Freddy during your play through. Night 2 - Funtime Freddy in Breaker Room Night 2 is when things will get pretty serious. I will be lying if I say this is an easy night and that you can complete it without any hurdles. In fact, it's one of
the most difficult nights of the entire game, and you will need to go through three segment, the Ballora segment, the Ballora segment, and finally, the Funtime Freddy segment. Segment 1 - Bidybabs You'll go down an elevator while following HandUnit's instructions during the first segment. After you reach this area, you'll
see that the power has gone out. Also, you'll hear Circus Baby for the first time, after which you will need to hide under the desk. This is where the pace of night 2 picks up. While under the desk, Bidybabs are going to come and attack you. However, by following a simple trick, you can complete this segment easily. You need to grab the metal sheet
that acts as a door (you will see the writing on it that says "Grab Here") and drag it to the right corner of the screen. Now, the Bidybabs will try to open this door to attack you. However, whatever happens, don't panic because many players make the big mistake of reacting when the metal sheet starts moving. They desperately try to bring the sheet to
the center of the screen by excessively dragging it. Sometimes this can fail, which will make you vulnerable to any attack. Instead, you need to drag the metal sheet to the right side and hold down the left click button (tap if you're playing on mobile). Keep holding
the left click button and the cursor on the right side of the metal sheet even when it starts moving to the left. The force you'll be applying on the sheet will prevent them from fully opening the door. You will need to repeat this entire process two times, after which you'll hear the Bidybabs talking about leaving. Shortly after this, the power will come
back online, and you will have successfully completed the first segment 2 - Ballora The next segment will have you crawling through the
vents, but you'll need to stop as soon as you hear Ballora's music playing. Don't wait for the music to become loud since you don't want to risk dying. When the music's volume goes down to the point when it's barely audible or when you cannot hear anything, you should start crawling again. After a while, you will hear HandUnit speaking. At this
point, stop crawling because he talks loudly, making it difficult to hear Ballora's music. Also, you will see Ballora doing a spinning dance move in front of you after crawling for a while. Stay calm the entire time and keep repeating this whole process until you reach the breaker room. Segment 3 - Funtime Freddy Now, the third segment will begin. The
 breaker room is where many players get stuck and cannot find out what they need to do. This area will put you against Funtime Freddy, and you'll be able to see him from time to time. And trust me, trying to figure out what you need to do while a dangerous animatronic is right in front of you is a high-pressure moment, making it challenging to figure
out what to do. Nevertheless, you need to refrain from freaking out if you want to clear this area. In the breaker room, you will need to restart the 8 maintenance systems, Funtime Freddy will be watching you, and a single mistake can get you instantly killed. There is a maintenance panel
that you can open by clicking over it, which will make a monitor appear on your screen. Through the monitor, you can restart each system by clicking the "Restart" button. However, Funtime Freddy will start getting close to you as you pull up the screen. Also, he will become aggressive and attempt to attack you. The trick here is that you don't want
to keep on a system restarting for a long time. Instead, you should restart a system to around 30-40% and immediately close down the monitor. Afterward, play the mascot audio by pressing the Spacebar, which will make Funtime Freddy go away. On the top right corner of the screen, you will also see bars representing the danger level. If the bar is
orange or red, avoid opening up the monitor as Funtime Freddy is close to you at this point. Instead, you should open the monitor and restart the systems only when the monitor instantly and wait for Funtime Freddy to move back if you hear any
 weird noises. You will need to keep repeating the entire process until you have successfully managed to restart all 8 systems. As you can judge for yourself, this will be a time-consuming task and require a lot of patience to complete. Many players try to rush the process by restarting the systems to more than 40% each time they pull up the monitor,
which gets them killed instantly. Therefore, you should have the patience to restart the systems to 30-40%, wait for the danger level to turn green, and repeat the entire process until you're finished. After successfully restarting all systems, you must go through Ballora's gallery. However, this time you won't need to worry about stopping as Ballora
won't pose any threat, and you can just go forward quickly by pressing Shift + W. Night 3 - Fixing Funtime Freddy Now, we'll move on to Night 3. This night is easier than the previous one, and it has two segments. However, this does not mean that you can be careless during this night as you'll face Funtime Foxy. Also, you will interact with Funtime
Freddy, but he won't pose any threat this time, unlike before. In the beginning, all you need to do is follow HandUnit's instructions and make your way to the Funtime Audition, which is the first major segment of Night 3. There will be two vents that you can use. The center vent will lead you to an easter egg, but if you're not interested in that and
want to progress through the night as quickly as possible, then use the vent on the right side. After you reach the Funtime Auditorium, you will need to make your way to the Parts and Service room. The quickest way to get there is by holding Shift + W to run. On the way there, press space to flash the beacon to see if Funtime Foxy is around. If
Funtime Foxy is not visible on the screen, run forward six to seven steps and light the deacon again. If he appears anywhere on the screen, keep using the flash beacon repeatedly until he disappears. Don't move a muscle until he signed for the flash beacon repeatedly until he disappears anywhere on the screen, keep using the flash beacon repeatedly until he disappears. Don't move a muscle until he signed for the flash beacon repeatedly until he disappears. Don't move a muscle until he disappears anywhere on the screen, keep using the flash beacon repeatedly until he disappears. Don't move a muscle until he disappears anywhere on the screen, keep using the flash beacon repeatedly until he disappears anywhere on the screen, keep using the flash beacon repeatedly until he disappears. Don't move a muscle until he disappears anywhere on the screen, keep using the flash beacon repeatedly until he disappears anywhere on the screen, keep using the flash beacon repeatedly until he disappears anywhere on the screen, keep using the flash beacon repeatedly until he disappears and flash beacon repeatedly until he disappears anywhere on the screen, keep using the flash beacon repeatedly until he disappears and flash beacon repeatedly until he disappears anywhere on the screen is a flash beacon repeated by the flash by the flash beacon repeated by the flash beacon repeate
After you reach the Parts and Service room, you'll see Funtime Freddy in front of you. Don't freak out, as he won't do any harm during this night. There are four button below his right cheek. The button below his right cheek.
above his nose. Keep in mind that these are Funtime Freddy's left and right sides. So his right cheek will be a mini jumpscare after his faceplates open. Finally, you need to press another button that pops out below his jaw. It's pretty small, but you can't miss it.
Pressing this button will open his chest, and you can then grab a disc from there. Now, you will need to get the secondary power module from the puppet on Funtime Freddy's hand. However, when you look up, Bonbon will be gone. He will be hiding behind his master, so you need to move the flashlight around until you see Bon-Bon on Funtime
Freddy's left shoulder. Once you see a good opportunity, press the button under Bonbon's bowtie to capture the module. After taking the modules from Funtime Auditorium again. This time, you can run at full speed as Funtime Foxy is going to jumpscare you no matter what you do.
Unfortunately, you can't avoid this as his jumpscare will lead to Night 4. Tips for Beating Funtime Freddy in the Breaker Room. While it's understandable that having a dangerous animatronic towering over you all the time isn't a good feeling, you need to stay calm if you
want to clear the night. Focus on getting the maintenance systems up and continue through the maintenance systems above 30-40% and close down the monitor instantly. Then, you should proceed further only when the danger level becomes green. Tip 3 - Don't Try to Rush the Process
I know you want to clear Night 2 as quickly as possible, but you will need to stay patient if you don't want to get killed. If you try to quickly restart the systems without caring about the danger level or Funtime Freddy approaching, you'll get a game over in no time. Tip 4 - Remember The Button Pattern After you reach the Parts and Service room
during Night 3, remember in which order you need to press the buttons on Funtime Freddy's face. Getting the wrong sequence beforehand on a piece of paper is the best choice if you find it difficult to remember. Funtime Freddy Guid Answer: Funtime
Freddy will only appear during the second and third night. You will only need to worry about beating him during Night 2 as he won't be active in Night 3. Answer: While Bonbon isn't a big threat, he will create trouble for you during Night 3. This is when he will detach himself from Funtime Freddy and run around the room. You'll need to be
extremely careful while trying to catch him as he can jump scare you. Answer: The Breaker Room segment is a little time-consuming, and it will take you around 10 minutes to complete if you do it perfectly. Most likely, you'll fail or reach high danger levels, so you may have to spend more time waiting for Funtime Freddy to get less aggressive.
Funtime Freddy can be annoying to face without the right tactics. Nevertheless, you can beat him easily by using our guide and tips. Thankfully, he won't be able to harm you after Night 2, but he'll keep you occupied while he's active. If you follow our guide properly and try not to rush the process, you'll be able to beat him without breaking a sweat.
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