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Gameplay
In FNAF 4, you play from a first-person perspective and must use various tools to protect yourself from the animatronics. Your primary tool is a flashlight, which you can use to keep track of the animatronics' movements. You can also close doors and windows to keep them out, but these actions consume your limited supply of power. The animatronics move around your bedroom and can attack you from any angle, so you must use your senses and quick reflexes to survive.

How to Play
To play FNAF 4, you will need to use the arrow keys or W, A, S, and D keys to move around. You can use the space bar to shine your flashlight and the mouse to interact with objects. The game is split into five nights, with each night becoming progressively harder. You must survive until 6:00 AM to complete each night.

Conclusion
Taskforce 141 is the name of a multinational special forces group under the command of Lt. Gen. Shepherd. Its recruits come from multiple special forces units around the world including the S.A.S, 75th Ranger Regiment and Canadian Special Operations Regiment.

[Taskforce 141 - Call of Duty: Modern Warfare 3 Guide - IGN](#)
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Task Force 141 is a joint multi-national special operations task force and counter-terrorism military unit formed by Captain John Price at the conclusion of Call of Duty: Modern Warfare, serving as the primary playable faction within Call of Duty: Modern Warfare II and Call of Duty: Modern Warfare III, and also as a

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