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About This Game

**The current live build is of the "Midnight Investigator" Side mode
The main game will be added to the live build as each episode is completed
The main reason for this is to provide a more consistent stream of content while I
work to develop the main game**

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Returning to her childhood home of Trillium County
Charlie meets with her long time friends to remember the lives of people they lost.
What starts off as a night of reliving childhood memories turns into a dark twisted fight for survival.

Who Is the man calling himself Uncle Vince?
What happened during the "Red Tag" Incident in '95?
Was Frederick innocent?
Can Charlie save everyone?

Experience *Five Nights at Freddy's* like never before
Explore the abandoned Trillium mall a collaboration project between Faz Robotics and Afton Telecom.

Find Clues to a case that went cold long ago

Forget Five Nights.
Charlie only has Five Hours

- **New Mechanics**
Use the new tools at to survive your stay at Freddy Fazbear pizza.
Solve puzzles and uncover the truth behind the missing child incident
- **New Locations**
Explore the abandoned Trillium county mall. Once a beacon of hope for a small town, now it sits a stain on the town's history.
- **New Story**
Built from the ground up using inspiration from all the Freddy expanded universe, explore a new (Non canon) story that shows a what-if scenario readapting the FNAF story to a more traditional survival horror narrative.
- **Side Content**
Unlock and enjoy separate side modes with new gameplay mechanics and features such as the "Midnight Investigators" mode which readapts the First two FNAF games as fully free roam games recreating and reimagining's the mechanics of the originals

"This game is unofficial to the FNAF timeline and uses its own version of canon"

Title: Fazbear Nightmare
Genre: Adventure, Indie, Strategy, Early Access
Developer:
Velsina Productions
Publisher:
Velsina Productions
Release Date: Coming Soon

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Minimum:

OS: Windows 7 or Newer

Processor: 2 GHz Quad Core

Memory: 4 GB RAM

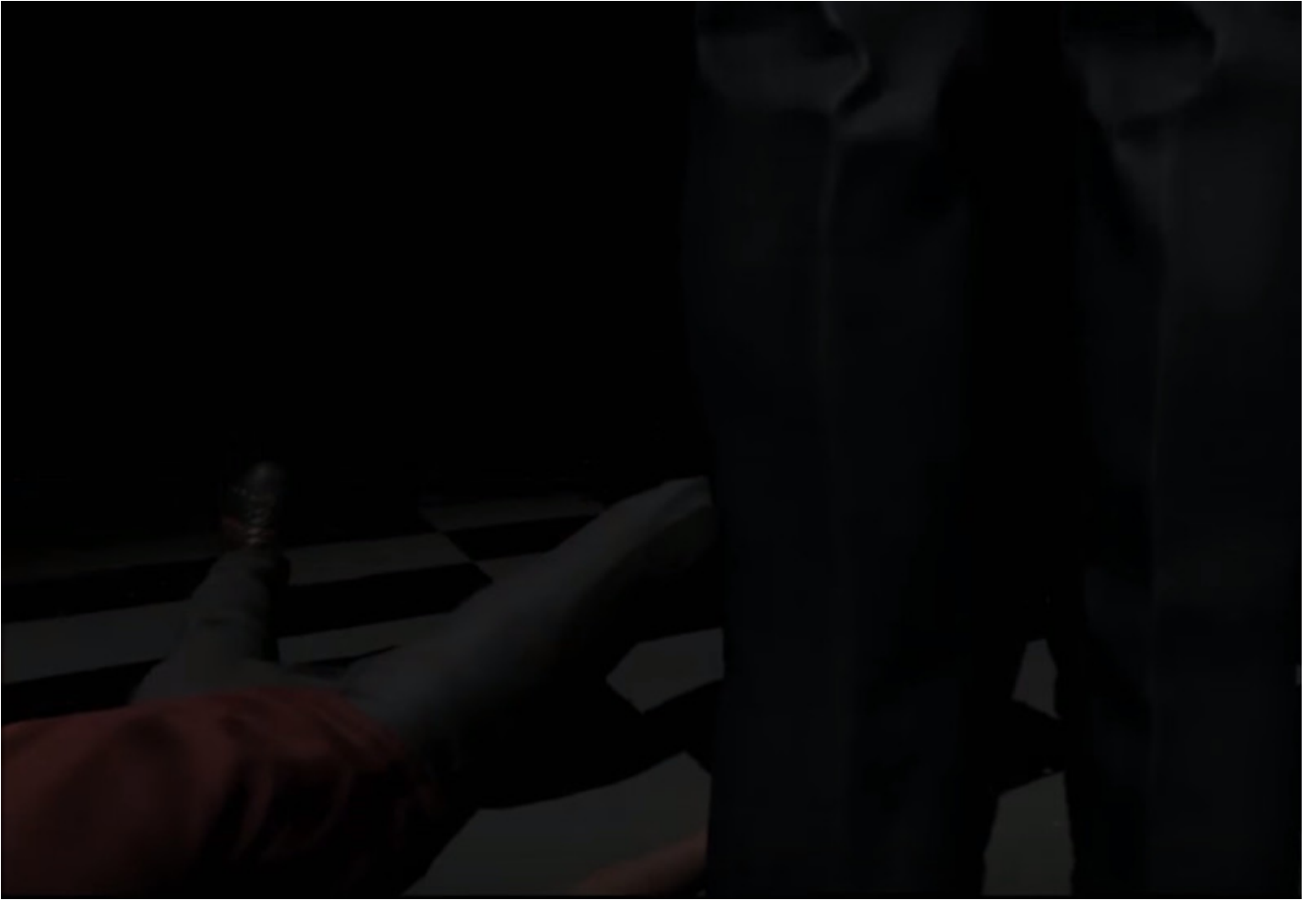
Graphics: GTX 750 or equivalent

DirectX: Version 11

Storage: 5 GB available space

Additional Notes: Please note minimum specs subject to change over time with content updates

English







nightmare freddy fazbear pizza. nightmare freddy fazbear x reader. fazbear nightmare midnight investigator. fazbear nightmare youtube. fazbear nightmare trailer. fazbear nightmare all jumpscares. fazbear nightmare game jolt. fazbear nightmare 2. nightmare freddy fazbear. fazbear nightmare apk. nightmare freddy fazbear costume. fazbear nightmare download pc. fazbear world nightmare adventure. fazbear nightmare demo. freddy fazbear origins nightmare springtrap. nightmare freddy fazbear jumpscare. fnaf fazbear nightmare. fazbear nightmare 2 gamejolt. fazbear nightmare markiplier. fazbear nightmare the haunting. fazbear nightmare. fazbear nightmare wiki. freddy fazbear the nightmare. fazbear nightmare online. fazbear nightmare fnaf 4. fazbear nightmare on scratch. freddy fazbear nightmare song. freddy fazbear origins nightmare. fazbear nightmare gameplay. fazbear nightmare download free. fazbear nightmare download. fazbear nightmare jogar. fazbear nightmare scratch. fazbear nightmare multiplayer. fazbear nightmare gamejolt. fazbear nightmare indir. fazbear nightmare for android. fazbear nightmare mega

News time (8/3/2016):

News time.

Oh god it's always nice to write these because I LOVE talking with you guys and it feels great to keep you all in the loop.

Ok so let's get right into it

First

You guys helped up a lot with the donations, we weren't expecting much but we managed to get by with what we did get and that actually turned out a lot better than we expected. We managed to get the TTH project to a milestone a month earlier than expected and because of this we will be placing a few more guys on the Fazbear project :)

We have gotten quite a bit done on the fazbear project since the last update too.

Now it's still far off from where we wanted it to be months ago but due to the studios situations we still managed to get it farther than we expected it to be to this date. We are just creating the prologue levels and working on getting the AI systems running then i wouldn't imagine the Tech demo would be far off release from there. As for the time frame of all this its hard to say and i dont want to give a date because everytime i hint at one or say a window it always feels like a rope around my neck when we miss that and some of the community members get upset.

Hope to have more for you guys in the next update :)

P.s

We also will be doing some updates to the gamejolt and steam pages.

As of right now we've altered the tags and have made a new Header/Capsule Image that looks much cleaner and is closer to the style of Scotts. **Weekly Wednesday Wrap-Up for BDG Studios. 3/9/2016:**

Hello everyone, sorry for the lack of news but at the moment we are going a bit dark to get ready for the lead up to a massive update but I thought it would be amazing to share a bit of news with you.

The BDG Studios family just got a little bigger. we would like you all to welcome our new Level designer ScrubLord and our new Modeler jfun300.

Both are notable members of the FNAF fan game community and it is amazing to get to work with these skilled developers

Here are a couple images of what you can expect from these new members

<http://i.imgur.com/Q8WcK7L.jpg>

<http://i.imgur.com/T2IWWAw.jpg>

Till next time,

DylaNemesis out. **What happened to the Midnight Investigator Release?:**

I had originally planned to have the Midnight Investigator build go live here last week.

I had stress tested the build had it live on gamejolt for a couple weeks and completed all the store page setup...so what happened?

I'm not gonna lie i have no idea

In-order for a game to go live on steam there's 3 major steps

Storepage setup

Build review

and Launch

The total time should've been 2-3 days(from when I announced the build)

I passed the store page review

But the build review has been going on for much much longer than what i was originally told

What was supposed to take 2-3 days is taking weeks and valve hasn't told me ANYTHING.

The only thing I've been told as a developer is that the automated system couldn't review the build and that they would manually review the build and that they would give me feedback. quite a while ago and i still haven't heard anything back which has caused me to miss the planned release date so I had to push it back multiple time from this reason alone

At this time the only thing stopping the build for being live is this build review process

I'm sorry for this delay and unfortunately I don't have any information on when this will be resolved. **Welcome to your new job:** [You know, I actually used to work in that office before you](#) [i.imgur.com]

42757420736f20646964206865 . **Story trailer and new concept art dropping this month:**

We have been working hard to push out some polished content for you guys and have a new story trailer and some of the development concept art and maybe a couple tracks from the soundtrack we hope to have released this month. We now have an internal deadline for episodes 1 and 2 planned and will be pooling all of our available budget and resources to reach it. We will not disclose this deadline date at the moment due to not wanting to overly stress the team but will keep you guys fed with content until then in the form of a couple trailers lore posts.

Thank you for your continued support

Claire. **He's had a long day [L]:**

<https://imgur.com/a/tJdgNTI>. **Trillium Horrors Teaser:**

As some of you may know we attended the Drumheller Comic and Dino expo this past weekend. It was great to meet a bunch of you guys and we hope you liked seeing the exclusive environment demo for fazbear we were showing off there and for the rest of you we are working on putting something together that will blow that demo out of the water but that's something for another time :)

Today we want to share the teaser for Trillium that we also premiered at the convention.

[Facebook Video](#)[www.facebook.com]

Trillium is a Horror game set in the canadian wilderness where the player assumes the role of a Paranormal investigator working for the trillium agency whose sent to track down a wendigo that's been feeding on the locals.

He's done this job a hundred times but there's no way he would ever be ready for what's coming

. **Fazbear Nightmare on steam!!!:**

Hello friends and fans.

It is with great joy that we are able to say that Fazbear Nightmare is now on steam. we are still unsure of when we will release the game but we now have a storefront page(will be live in a few days to a week) and Community Hub section so you can follow us and we will try and keep you guys updated along the road !!

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