


### Five nights at sonic's 3

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Confirm your email to ensure sharing. Having trouble? x We are experiencing interruptions in the delivery of e-mail. If you don't get emails from us, please try after 8am EST. The share of the home of Sonic's 2 Five Nights at Sonic's 4 Five Nights at Sonic's 3 is arguably the most unique in the series. It had five nights on the Freddie 3 vibe, but had more unique mechanics, one example being the presence of a dried-up toy animatronics from FNAs 2. Description Welcome to Sonic's Heroes Pizzeria! Ten years after we closed, we reopened... We hope that nothing else will go wrong.... The plot of the main character of the game - Sonic hedgehog, who got a job as a security guard. His job is to survive five nights. The shares are taking place in 2027. Ending As in the original game, FNAs 3 has two endings: bad and good (or as it is called true in the game). You can get a true ending like this - in mini-games, there are wires on the wall leading into the hallway where Eggman killed the characters. In mini-games for Mario, Yesi, Tails and Sonic you need to approach them, making them burn. Then, after the sixth night, there will be a fire at 7 a.m. There's a flash. The fire burns harder, and Sonic's rescue appears outside the window. Flash again. The fire fills the surrounding space, rescuers begin to walk into the office outside the window, but suddenly the roof of debris falls on it. 8 AM animations and the true end of the screen appear. If the player does not step on the wires with everyone, Sonic will be attacked by 27 Golden Sonic at 8am, causing his death and leading to a bad ending. The gameplay of the game almost completely copies Five Nights at Freddy's 3 - there is an audio system, cameras in the ventilation, with which you can block the floodgates, tablet to repair systems. But there are also a few innovations: a Sonic toy mask like Freddie's five nights on Freddie 2 was added to the gameplay, which should be put on when some of the broken Animatronics toy entered the office, and a fourth was added to a system called the Reset Power Office, which should be reduced by a percentage. If this is not done, the energy in the building will turn off, after which the player will not be able to protect himself from the antagonists at all. Mini-games As in the original, the game has mini-games appearing between nights. They talk about the events that take place before the third part. Mini-games: After the first night - After Sonic was separated from others, Mario and Yoshi stand on stage and notice that Sonic is not in place, although he should not have left at this time. Worried about his friend, Mario decides to go look for him. The player controls Mario and his goal is to reach the secret corridor. After the player does this, the music in the background will be quiet and the player will not be able to return. Dr. Eggman then appears before attacking Mario with a knife, and a zlt/tabber'gt:him in the stomach, killing him. After the second night - Yoshi starts to worry as Mario has gone for a long time. She decides to find him. The player controls Yoshi and must reach the same corridor. When Yesi reaches in the hallway, she finds Mario's lifeless body, with a cut belly. Like him, she's killed by Eggman, who chops off her head. After the third night - Noticing that both Mario and Yesi are gone, tails decide to walk around the building to find them, believing that they are playing hide-and-seek. When he reaches the hallway, where he finds Mario and Yoshi's corpses, Dr. Eggman attacks the Tails with a knife and cuts him in the eye, killing him. After the fourth night - it's not a mini-game, but rather cut scenes. Sonic wakes up in the back room, where there are Toy Animatronics and Golden Sonic. Toy Sonic also wakes up, but he has a glitch: he does not understand where he is, but then he realizes that he is in stock, then he begins to dictate strange phrases, as He did it! He did it! You did it! and attacks Sonic on the opposite side as the mini-game ends. Because Sonic's clone was badly wounded by Toy Sonic, he became Sonic's Save. After the fifth night - the player controls Sonic and your goal is to reach the same corridor where he finds the corpses of his friends, but now the player will be able to go further. Once the player does, the mini-game is over. After the sixth night - the player controls the souls of Mario, Yesi and Tails and again has to get to the same corridor. After the player enters there, he will have the opportunity to go further and the player will be in the room where you will see such a picture - Dr. Eggman hands Sonic a knife and points to the ghosts, demanding to put an end to them. However, Sonic instead strikes Eggman himself and kills him. The mini-game is coming to an end. Next comes the good or bad screen ending and credits. After Custom Night - the player controls the soul of Dr. Eggman. The player

must get to the warehouse, where it was previously impossible to get. Then the ghost will fly to the 27'Golden Sonic, get into it and the mini-game will end. This shows that Eggman's ghost now possesses the Golden Sonic. The game has an additional menu. It's unlocked after passing the sixth night. In addition, the player can: View the character models in full height. Watching the characters Of Jumpscare Play Survival Mode is a special mode of play, where all the characters are active, and the night is, in fact, endless. Custom Night Also, unlike the original Five Nights on Freddie 3, the game has its own custom night. Before it starts, the player can customize the activity of all characters and phantoms (except Boo 741100, as it is an Easter character). The maximum level of activity of the characters - 21, you can also set the level below zero - then the antagonist will not be active at all (this level can not be set only on The Preservation of Sonic). To pass the night with 11/21 Player will receive a star. Characters Modern Sonic - the main character of the game, who got a job in a new pizzeria, where he has seven nights to survive. Presumably, it was in his honor founded a network of pizzerias. In the case of a bad ending, he is marked by the Golden Sonic, in case of good he manages to escape from the burning building and survive. If he survives, he will appear in the credits, and at the end of the sky will appear the faces of clones of his friends, indicating that he has freed the souls of clones. Silver Hedgehog - acts as Phone Guy. Throughout the game he gives Sonic tips to help the latter survive. After the sixth night, he stops calling. Rescue Sonic - Active from the first night from 12 am (the first night starts at 10pm). Springtraup analogue. Outwardly similar to the clone of Sonic in the previous parts, but now he has even more damage on the body - in particular, his left arm is torn off, his chest is torn, his chest is visible. He launches Camera 1 and begins to wander around the cameras, gradually approaching the office. It also ignores the use of the mask and the only way to protect yourself from it is to drive away to the right camera using the audio system. If it is in the ventilation, close the necessary lock. If Salvage Sonic enters the office through the door, it can be seen outside the window and at the same time it will only move when the player looks at any of the tablets. According to the mini-game, it turned out that Sonic's rescue is, in fact, a Sonic clone that was seriously injured by Toy Sonic and killed Dr. Eggman. During the day, his wounds are covered and healed by medication, but at night they return, and he becomes evil until 8 a.m. The toy Sonic - Active from the second night. Ten years after FNAS 2, he became broken and unused, with his lower jaw, left ear, right arm and left footwear, as well as a small part of his chest and left arm and exposed wires that come out of damaged body parts. It starts in CAM 2 and can enter the office both on the side of the door and by going through the ventilation in CAM 15 if it is not sealed. In case he enters the door, he can be seen outside the window and move it will be regardless of whether the player is looking at the tablets or not. He can be lured to the cameras using an audio system, but if he enters the office, Sonic must wear a Toy Sonic mask to avoid his death. If the toy fades Sonic climbed into the ventilation, it is recommended to close the gateway, as there is a chance that the player will not timeen to put on the mask in time. A withes toy Mario - He becomes active from the third night. Like other toys, it became dirty and broken after not being used for ten years. The face and cheeks are dirty from dust, the right hand and right leg are badly damaged, the chest and left leg have holes, and he has no right eye. Also, both of his rabbit's ears are damaged: half of his right the ear is missing, while the left one has a hole. Starts with camera 2 and can move in the vent on CAM 17. The tactic resembles a withered toy Sonic quite strongly, but walks slower, and if Sonic doesn't look at the panel or camera, a withered toy Mario will look at him, stopping his movement. Unlike Salvage Sonic and other animatronics toy, it is deaf, possibly due to damage to the ears of the rabbit, and thus it ignores the sound. Because of this, he can enter the office much more often than others. Whenever a withered toy Mario appears, Sonic must put on a mask to make him leave, or he will kill him. Withed Toy Yoshi - She becomes active from the fourth night. Her lower body is completely missing and her enskeleton is visible on her right arm. It starts moving with Camera 2, and if the vents are not closed, it can also go inside them in CAM 13 and CAM 17. The behavior is similar to other withered toy Animatronics, but also has a few differences: she often tries to break into the office with ventilation, and she is not visible outside the window because she is too short because of her lack of legs. If she shows up at the office, Sonic has to put on a mask, or she'll kill him. '27 Golden Sonic - After Eggman killed the clones of Mario, Yeshi and Tails, he was killed in revenge by Sonic Rescue, and now he is chasing the Golden Sonic. His cloning material melts more of his body, and his mouth has become wide with a sadistic smile that covers the sides of his face. It appears as a hallucination on the cameras or behind the service panel and will kill Sonic if it doesn't switch cameras or hold the panel up. On the night of 6, if the player does not step on the wires in all the night mini-games, Golden Sonic will attack and kill Sonic when he is about to leave at the end of his shift, at 8:00 am. Phantom Boo741100 is a symbol of the Easter egg. Sometimes a poster with it can appear on Cam 12. If you look at it for too long, it will jumpscare you, crashing the game. Phantoms - They are hallucinating, and they include other toy animatronics that have been abolished, and vengeful Sprits of dead clones who, after being killed by Eggman, fail to move on to the afterlife. They won't kill Sonic, but they'll still get in the way of him (except Phantom Boo741100). Phantom Mario - He's the soul of a clone of Mario. His body is monochrome and has ghostly textures as well as red eyes with white pupils. Like the other Phantom clones, he's full of revenge because Eggman killed him. He's been active since the second night since Eggman killed him on the night of one mini-game. distorted voice saying it's-me! he can be heard appearing in the window, and if Sonic looks at him for too long, he attacks him, causing a ventilation error and a loss of power in the office. Like other Phantom clones, it's possible that after night 6, Mario recognizes Sonic as he clones, as after Sonic is killed in ending, he appears next to Yoshi and tails and cries for his death, and at a good end in which he escapes, they appear behind him, smiling. If a good end is reached, he and the sprites of the other clones will be able to find peace and go to the afterlife thanks to Sonic, to free their souls. Phantom Yesi - She is the spirit of the Yoshi clone. Like other phantoms, her body is monochrome with ghosts-like features, and red eyes with red pupils, and her bib also says LET'S SCARE!. She was killed by Eggman on the night of two mini-games, and becomes active on the third night. Sometimes it will appear on the arcade machine on CAM 6. If Sonic sees her, he should ignore her and quickly switch the camera to avoid her attack, which will result in a loss of power and a ventilation error. Phantom tails - He's the spirit of the Tail clone. He was killed by Eggman in a mini-game after Night 3, making him active starting on the fourth night. Sometimes he appears in the office, where he attacks the player, causing a loss of power and a vent error. Phantom Taingle is a ghostly version of Taingle. Sometimes it appears in CAM 9. If Sonic looks at her for too long, she will cause a sound error. Phantom Balloon Toad is a ghostly version of the toad ball, but his chest is missing, his vest is ripped, the wires of his head are visible and his right hand is damaged, with his ensorcler being visible. Sometimes he appears on the cameras, and if Sonic doesn't change the camera or stop looking at the monitor for too long, he'll show up at the office and attack it, causing a loss of power and a ventilation error. Luiginette's Phantom is a ghostly version of Luiginette. Sometimes he appears in CAM 5, and Sonic has to ignore him after he sees it. Unlike other phantoms, it will appear right in front of Sonic within seconds, obscuring its vision and making it unable to use a panel or camera, and office power will also be lost much faster. Once he leaves, there will be a ventilation error. Trivia Silver voice acting in the game was made by TheGameSalmon, which will be the voice of the actor for other future characters of the game. It was the first game in the series that includes survival mode as well as the Custom Night randomization option. After rescuing Sonic was crushed, he fled and went on the story five nights on Sonic's 4. Probably Broken Toy Animatronics are based on the fake Five Nights on Freddie 3 Leaks. Phantom Boo741100 was created in honor of Youtuber with the nickname that was one of the authors of the idea of the game and tested it. When Phantom Mario starts walking outside the window, he says the phrase It's Me!, which is actually a distorted excerpt from the original quote by Mario It's Me, Mario!. In the game, you can turn off the fan standing on the table - it is enough just to press the red button on it. Jumpscare Sounds 27' Golden Sonic and Phantom different from others. In the trailer of the game there are several differences from the realized version: in particular, the wall outside the office window is lined with tiles, and the withered toy Mario attacks without appearing in the office. Extras and Custom Night 27' Golden Sonic glitches on its name. Also, on a custom night, it has a glitchy icon too. In the game of inserts, indicating the number of nights, sometimes there may be strange pictures with 27' Golden Sonic: on the first he cut his mouth, and on the second 27' Golden Sonic removes the upper part of the head and inside his body there is a silhouette of a ghost with white glowing eyes (obviously belonging to the soul of Dr. Eggman). These photos are reminiscent of the inserts in FNAF 3, where Purple Guy is trying to get out of Springtrap. This is the first FNAs game in which we have to survive in a different time frame than the classic (12am - 6am). (In this case, 12am (10pm on the first night) - 8am). The second game is Five Nights in Sonic's 4, where the time is exactly the same. The third game is five nights in Sonic's: Maniac Mania. The time from 10 p.m. to 12:00 p.m. on the first night is essentially equivalent to the first night in FNAF 3. (No one is active). The peculiar equivalent of Office Power later appeared in the fifth part of the game. [-] Gallery Jumpscares Save Sonic's JumpscareWithered toy Sonic's JumpscareWithered toy Mario JumpscareWithered Toy Yoshi's JumpscarePhantom Mario in JumpscarePhantom Yoshi's JumpscarePhantom Balloon Toad Jumpscare27's Golden Sonic's JumpscarePtomhan Boo74100's Noted. five nights at sonic's 3 gamejolt. five nights at sonic's 3 reimagined. five nights at sonic's 3 on scratch. five nights at sonic's 3 android. five nights at sonic's 3 android apk. five nights at sonic's 3 withered toy sonic. five nights at sonic's 3 download free. five nights at sonic's 3 bad ending

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