

“THE AFTON FAMILY HORCRUXES”

A FNAF theory video script about the full, hidden, epic story of FNAF 1-4.

by BlackfootFerret, aka Robert E Taylor IV

INTRODUCTION

(Video starts in the dark office of FNAF 3)

Who would ever wear a springlock suit.. Willingly?

Who would knowingly walk into a robot whose metal guts were stretched tenuously open by springs under immense pressure. A pressure that could give out at any moment and crush the springsuit wearer so thoroughly that no one would even know their remains were still in the robot?

William Afton did.

Who would climb into a high tech version of the ancient Iron Maiden torture device, that would piece their human flesh with a hundred razor blades, even when it was working properly?

William Afton did.

Who would strap themselves into a machine they knew was designed to drain the living soul of its wearer into the living metal of the robot? A device that would hold them mangled and helpless as their living essence was torn from their organic body and drained into the very instrument of their death? Forcing circuits, jagged metal and PAIN to become part of them forever?

William Afton did.

And he wasn't the only one.

Each member of the Afton Family had at least one robot of their own. And while the two golden suits maybe have been special hollow hybrids where their robot parts were always part of the costume, ALL of the classic animatronics at Freddy's were springsuits.

Henry wore Fredbear in FNAF 4. William wore his version of Foxy in “Foxy Go Go”, when he was convicted of luring the five Missing Children Incident kids to their doom. Michael Afton, using the fake name Jeremy Fitzgerald, wore his Freddy suit all of FNAF 2, and years earlier at the very first Freddy's in “Take Cake to the Children”, when the robots were forbidden from moving on their own during the day.

Henry's twin children Sammy and Charlie stepped into the golden suits on June 26th, 1983, and died in them, becoming the Shadow Animatronics.

And this is only the beginning.

At one point, EVERY member of the extended Afton Family stepped into a springsuit deathtrap. Willingly, or otherwise.

WHY?

William gives us a clue in The Silver Eyes. When he isn't wearing his Spring Bonnie suit he seems drained, only half a person. Like he wasn't truly complete without the metal springs tearing into his flesh and linking him to the animatronic. He's even proud to show Carlton all the springlock scars covering his skin!

When you die in a springsuit, all of your soul goes into the metal, haunting that robot until it's destroyed.

But what if you don't die.. And use the springsuit properly, letting the metal springs cut into your flesh?

When you wear your springsuit, everything's fine...

But when you take it off.. Half of you REMAINS BEHIND...

(Shadow Mangle Jumpscare)

I'm BlackfootFerret, and welcome to The Ferret Theory!

This is "The Afton Family Horcruxes", the third video in my Five Nights at Freddy's master series "FNAF Shorts". If I'd known how epic the story would become when I started my research, I'd have chosen a name other than "Shorts". But even now, three years later, I'm still learning new things about FNAF, and I have a LOT to share with you today. Get ready for the FNAF theory crash course of a lifetime.

Episode One, "Soul Eating in FNAF", explored how the springsuits were deliberately designed to absorb souls. The haunting of the animatronics was a deliberate goal of mad science, never some cosmic accident.

Episode Two, "The Summer Paradox" laid out the timeline for all the murders at Freddy's. This includes the secret two-child kill event on June 26th that created The Shadows, and their

attempts to frame William for the later, more famous murders. It shows how one act of evil created an escalating spiral of revenge that destroyed everything in its path, and how revenge is NOT the answer to anyone's problems.

I've released several smaller, more focused theories under the Theoretical Shorts banner after The Summer Paradox. These quickly explain how springsuits absorb souls. And why I believe Shadow Freddy attacks us in FNAF 1. And how the metal cables that infest FNAF 1-3 are the very same type of living metal cables the Funtime Animatronics are made of, to name a few.

But today our goal is to map the Afton Family Tree, and uncover the great secret the family used to try and achieve robotic immortality. Because although our favorite animatronics were being used to kill and harvest the souls of children and night guards by the time of FNAF 1, their original purpose wasn't to take life, but to preserve it.

And it all begins with one question: What is a Horcrux?

In the Harry Potter books the evil wizard Voldemort survived his first death by splitting his soul into several pieces, which he bound to objects and creatures for safekeeping. By doing this, he created several backup copies of himself that could take over if anything happened to the original. The only way to truly kill Tom Riddle was to find and destroy every last one of his Horcruxes, then defeat him one last time.

To create a Horcrux, a wizard had to deliberately damage his own soul by committing murder, then use the right spell to tear his essence completely in half and bind the severed soul shard to an object.

But in the world of FNAF, the Aftons found a simpler, more mechanical means of making a Horcrux through mad science rather than magic. The springsuits.

Because the Afton Springsuits weren't just a curiosity, they were the core of everything that made FNAF possible. And I'm about to prove to you why absorbing human souls is the only possible purpose for their bizarre design.

PART ONE - How to turn humans into robots, then into human-looking androids

First, for their declared purpose of being costumes to entertain children, the springsuits are a terrible design.

Each suit is basically a real working 80's Transformer, capable of being fully functional even when all its inner parts are collapsed to the shell of the costume. A good fursuit can cost several thousand dollars, but a state-of-the-art mechanical suit like this would cost millions of dollars,

assuming you could even find a government black-ops project capable of building one that worked. The expense of equipping an entire cast of performers with springsuits is staggering, and well beyond the budget of a humble pizza parlor.

Transforming aside, the technology necessary to create a humanoid robot capable of walking and thinking for itself alone is incredible, and only now becoming possible by modern science. While such a marvelous robot is still pricey, it would be much simpler and cheaper just to put an autonomous robot in a fursuit and not worry about springlocks or transformative abilities at all.

Then there's the issue of safety. Springsuits put a human being inside a stretched metal cage that could fail and crush the life out of its pilot if even one of the springlocks fails. The Silver Eyes showed us the jarring motion of a springlock going off can easily set off the others around it like dominos or firecrackers, causing a chain reaction that results in the entire springsuit failing. One wrong move, one wrong BREATH, and the springsuit will kill the person inside. It's hard to imagine anything more dangerous!

And all this danger could be removed by a simple redesign. Why make an ENDOskeleton stretched open by springs, when you could simply make an EXOskeleton with empty space inside that was designed to hold a human pilot from the beginning? No springlocks, no threat of crushing death, just a set of power armor you can wear under the fursuit. While this still seems like overkill when it comes to entertaining kids, this is the 80's, so it might be nice to have Freddy double as Iron Man if terrorists declared war on pizza.

The cost and safety issues of the springsuits seem overwhelming, they are literally the worst costume design in the world! And yet, the Aftons insisted on this very design from the beginning.

Carlton's suit predated the hybrid Golden Suits, and Henry warned his twin children Sammy and Charlie to never to put their hands in any of the mascot costumes, because they ALL contained springlocks. The Night 4 phone call of FNAF 3 features a message recorded from the manager of Fredbear's Family Diner (which had the two golden suits) talking about an incident at The Sister Location (The New and Improved Freddy's FNAF 2 location) involving multiple simultaneous springlock failures. Since the failure of one springlock causes the entire suit to failure, there's no such thing as multiple failures on a single suit, this call is talking about several different springsuits failing at once, and the golden suits were already accounted for at Fredbear's. Which means there were far more than just 2 springsuits, both in the world of the novels, and the games. The Aftons loved their springsuits, and never thought of parting with them generation after generation, no matter what went wrong.

It's easy to say the Aftons were crazy. But there must have been a method to their madness as well, because this family was able to make walking, thinking humanoid robots in the 1970's, and already had robots with facial recognition in the 80's when primitive personal computers were struggling their way into existence. The Aftons were Mad Scientists in every sense of the word, able to create robotic wonders far ahead of their time, for purposes we could barely imagine.

So even if the springsuits seem impractical to us, the Aftons deliberately insisted on the springsuit design for purposes of their own. And it's up to us to discover what benefit they hoped to gain from these metal deathtraps.

A clue can be found in *The Twisted Ones*, where the Twisted Animatronics used springlocks like metal teeth to chew at whatever human they were able to trap inside them. But they weren't looking for meat, Wolfy spat out his victim while she was still alive, seemingly satisfied after getting what he wanted, and having no use for her anymore.

Another hint at what's really happening is how Carlton was only lightly injured by springlocks while William trapped him in the prototype suit. And yet, despite receiving neck injuries at worst, Carlton shows symptoms of a full-blown brain concussion after his experience, and begins acting darker, showing less of his usual humor, as if something essential had been drained from him.

Charlie experiences a waking nightmare after she drops through the skylight in *The Silver Eyes*, believing for a moment that she's being devoured by a metal endoskeleton. This nightmare might actually be a flashback, because William tells her in the next book that he killed her.. When she was three years old.

The Rosetta Stone to FNAF is found in the hidden message inside the FNAF 1 Night 5 phone call, a garbled reference to Chapter 8 of "The Autobiography of a Yogi". This book details the strange findings of Dr Bose, a scientist from India in the 1940s. Chapter 8 specifically covers The Theory of Living Metal, and experiments that proved that, at least on a small scale, inorganic metal possesses the ability to heal, grow, or die, just like organic flesh.

This means a metal body isn't just cold and soulless, but could actually, literally, be alive. That a ROBOT could be just as alive as a human being, if only you found a way to put a soul into one.

When springlocks cut into the flesh of their wearer, they create a connection between the organic human and metallic robot, essentially merging both halves into one being. If you connect a full container of liquid to an empty container, the fluid will drain from the full container into the empty one until both reach a balance, an equilibrium. And this is what happens to the living soul energy of the pilot once the springlocks connect them to the robot, their life force flows into the empty metal vessel, and stays in the robot once the springlocks are disengaged.

This is how horcrux animatronics are created. And this is also how the Twisted Animatronics drain the souls from their prey. The springsuits aren't just a curiosity, they're the key to everything. And this is why the Aftons adopted their seemingly insane design.

Now, I just mentioned that at the end of *The Twisted Ones*, William tells teenage Charlie that he didn't take Sammy: "I took you." Meaning that not only are Charlie's early childhood memories

wrong.. William stuffed her into a springsuit when she was 3. But Charlie isn't a hulking animatronic, she seems human. How is this possible?

Seeming human isn't quite the same as BEING human. The second book revealed that William had fake blood, and synthetic flesh that refused to rot even though Springtrapped William had spent an entire year stuffed into a cubby hole behind Foxy's stage. This is even more telling in the games, because FNAF 3 Springtrap had been stuck in the secret room for THIRTY YEARS, and yet still had shreds of flesh clinging to him that looked surprisingly fresh.

This cannot be real human flesh. Normal human tissue would have rotted swiftly after death, and disintegrated completely to dust by the end of a year. And yet, despite being locked away for years, the Silver Eyes animatronics still reeked of putrid flesh, and even seemed to breathe! And FNAF 1 tells of animatronics that still leaked blood and mucus long after the child victims had been stuffed inside them. Flesh that stubbornly, impossibly, insisted on living despite being mangled beyond any recognition or function.

Both William, and the Five Child Victims, were something more than human at the time when they were stuffed. The traces of their synthetic blood and flesh prove this.

Another famous android was Eggs Benedict from Sister Location, later revealed to be William's son Michael Afton.

Michael munched popcorn each time he watched *The Immortal* and *the Restless*, clearly able to digest food like a regular human. But on Night 4, all thoughts of normal humanity ended.

First, Michael was somehow able to manipulate the springlocks inside *Funtime Chica* while trapped inside the wiggle-tight springsuit, with no means of using his fingers. But the most telling detail is that no matter what Michael did on Night 4, a horde of large minireenas would always crawl into the suit with him, and showed no signs of leaving.

There was no room in that wiggle-tight suit for any of them. The minireenas must have burrowed INSIDE Michael's body, causing massive injuries that would kill any normal human.

But after escaping, Michael goes right back to eating popcorn, seemingly unphased.

But something is terribly wrong. The moment Michael steps into *Parts and Service* on Night 5, the sound file *GUTS.MP3* begins to play in the background. This is the sickening sound of wet flesh being systematically torn from bones, but the only person with flesh in the room is Michael.

The *GUTS* sound of rending flesh follows Michael back out into *Funtime Auditorium*, like an army of inner parasites are relentlessly chewing at him. And the chewing sound only stops when Michael enters the *Scooping Room*, or the *Private Office*.

When Michael gets scooped, he gets hit by a massive hydraulic ram designed to shatter and extract the living metal from inside the Funtime Animatronics. A hit from this device would smash any normal human into gruesome paste, which is why Ennard didn't try it on the two human technicians, since scooping them would be useless. But when the scooper hits Michael, it rebounds off him with a sharp metallic CLANG, and recoils as if hitting something heavy and solid. And although the scooper should be covered and blood and torn organs after the strike, it's impossibly clean and bloodless.

When Ennard jumpscares Michael in the Private Room, there's a frame where we get to see Michael's reflection in the mirror-like sheen of Ennard's mask. This reflection looks very much like the endoskeleton inside of Springtrap, which is why I originally thought it must have been Springtrap's endoskeleton, although the reflection is showing the other eye instead. This section of Ennard's mask is directly perpendicular to Michael's field of vision, just like a mirror, and the light he's seeing is the light that's being reflected directly back at him. There is no possibility that this image is showing part of Ennard, physics says this must be a reflection of Michael.

And in both the Scooping Room and Private Office, Michael is nothing more than a bare metal endoskeleton, now that all of his synthetic flesh was torn off by the parasitic minireenas.

As for Charlie being an android herself, the clues are scattered all through the novels. Unusual strength and dexterity. Clammy hands. A doll-like face that doesn't reflect her inner pain. Being able to take repeated slashes from Foxy, injuries that would put any normal human in the emergency room, and walk them off with common drugstore bandages. Having a photographic memory as a teenager, but struggling with fractured, seemingly hacked memories of her early life, where entire sections of her life are missing. And then William revealing that he stuffed her instead of Sammy that fateful night at Fredbear's Family Diner.

Aunt Jen coached Charlie to never go to a hospital. Because if she did go.. They're discover that her blood was every bit as fake as William's.

William was an android. Charlie was an android. And all five of the Missing Children Incident victims were also androids, whose mangled synthetic flesh refused to die.

All of this hints that the ambitions of the Afton Family went far beyond just creating backup robotic horcruxes for living humans. The Aftons discovered a way to turn themselves completely into robots, then disguise this fact from the world with a coating of Terminator-style synthetic flesh, regaining all their lost human functionality.

And the key to this second evolution of the Aftons can be seen in their two favorite endoskeleton designs: The Endo 1 and Endo 2.

The Endo 2 model is the classic springsuit, where all the limbs are metal cages designed for a human to fit inside. The Endo 1 is a bony-thin metal stick figure with solid metal limbs. The Endo

1 cannot be stretched open to allow a human inside.. Instead it's designed from the ground up to fit INSIDE a human.

In fact, the Endo 1 can fit inside the Endo 2. And in the same manner that a soul can pass from a living human into an empty Endo 2 springsuit, an extracted soul contained in an Endo 2 can pass back into an empty Endo 1 to regain the shape and scale of a human skeleton. And once this now-possessed Endo 1 gets a coating of the Afton Family's special Terminator-style synthetic flesh, it can regain human appearance, and even mimic the same look of the original human!

So by uploading their soul into a springsuit, transferring that extracted soul into an Endo 1, then covering that Endo 1 with synthetic flesh, a fragile mortal human can convert themselves into a super-powered immortal android that looked like them, and no one but a medical expert would be the wiser.

How good is Afton synthetic flesh? It's a marvel of nanotechnology. Michael Afton was able to completely regain his flesh and ability to eat popcorn and look like Rick Astley in the mirror once he got home from Sister Location, even though the minireenas stripped him down to a bare metal endoskeleton only hours earlier.

Charlie's synthetic flesh was so realistic even she thought she was human, until William informed her that he'd already killed her once. She was able to eat like a normal human, feel touch like a normal human, and gain some muscle by doing sit-ups in the second book, again like a normal human.

But Charlie also had a problem. While all of her friends had grown and visibly changed in the year between books, Charlie stayed exactly the same. This eventually became so obvious that Charlie felt self-conscious about it, and tried cutting her hair differently, or doing sit-ups in an attempt to look different. It didn't work though, and her friends still thought she looked the same.

One downside to being an immortal android is that a metal endoskeleton can't grow and change, only the flesh can. Once someone becomes an Afton Android, they stay the same size and age, forever.

Now, this is a big problem. While a non-aging android might be able to fool human society for a little while, people are eventually going to realize something is up, and start asking questions. The family from Tuck Everlasting had to keep moving to keep their immortal secret safe. If Charlie remains a teenager forever, a government Black Ops project will eventually come looking for her. Especially if her synthetic flesh develops a glitch like Michael's did in Sister Location's Custom Night, and the tabloids start a hunt for "Zombie Robot Girl".

For that matter, if Charlie first died and became a robot when she was three, and all her friends in Hurricane remember her being an adolescent at Freddy's years after, how did Charlie become a robo-teen in the first place?

Remember that while Afton robots can't grow and change on their own, it's still possible to transfer a soul from one robot into another. And if you want to simulate a child growing up, you just have to make a larger android for them, and move their soul, their Remnant, to the new form.

Remember the three closets in Charlie's room that didn't contain clothes? When Charlie first returned to her father's house in *The Silver Eyes*, she found the largest closet, the "Big Girl" closet, open, and empty. The middle closet, which was adolescent-sized, was locked, but Charlie found a computer circuit board under the door with a strand of her own hair clinging to it. And the smallest door, the little girl door, contains Ella, the fine-crafted animatronic doll that would offer tea whenever Charlie summoned her by spinning her wheel.

The book offers a creepy detail: That Ella looked EXACTLY how Charlie did when she was that age, down to the smallest detail. That Ella looked exactly how Charlie did.. When Charlie was three years old. The very age when William killed her, and Charlie became a robot for the first time.

Ella looks like Charlie.. Because a decade and a half earlier, Ella used to BE Charlie. Specifically, Ella was Charlie's very first android form, and the vessel that contained all the Remnant that her father Henry was able to salvage from the springsuit she died in.

Henry desperately tried to give his daughter back the life that had been stolen from her. So he made a series of increasingly grown-up androids for her that she could swap into at the proper time, to maintain the illusion that she was still a normal human girl. Charlie can't remember most of her life, but she does remember Aunt Jen taking her back to the house once long ago, presumably to initiate the swapping process so Charlie could continue her life in a more age-appropriate shape.

Charlie found her Big Girl closet open and empty when she returned to the house.. Because she, Teenage Charlie, was what came out of that door. And the name of the upcoming 3rd FNAF book "The Fourth Closet", suggests there's still one more closet to go, which contains Charlie's adult body, allowing her to achieve her Final Form.

Assuming, though, that Charlie's soul is still the one inside her teenage android form when the time comes for the Fourth Closet to open. John doesn't seem to think so, and says so at the end of *The Twisted Ones*. The android with the red dress who walked into the restaurant, miraculously healed after being crushed inside Twisted Freddy, might well be Charlie's own body. But that doesn't mean someone else didn't soul-swap with her, and try to steal her place and destiny.

We'll have to wait for the next book to see what happens.

But there's something important to remember when it comes to transferring Remnant: It's never a perfect process.

The Scooper diagram in FNAF 6 showed there's always some remnant that sticks to the Scooper itself, and isn't collected. And the Funtime Animatronics were scooped each night after they made a kill, and returned to the Afton Robotics facility, draining some of their Remnant, but never all of it, leaving the Funtimes ready to return to the surface for more victims the next night.

Henry may have collected most of Charlie's Remnant to put into Ella, but some of it still remained inside the springsuit that killed her. And once it was time for Charlie to outgrow Ella and move to her next form, some of Charlie's remnant remained behind in Ella too.

The Silver Eyes seems to suggest that ghosts and memories are made of the same thing, Remnant. And where a ghost remains, the memories of the deceased cling to it as well. Charlie may have a photographic memory for everything she experienced in her teenage form.. But her early memories are fractured and incomplete, and edited in places with images of a perfectly happy Norman Rockwell family that Charlie now realizes aren't true. Happy thoughts her father Henry hacked into her memories, in the hopes his daughter would be happy as well, and forget the horrors she endured.

Charlie can't remember her early life well, because those memories, pieces of her own Remnant, didn't transfer into her new forms. Charlie no longer possesses the memory of her own death.. Because that memory still lives on inside ELLA.

Do you remember the Egg Baby from FNAF 6? That psychedelic Russian Doll that featured a glowing egg inside a Balloon Boy, who was inside an even larger Balloon Boy? The Egg Baby data archive is the key to unlocking the Insanity ending in FNAF 6, and accessing Henry's secret robotics files. The Egg Baby graphically shows the process by which one soul can be spread over several increasingly larger robots, the process by which young Afton children are given increasingly larger forms as they grow up.

There were only two balloon kids in FNAF 2, BB and JJ. But there were at least four in The Twisted Ones. And FNAF 6 features minigames where you have to scare a horde of balloon children.

Whether you view it as a wonder or a horror, the Aftons faced a unique situation. Even after their children outgrew their early robotic forms, and the majority of their Remnant was uploaded to the next larger android, some of their soul, their memories, still lingered on inside the early bodies. Where you once had one child, you now had two, then three. Think of Doctor Evil and

Mini Me as literally being two different versions of the same person. Doctor Evil would be the adult Afton, and Mini Me would be the outgrown child version of him.

The Afton's couldn't simply destroy the early child versions of themselves, they were still technically their own children, and wrecking them would be heartless and brutal. So the Aftons reprogrammed the synthetic flesh of their Mini-Me's to adopt a more robot-like appearance, and said their early forms were now animatronic children instead.

This is where the Balloon Boy line of robots came from. Both BB and JJ in FNAF 2 wore propeller fans on their heads, and the Fan is the symbol of Afton Family, ranging from the desk fans of FNAF 1-4 to the thundering turbo-fans in Sister Location at the heart of the Afton Robotics complex. Both BB and JJ were child versions of two of the Afton children in the different yet similar story of the games.

In fact, I believe Ella of the books is actually the counterpart to JJ in the games, a child robot version of Charlie. But fully mapping the Afton Family Tree of the games will be later in this video.

It's important to remember that while two different horcrux robots may both contain Remnant from the very same person, they can still act very differently.

Charlie/Charlotte was the most important person in Henry's world, and he would spare no expense for the pleasure and comfort of his daughter.

But while Charlie enjoys a life of sunshine and friendship, and only has to dodge the occasional killer robot, Ella has been sitting in a dark closet, neglected and alone, for almost 15 years. And Ella is burdened with remembering the horrors that teenage Charlie has long forgotten.

To say that Ella isn't happy would be an extreme understatement.

Ella might provide priceless knowledge to Charlie's friends as they try to figure out her fate in the next book. But whoever encounters Ella will have to make a very careful Diplomacy Check to convince her to help them, and not attack them out of RAGE.

This brings up an issue about Horcrux Robots acting as accurate backup copies of people. While the Balloon Boys and other earlier robot versions of someone might serve as emergency backups, once a person's soul is split into different pieces those pieces start living different lives, gaining different memories, and becoming different people.

The only way to ensure that a person's backup stays updated with their main persona is to occasionally reconnect the two beings. Then they can sync up, share experiences and remnant, and become the same person again.

And once again, the Endo 2 springsuits that started this entire process come to the rescue.

Each member of the Afton family had at least one Freddy's character that was all their own. This fuzzy alter-ego went beyond simple performance art: each mascot was animated by the original Endo 2 springsuit their performer died in to begin their conversion into an android.

If you ever hear someone talking about how Walt Disney was Mickey Mouse, and Mickey mouse was Walt Disney, the Aftons used mad science to turn this figurative statement about personal avatars into a literal fact. Freddy's performer didn't just pretend to be Freddy, he WAS Freddy. Both his android self and his animatronic alter ego shared the very same remnant.

When the Aftons dressed up in their avatar characters to entertain children, it served a double purpose. It allowed each family member to sync up with their personal springsuit again, as well as be almost complete and at their strongest while performing on stage. William seemed twice as strong when he was wearing Spring Bonnie in The Silver Eyes, because without the suit he only had the remnant of half a person. So he wore his springlock wounds with pride, as did each member of the Afton family. One benefit of synthetic flesh was a greater tolerance for pain.

Let's back up this theory with a quick side-quest to prove that all the classic Freddy's characters were springsuits, even in the world of the games.

The voice that sounded like Phone Guy in the FNAF 3 Night 4 phone call talks about the multiple simultaneous springlock failures happening in "The Sister Location".

Since one springlock failure causes a chain reaction that sets off the entire suit, this isn't referring to several locks on one suit, but several actual suits all failing at once, a massive coincidence that suggests deliberate murder.

As I charted in "The Summer Paradox", the Missing Children Incident happened at the first opening of The New and Improved Freddy's during the summer of 1983. At this time there were only two sister restaurants in the area: Fredbear's Family Dinner and The New and Improved Freddy's, the future FNAF 2 location.

Fredbear's featured the characters Fredbear and Spring Bonnie, the first two springsuits we ever heard about. They weren't special suits because they were springsuits though, instead they were hybrids that had their robot parts sewn into the lining of their costumes, leaving the inside hollow. This is why Golden Freddy, a soul who died in the Fredbear suit and resembles it, appears hollow inside, even though endoskeleton parts are clearly showing in his ankles.

Two suits is a couple. But "multiple simultaneous springlock failures" describes a number larger than two. Fredbear's only had two suits, and wasn't able to host a multiple failure event. And the MCI didn't happen at Fredbear's, it happened at The New and Improved Freddy's.

So when Phone Guy's voice is talking about multiple suits failing at "The Sister Location", it means this call is coming from Fredbear's Family Diner, and talking about the incident at The New and Improved Freddy's.

Since we already have the two golden suits stationed at Fredbear's, the only way The New and Improved Freddy's could host the springlock failure event is if more than two springsuits existed at the time. Because if only two existed, they'd both be at Fredbear's and Freddy's shouldn't have any at all.

Withered Foxy's ripped costume reveals he has an Endo 2 inside him. And Withered Foxy, the Bare Endo 2, and Springtrap are all pictured doing the Conga Line of Death pose at some point in the games. All three of these robots were springsuits, there were certainly more than 2.

And Withered Foxy wasn't the only classic character powered by an Endo 2. All of them were.

Give Gifts Give Life shows The Puppet placing the heads of Freddy, Bonnie, Chica and Foxy onto four of the dead MCI children. These were all springsuit heads, which is how they were able to absorb the souls of the dead children and give them new life as robots.

The Freddy head in Give Gifts is the very same type as the Freddy head in Take Cake to the Children. The only difference is Freddy was kid-sized in Take Cake, but adult-sized in Give Gifts, since the head was huge when placed on a child, and the hat which once covered the head was now tiny in comparison.

This Freddy head, with its two pistons on the sides just like Fredbear, was a springsuit head even as far back as the original Freddy's.

Phone Guy confirms in FNAF 2 that the Now-Withered Animatronics of 1987 were from "the previous location". He does NOT mean the first opening of The New and Improved Freddy's in 1983 because that was still the same location. Instead, the previous location was the original Freddy's way back in 1972 as shown in Take Cake to the Children.

Phone Guy's voice in FNAF 1 says these animatronics have been singing the same songs for 20 years without getting a bath. If FNAF 1 is in 1992, then Take Cake to the Children must have happened at the original Freddy's of 1972. And the classic animatronics of the original Freddy's have survived all the way to FNAF 1 after being refurbished several times.

Phone Guy touts that one of the reasons his New and Improved Freddy's is superior to the original Freddy's is that in his restaurant, the company allows the animatronics to free roam during the day hours on their own, without human performers inside them.

This is a bit creepy when you think about it. It means that back at the original Freddy's, the animatronics had the CAPABILITY to think and move about on their own.. But the company

didn't allow them to use these powers except at night. This is the reason the animatronics usually only move between midnight and 6 am, this restriction has been programmed into their electronic DNA from the beginning.

Now, who would go through the extreme effort of creating robots that were able to move and think on their own in the 1970's... And not let them use these abilities to entertain children, which is what pizza animatronics are supposed to be made for? They must have been designed for another purpose, which is the lore detail that inspired me to look into the horcrux theory in the first place.

This also means that child-sized Freddy in Take Cake to the Children could not have been an autonomous animatronic, because he was moving about during the day. The only way Freddy could be moving at this time was if he had a human performer inside him guiding his steps.

So the classic Freddy's characters were designed, from the very beginning, as wearable springsuits for members of the Afton family.

Picture, for a moment, how magical it must have been, growing up in the original Afton House, before the Fall of the family.

No child would ever be alone. Even if all the rest of the family were away, your animatronic would always be your closest friend. And whenever the other children visiting Freddy's would cheer for their favorite heros on that distant stage, you could smile with the secret knowledge that those cheers were for you.

An Afton child with different forms could do several things at once, and pull the Naruto trick of learning several lessons, then recombining to share what each version learned with the other. And while the human/android versions of each family member were sleeping, their robot alter egos could continue their shared yet separate lives, guarding the house all through the night and having the type of adventures that regular humans could only dream of.

The Afton children would be immortal, spared from the specter of death the rest of the world believed to be inevitable.

It was a world conceived by imagination, forged by genius, and powered by love. The Afton robots were supposed to be the most powerful gift their inventor could give to his children. A grandfather's dream, brought to life.

And yet.. The dream faded. And became a nightmare. Because along the way, something went terribly, terribly wrong.

Baby was the animatronic William Afton made for his daughter Elizabeth. It was supposed to be the key to her immortality, her other self, her primary Horcrux. He made it just for her, to be part of her, which was why Elizabeth was irresistibly drawn to her robotic star.

But on the day Circus Baby's Pizza world was supposed to open, William gave Elizabeth an impossible request: to never, under any circumstances, visit Baby, the robot he made just for her. Elizabeth couldn't understand.. And said so, but her father couldn't be made to see reason. Eventually, Elizabeth crept off to see Baby anyway.. And was devoured by her. (Elizabeth dies)

The first sign something was wrong is in the intro to Sister Location, where William Afton is being grilled by men identified in the voice credits as board members. The corporate drones are curious about Baby's design, and seem to suspect the robot was made for a greater purpose.

But William is not cooperating with their curious requests, instead mentioning every trival secondary power that Circus Baby has. She can sing. She can dance. And then.. She has a built-in helium tank to inflate balloons right at her fingertips.

This is actually a huge clue, because the air hose attachment Baby uses to inflate balloons is still found on her Afton Robots blueprints. But.. no trace of the helium tank can be seen.

The Baby we saw in Sister Location, and the Baby that devoured Elizabeth, was NOT the same robot William Afton designed for his daughter. The small family company had somehow been bought out by a large corporation with different priorities. And the horcrux animatronics the Aftons had built to save themselves from death had instead been turned into soul-harvesting devices designed to prey on the innocent.

Sister Location continues the originally stand-alone story of FNAF 1-4, although the story has been changed by The Mysterious Retcon, the nature of which we still have to discover (https://www.reddit.com/r/fivenightsatfreddys/comments/6y0qb1/the_retcon_issue/). But the original 1972 Freddy's animatronics were also redesigned by Phone Guy's "New and Improved Freddy's", quote unquote, in 1983, with new priorities and purpose.

And that's when the killing became commonplace.

And the first murder on record in the FNAF 1-4 canon was the child who was locked outside of a birthday party at the original Freddy's, then stabbed by a man in a purple car who drove off, leaving what remained of this child to become The Puppet.

But who did this? And why? And how did this tear the beautiful Afton family apart?

To fully understand the tragedy of the Afton Family, we need to know who each of them were, what they wanted, and the conflicted that spread between them.

Which means we first have to build the Afton Family Tree out of all the fragmented clues hidden in the main games, spinoffs, and mirror universe novels.

PART TWO: Who were the Aftons?

Let's quickly review the leads we have so far:

The abilities to upload souls into springsuits, and convert humans into androids by doing this, were closely guarded secrets of The Afton Family, which William wasn't willing to share with the big company. So whenever we discover that a human is actually an android, we can assume they're a member of the Afton Family.

In the games, The New and Improved Freddy's of 1983 was closed down by the health problems caused by blood and mucus leaking from the animatronics after the 5 MCI kids died inside them. Flesh that somehow remained alive and able to generate fluid after being dead for a week. And in the novels, Charlie and Friends discovered the main MCI animatronics were still capable of BREATHING after being locked away for years inside the Freddy's entombed in the abandoned mall. In both worlds, these child victims were never human to begin with, but androids with synthetic flesh.

And while the 5 MCI kids don't seem to be Afton Family members in the novels, I've argued many times that important details in the novels have been flipped from the game canon. Which is easy to see when you look at Baby/Elizabeth's story in the excerpts from The Fourth Closet.

My goal is to solve the story of the games, especially the original Four Games One Story of FNAF 1-4. And in the games, the 5 MCI kids were definitely Aftons. Just like our friend William Afton, who's also an android with synthetic flesh inside Springtrap in both worlds.

Now remember that each member of the Afton Family was supposed to have at least one full-size springsuit animatronic to act as their primary horcrux, and the catalyst that allowed their human soul to be re-transplanted into an android body covered in synthetic flesh.

For example, our protagonist in the first six nights of FNAF 2 fended off the attacking robots by constantly putting on a Freddy Fazbear head, described by Phone Guy and the Steam game descriptions as "Your Very Own Freddy Fazbear Head".

This seemingly silly Looney Tunes defense designed to fool the other robots into thinking our friend Jeremy was an animatronic too, had a deeper truth behind it: With the head on, Jeremy WAS an animatronic. Freddy was Jeremy's horcrux animatronic, and Fazbear character.

Jeremy later dreams of being Freddy on the stage of FNAF 1, where his human breathing is gone, and all you hear is the sound of robotic servos whenever he moves his head. And whenever Jeremy dies, he sees an exact image of his own mask staring back at him, with a robotic endoskeleton inside.

Jeremy, whatever his real name was, was a member of the Afton Family. And Freddy was his avatar character.

My very first FNAF theory video "The Final Theory" made the case why Jeremy was the only possible logical candidate to be The Bite of '87 victim. In the epic sequel "The Color Brothers" I theorized that Jeremy the Bite Victim would play an important role in FNAF 4.

And sure enough, whenever you look at the bed in FNAF 4, where the Bite of '87 victim was lying while hooked up to an IV, you see an image of Freddy. The very first thing your viewpoint character sees at the beginning of every night.

Five Nights at Freddy's uses the avatar characters of each Afton Family Member as proxies to give clues about what happened to their human counterparts. Which is why you see Freddy and Foxy having a very human argument in The Survival Logbook.

So if we can figure out which Freddy's character belongs to which Afton Family member, we can better unravel the story.

For further proof that Jeremy was a member of the Afton Family, along with Phone Guy, Purple Guy, and the mysterious Fritz Smith, a huge indirect clue is in the missing kitchen of FNAF 2.

There's no kitchen in Phone Guy's "New and Improved Freddy's". Have a look at the public floor plan. The only areas we don't have direct video surveillance over are the two restrooms. And I think customers would view unlimited amounts of pizza being hauled out of the John as grounds for concern.

Also out is the idea that Freddy's ordered takeout from another company for their entire food supply. Not only would a constant fleet of Dominos delivery be impossible to hide even from a rear entrance, it would create a huge ongoing cost that would destroy any chance of profitability at the new restaurant.

In order to function as a restaurant on a basic level, Freddy's would have to be connected to a facility with a kitchen. And if this pizza access point wasn't public knowledge, then it would have to be a secret passage, known only by the employees, who for some reason kept it confidential even when things got bad at Freddy's.

It turns out the Aftons loved secret passages. Mangle's quest shows Mangle moving from a room with three clouds in it directly into The Afton House from the look of the windows. This three-cloud room would be the stage of FNAF 1, and the Between Night Minigames of FNAF 3 shows an off-camera room at the FNAF 1 location in the upper right corner, in close access to the stage.

This three-cloud motif is also seen in the Stage 01 minigame, showing Spring Bonnie and Spring Freddy, aka Fredbear, on the stage of Fredbear's Family Diner. And Camera 2 of FNAF 3 is so eerily similar to the same camera of FNAF 1 that it seems very likely that FNAF 3 was a rebuilt version of FNAF 1, which was itself a reopened version of Fredbear's Family Diner.

We never got a direct look at the Kitchen in FNAF 1, it was always shrouded in darkness with the video offline. But we do know from FNAF 4's background sounds that the Afton House had a kitchen. Perhaps the reason the FNAF 1 kitchen was never on camera was that it was actually looking into the Afton House, which was right next door to Freddy's? This would also stack with how the side of the house in FNAF 4 was literally touching Fredbear's Family Diner.

The FNAF 2 location also has a secret room. The minigame "Foxy Go Go" shows an off-camera back room just one block to the east from Pirate's Cove, where the 5 Missing Children Incident murders happened. This cannot be the FNAF 1 building because the huge central dining hall would be to the east of Pirate's Cove, which is very much on camera. However, if we look at the floor plan to FNAF 2, and rewind time to the first opening of "The New and Improved Freddy's" in 1983 when Mangle's Kid's Cove was still Foxy's Pirate's Cove, there's a blank spot on the map to the east of this room. This must be the secret room where the MCI happened.

A secret stops being a secret the moment even one person reveals it. But the police never learned of these passages to the Afton House, and members of the Afton Family would be understandably reluctant to part with their precious secrets. Since any non-family member would surely reveal such a passage to the police in a mass child murder investigation, it's very probable that all the employees at Freddy's were members of the Afton Family themselves.

And the secret passage in FNAF 2 plays a powerful background role. On Night 5 Phone Guy reveals that the whole building is on police lockdown, with nobody allowed in or out. Especially not previous employees like Purple Guy William Afton, who was the Night Guard the previous week during the Save Them Massacre, and had moved to day shift during Jeremy's week, and has now gone missing when the police closed in.

William Afton knew how to access the secret passage to escape the police dragnet. And Phone Guy also knows about this passage, because on Night 6 he's amazed that Jeremy is still on guard, even though Phone Guy has specifically sent him a memo to leave. With the police preventing anyone from entering or leaving Freddy's, it should be impossible for Jeremy to leave his post, so of course he would still be there.

But Phone Guy believes Jeremy was able to leave. Which means that Phone Guy knows that Jeremy knows about the secret passage back to the Afton House. An attitude that also reveals that Phone Guy himself knows about this passage, and expected Jeremy to use it.

So Jeremy Fitzgerald, Phone Guy, and Fritz Smith who shows up on Night 7 in spite of the police barricade, must all be members of the Afton Family.

Remember how Phone Guy fawned over Foxy in FNAF 2, calling him his favorite character? There's a reason for this: Phone Guy IS Foxy.

The FNAF logbook, written by the Head of Security at Freddy's, aka Phone Guy, gives Foxy much more screen time than any other character, and even features Foxy talking with Phone Guy's voice, asking "What are you still doing here!?" just like he did in Night 6 of FNAF 2. And as I pointed out in my "Secrets of the FNAF Logbook" video, there's an ongoing rivalry between Freddy and Foxy all through this book, an argument between two Afton family members, just like in FNAF 2.

So we've learned that Withered Foxy/FNAF 1 Foxy is Phone Guy's avatar character and Horcrux Animatronic.

There are also clues in FNAF that one of the characters is a Grandfather. "My Grandfather's Clock" is that song that keeps the Puppet pacified, while a huge grandfather clock complete with chimes is hidden in the darkness of FNAF 4.

In Mangle's quest, the main purple-eyed Mangle head travels from the three clouds of the FNAF 1 stage to the Afton House, which is all colored in deep purple, a color more akin to William Afton's FNAF 2 sprite than the mysterious Magenta Man/Pink Guy.

And sure enough, while Phone Guy says he doesn't like the Puppet, both the Puppet and Purple Guy pass each other peacefully in the Save Them minigame.

So while both Withered Foxy and The Puppet are both willing to attack Jeremy even if he has his Freddy head on, the Puppet seems to like The Purple Guy.

I believe that Purple Guy William Afton is the Grandfather of the extended Afton family. Which would make the Puppet possessed by the remnant of one of the Afton grandchildren.

If you've seen the epic ending to FNAF 6, you already have an idea of who The Puppet is, and how the others turned her away from the party in Take Cake to the Children with tragic results. All of that still stands, but my goal in this video is to show you how you can reach this conclusion WITHOUT the reveal in FNAF 6. And the heartbreaking reason she was turned away in the first place, which was not revealed in the game.

Speaking of Grandfathers, have you seen Scott's movie "A Christmas Journey"? Forest encounters with angels that might be demons aside, there are FNAF-relevant details in this movie. The two children living with their grumpy grandfather look a lot like the Crying Child and Green-Eyed Girl from FNAF 4. And the decorations in the house strongly resemble the living room in Sister Location.

Now, I want to cover a background detail in the FNAF games that's often overlooked, but I believe contains key clues to unlocking the story: The child wall drawings.

They might seem like random scribbles made by random children. However, perfect copies of the same crayon drawings exist in several locations, something impossible for a regular child's hand.

The Silver Eyes made it clear that Golden Freddy, the soul of Michael Brooks, was making these drawings and using them to tell a story, trying to warn Jason about the danger before it was too late!

I went over how many details of the novels and games were complete opposites in "The Summer Paradox", so these drawings might have different artists in the games. Shadow Freddy could easily be drawing many of them instead of Golden Freddy, for example. We'll have to keep that in mind while we look at them. Shadow Freddy does love to torment William Afton in FNAF 1 with images of the past, and these pictures could be an artistic way to accomplish that.

So let's look at the FNAF 1 pictures, brightened and zoomed.

FNAF 1 shows us a picture of a Nuclear Family, with a father, mother, daughter and son. This also stacks with the four-pumpkin picture in FNAF 4 in The Afton House, again showing a nuclear family somewhere in the Afton family tree.

The Crying Child/Bite Victim and his abusive older brother Foxy cannot be the children in this family since they're a pair of brothers, although one could still be the father of The Nuclear Family. CC and the Foxy Bully are most likely the sons of Grandfather William.

One child in the FNAF 1 drawings has the purple shirt and blue jeans of Michael Afton, one of William's sons, as he is about to receive a gift from Freddy. Perhaps even the gift OF Freddy from the bear's original inventor.

In "The Four Authors: Secrets of the FNAF Logbook" I did a breakdown of the four characters we meet in the book, and their similarity to the guard lineup in FNAF 2:

Phone Guy, represented by Foxy, is the head of security, and original author of the book.

William Afton, Guard 01 in the lineup who leaves the faded messages, leaves a series of questions behind, knowing in advance who the second guard will be.

And that second guard is Michael Afton, who leaves the bright red drawings in the book. Michael crosses out the name "Mike" at the start of the logbook because Mike Schmidt is the fake name his father William used, yet Michael doesn't replace this name with anything else.

When asked to redesign the Freddy's logo, Michael kicks Bonnie and Chica out of the picture and draws only FREDDY'S face, growling at the reader like Stalin, marking Freddy as Michael's character. And also marking Michael Afton as our friend Jeremy Fitzgerald in FNAF 2 with his Freddy Fixation.

Both Jeremy in FNAF 2 and Michael in the logbook argue with Phone Guy's Foxy. Both William and Phone Guy leave messages for Michael to discover when the logbook is passed down to him, with William saying "The Party was for YOU!" while Phone Guy leaves hints that he knows Michael was the Bite Victim.

Jeremy/Michael had to be the Bite of '87 victim in FNAF 2, because The Bite is never mentioned in the game, and the restaurant is being investigated because of the Save Them Massacre that happening on William's shift the week before. The last we see of Michael is when he's sent to the day shift of Night 7 to cover an impossible birthday party in a closed restaurant under police lockdown. Night 7 is the last night FNAF 2 is ever open, and since William, Phone Guy and Fritz Smith (which can translate to "The Maker of Freddy", possibly another fake name of William's) all survive FNAF 2, with only Jeremy/Michael unaccounted for.

Phone Guy basically set up Michael to become the Bite of '87 victim in FNAF 2, making special points to remind him to wear his uniform, knowing the robots would be hostile to the staff, and to stand as close to them as possible. In the very same way that Older Brother Foxy tossed his younger brother CC into the jaws of Fredbear.

These stories are similar, because they're the same characters. Phone Guy/Foxy is Michael/Freddy's older brother. And they're both the two sons of William Afton.

Another reason I believe that the William of the games was the inventor of the animatronics at the original Freddy's is that Phone Guy crows about all the changes he's made to his "New and Improved Freddy's of FNAF 2.. Now that he's in charge. Phone Guy WASN'T in charge of the original Freddy's, yet through some maneuvering ended up having his own father and younger brother work for him.

And if William was the original designer of Freddy, it makes sense for his alter ego Fritz Smith, "The Maker of Freddy", to also wear the Freddy suit on Night 7 of FNAF 2 after Michael was bitten. This would mean that father and son would both share some of the same Remnant since they were linked to the same horcrux. And sure enough, William is The Purple Guy while Michael is The Purple Guy with Blue Pants. William's endoskeleton in Springtrap shows one eye, while Michaels' flesh-stripped reflection in Ennard's mask shows a similar endoskeleton with the other eye. In the logbook that carries their shared name of Mike, William keeps unrelentingly asking Michael about childhood memories, as if curious if some of them actually belonged to him.

Michael seems to resent the idea that he's only a piece of William, which is why he crossed out his father's alias Mike Schmidt at the beginning of the book. But as strange as the story of FNAF is, the possibility that Michael might actually be a horcrux of William is a theory to keep in mind.

Since we've added two of William's children to the picture, we should add Elizabeth Afton as well, William's daughter, the one we know as Ice Cream Girl who was devoured by the corrupted version of Baby redesigned by the big company. And when Baby was partially scooped the first time, splitting Elizabeth's soul into two halves, the extracted remnant went on to form Ennard, or at least the controlling force within the amalgam, an evil shadow version of Elizabeth that set about devouring all the other living metal robots, including Baby herself.

Signs that Elizabeth might be in the FNAF games came long before we actually knew who she was. If Michael and Elizabeth are brother and sister, then it makes sense that they're both living in the same house in FNAF 4, with Michael's blue room and Elizabeth's pink room adding up to William's purple. The Green-Eyed Girl in FNAF 4 does look suspiciously like Baby.

And whether or not the title of my "Ennard is in FNAF 1" video is literally correct, creepy living metal cables DO hang down all through FNAF 1,2 and 3, remnant cables of the very same type that the Funtime Animatronics are literally composed of. The same type that Ennard devoured to become larger and creepier. The Sister Location game may have been set in the far future, but this facility and its remnant/soul energy-harvesting and scooping operation could have been running for a LONG time.

So we currently have four people in the Afton family tree: Grandfather William Afton, also known as The Purple Guy, Mike Schmidt, and Fritz Smith. His eldest son Phone Guy, also known as Foxy and The Foxy Bully. His younger son Michael Afton, also known as Freddy, Jeremy Fitzgerald, and The Crying Child of FNAF 4, the victim of at least one bite in 1987. And his

daughter Elizabeth Afton, also known as Ice Cream Girl, Baby, and the controlling force in Ennard. Baring future reveals, these should be all the first generation children, leaving only the wives of the family undiscovered, as well as the grandchildren.

A quick note: While I call everyone in the family an "Afton", I'm well aware that members in an extended family often have different branches with different last names. I use "Afton" in the context of the extended family for simplicity, not as a literal last name.

We've gotten a lot of mileage out of these child drawings so far! And our next clue is right next to the nuclear family picture on the FNAF 1 wall, as a child wearing both the blue and green colors of the Nuclear Family parents receives the gift of Bonnie, with the caption "ME" covering both the green-shirted boy and his horcrux animatronic.

We see our green-shirted friend with Bonnie a second time in FNAF 3, although his hair is a lot different: A single curl, just like the grandson in the Nuclear Family picture.

And again in FNAF 2, where our supernatural green-shirted android kid is one of the three children pictured trying to tear Mangle apart. Mangle is a hulking steel framework of a robot that was never designed to be taken apart in the first place, and ripping it/her/them apart with your bare hands is a feat not even a team of professional wrestling heros should be capable of. Yet Phone Guy specifies that toddlers were able to do this. These Mangle Marauder toddlers must be far stronger than any natural human children. They must all be androids.

So our green-shirted friend tearing our Mangle's eye, Michael Afton in his purple and blue kicking up Mangle's head, and the mysterious orange-shirted child we haven't seen before must all be androids, and all members of the Afton family.

Green-shirt has another encounter with Mangle in "Mangle's Quest", where he's again trying to tear them apart.

And green-shirt once again appears in FNAF 4 as Plushtrap Kid, once again paired with Bonnie. Spring Bonnie in this case according to the kid, a fingertrap his father warned him about. Although the greenish color of his toy better resembles Springtrap, while the size resembles Plushtrap.

So now we have to ask.. Who is this kid? And if he's a member of the Afton family, who is his father?

Michael talks to Plushtrap kid directly in FNAF 4, and Green-shirt tells him in third person that his father warned him about putting fingers in Spring Bonnie. If Michael was actually Green-shirts father, Greeny would word things differently, and say "YOU told me.." etc. So Michael/CC isn't Plushtrap Kid's father.

But Michael and Green-shirt do share one interesting family quirk: The cowlick of hair on their forehead. Although Michael's cowlick leans to the right, while Plushtrap Kid's cowlick leans to the left.

We see this cowlick only on one other character: Nightmare Foxy. A version of Phone Guy's avatar and personal primary horcrux animatronic.

So Phone Guy is green-shirted Plushtrap kid's father. And Phone Guy is the father of the Nuclear Family.

Which also means that Phone Guy has a daughter, and that Plushtrap kid has a sister.

And as it turns out, she's in FNAF 4 as well.

If you travel off the beaten path, you'll find a hidden park in the center of the map that has Toy Park Girl in it, surrounded by miniature versions of the main Toy Animatronics. The REAL versions of the Toy Animatronics since Tiny Toy Chica is missing her break, just like in FNAF 2.

FNAF 4 is a strange, surreal place, and fully explaining exactly what it is will take a while. But FNAF 4 contains a treasure trove of lore information told in an abstract way, and is key to understanding the story.

Now, there are many children in FNAF 4. But green-shirted Plushtrap Kid and magenta-shirted blue-jeans wearing Toy Park Girl share a special bond.. Because they're TWINS.

Look very carefully at these two sprites. Do you notice the similar shape and scale? Now analyze both sprites in Photoshop, and you'll see something amazing: Many of the colors shared between these sprites are an EXACT MATCH. Not close.. EXACT. The skin tone, red accent, white shoes and blue eyes all have a perfect numerical RGB color match. A similarity that goes far beyond the usual bond between brother and sister.

Remember when I mentioned that children in the Afton family get a small, Balloon Boy style android version of themselves once they're converted into androids, and later outgrow this robot and put most but not all of their Remnant into a larger, teenage form? While many Balloon Kids appear in the later games, the very first two we ever saw were BB and JJ in FNAF 2.

BB and JJ both carry the Fan, the symbol of the Afton House, in the propeller beanies on their heads, much in the same way Baby has a fan built into her front. And other than their different color schemes, BB and JJ are so incredibly much alike that calling them Twins seems natural.

And Balloon Boy has a special link to Bonnie.

And not just the big one where Nightmare Balloon Boy replaced Plushtrap in the Halloween version of FNAF 4, a detail Scott strangely declared was canon even when nothing else was.

I'm talking about the evolution of Balloon Boy's game sprites.. Into the Bonnie Bully of FNAF 4.

BB's Air Adventure shows a slightly modified sprite of Balloon Boy. It's definitely the same character, but his balloon is purple instead of yellow and red, and his shirt is a simple solid red instead of blue and red stripes. This sprite seems just a little more human than everyone's favorite FNAF 2 character, but it's clear this is still the our little animatronic kid.

But when we see Balloon Boy again in FNAF 4.. Something's different. The purple balloon from before is still there, but the propeller hat is gone, instead revealing what looks very much like real human hair. And while FNAF 2 Balloon Boy only had lego knobs for hands, it looks like this sprite might have real human fingers.

This Balloon boy also has big square blue eyes, just like Plushtrap kid, both having exactly the same RGB numerical color (R0,G28,B80). And Plushtrap kid's heart is the same RGB color as Balloon Boy's shirt (R194,G0,B0). One might be tempted to think we're looking at the same kid, except for Plushtrap Kid's green theme and darker shades, vs New BB's red theme and brighter shades.

It's almost as if Plushtrap Kid and New BB are opposite versions of the same child.

And New BB also has strange color similarities to Toy Park Girl. The balloon he's holding is the exact same shade of magenta as Park Girl's shirt (R255,G0,B190) and his red shirt is the same shade as the reds on both her and Plushtrap kid.

Now look at New BB, and the Bonnie Bully. The prominent red shirt. Blueish pants. The similar haircut, and the blue and red theme. The Bonnie Bully looks like an older version of New BB.

Remember when I mentioned that Afton children receive larger robots so they can simulate growing up, essentially creating more than one version of the same person? Here we can see this process in action as BB becomes a teenager.

Now consider that the 5 victims of the Missing Children Incident were not random children, since their synthetic flesh remained impossibly alive and active even after being stuffed into the animatronics. All 5 of them must have been Afton children. A young version of Michael/CC, as well as four other Afton children, were attacked that day, and their remnant went into the animatronics.

Ever wonder why Withered Bonnie has red eyes? Because Withered Bonnie was the MCI version of Bonnie, damaged by age and the forced cannibalization of remnant-rich parts. But the

red color of New BB as well as the Bonnie Bully still shines in his eyes, even later on in FNAF 1 when Bonnie's main color has changed to purple.

So to summarize, The Green-shirt Kid is a grandchild in the Afton family. His personal avatar is Bonnie. Toy Park Girl, who always wears a purple shirt and blue jeans, is his twin sister. And their father is Phone Guy. A father who reveals in FNAF 2 that he has a deep knowledge of how animatronics work, and warned his children against putting their fingers in Spring Bonnie, due to the danger of springlocks inside.

If any of this sounds familiar, it should. The FNAF novels feature a brilliant inventor named Henry, who had two twin children, Sammy and Charlie. He spent a great deal of time making toy robots for Charlie, who was a bit of a tomboy, and loved to wear purple shirts and blue jeans. In fact, a very young Charlie inspired Henry to make his animal animatronics in the first place, by pointing out the jerky motions of a bird.

Again, the stories of the games and novels are different. And while the novels take place in Hurricane, Utah, and the bird that inspired Henry was a crow, I still believe the first four games took place in Niagara Falls, New York, and that the bird was some type of bluebird. If the pictures hidden in the darkness above the bed in FNAF 4 are to be believed.

But different or not, the main structure of the Afton family seems the same. And Sammy and Charlie are present in the FNAF games. And play crucial roles in it.

Which means we finally know the name of the elusive Phone Guy: HENRY.

Now, I imagine a lot of people are yelling at the screen at this point. How can Phone Guy POSSIBLY be Henry? We've heard Phone Guy in the first four games, and Henry in Game 6, and they're totally different people! Henry makes it sound like HE invented the animatronics in Game 6, and is trying to combat their misuse, while Phone Guy was a greasy corporate hack who didn't make the first Freddy's, and ruined the franchise once he got control of it and made his "New and Improved Freddy's", which then proceeded to implode.

There is no possible way that Henry of FNAF 6 can be the same person as Phone Guy in FNAF 1-3!

And my answer to this is: You're right.

Henry, the confident inventor of the animatronics in FNAF 6, and Phone Guy, the insecure dodgy guy who acquired William's animatronics and retrofitted them with deadly results, are fundamentally different people. In fact.. You could even say that Henry and William swapped roles in FNAF 5 and onward.

And I believe that's exactly what happened.

Scott said he'd worked a retcon into the story in Sister Location, and that it happened smoothly, and hardly seemed noticed by anyone.

The vast majority of the fandom believed that William Afton was the big bad of the story from the beginning. And by having William and Henry swap places in FNAF 5, people could go on believing that Henry was the good guy, and William was the bad guy.

Just like in the novels.

The mirror-universe novels.

I believe that swapping the roles of William and Henry in Sister Location and onward was the Infamous Retcon Scott talked about. Only time will tell if I'm right. But from here onward, I'm going to finish this video with this Retcon Theory in mind.

But back to the characters of Sammy and Charlie, who are certainly very central to the story. In fact, one can even argue that Charlie is the main character. Because while Charlie is the heroine of the novels.. I believe she, or a version of her, is the main antagonist in the games.

When they were little, the twins Sammy and Charlie would go everywhere together. And I believe they went to a very dark place.

In The Summer Paradox, I pointed out an inconsistency in the FNAF 1 ghost posters that revealed a fourth, unknown kill event which occurred at Freddy's on June 26th, 1983, involving two children.

A breakdown of the three known kill events gives us exactly enough victims to account for the origin of most of the FNAF 2 cast: 1 victim in Take Cake to the Children becomes the Puppet. 5 victims in Foxy Go Go's MCI Become the 5 main MCI animatronics, who are Withered by FNAF 2. And the Save Them Massacre produces 6 victims from the six pools of blood, telling the origin of Toy Freddy, Toy Chica, Toy Bonnie, Mangle, BB, and JJ.

But on rare occasions, two additional characters also appear in FNAF 2 without any explained origin: The Two Shadows. Shadow Freddy and Shadow Bonnie, aka RXQ.

Phone Guy mentioned that "right now we have two special suits" early in Freddy's history. While more came later, the first two, fresh from Fredbears, were the golden suits, Spring Bonnie and Fredbear.

And taking a quick look at the FNAF 2 Shadows speaks volumes. Shadow Bonnie may resemble Toy Bonnie, but his frame is stockier, resembling a different, larger animatronic like Spring Bonnie. Meanwhile, Shadow Freddy is a physically perfect copy of Golden Freddy in

every detail other than the hidden purple color and glowing eyes and teeth. Both Golden Freddy and Shadow Freddy died in the Fredbear suit, both resembling its physical form as ghosts.

We learn where one of the Shadow Children came from in FNAF 4.. When we catch Purple Guy helping fit a teenage boy into the Spring Bonnie suit, then closing the door with an air of finality. This teenager actually looks a lot like an older version of Sammy, save for one creepy detail: The pure black and white eyes.

Plushtap's eyes. And both of these Spring Bonnie knockoffs lack the button and bowtie seen on the classic Spring Bonnie pictured in FNAF World.

Sammy died in that replacement Spring Bonnie suit on June 26th, at the hands of Purple Guy. In the very same suit that, in high irony, Purple Guy puts on to try and save himself from the attacking ghosts in FNAF 3. Only to find that the suit he's wearing is already haunted, as the perfectly functioning springsuit suddenly fails around him.

While Springtrap has two rings to his eyes, the creepy picture of possessed Spring Bonnie on the wall of FNAF 1 only has one, gazing at Purple Guy's camera with malice, and a promise of things to come.

As for Shadow Freddy, we hear her giggle every time "Yellowbear" appears on the poster in FNAF 1, and a yellow bear attacks us in the office. I would call this Golden Freddy.. Except that Golden Freddy is a boy named Michael in the novels. Not a girl.

In FNAF 1, Yellowbear attacks us with a unique soul-devouring black screen attack, crashing the game, where every other death leads to Purple Guy getting stuffed instead. This attack is only performed by one other character: Shadow Bonnie in FNAF 2. While the real Golden Freddy in FNAF 2 only stuffs us, just like all the others.

Shadow Freddy may look strange on camera.. But in person, she looks so much like Golden Freddy that it's easy to mistake the two. Yet she is the one saying "IT'S ME", not Michael.

Now, Golden Freddy could not exist as such unless his child was bitten by Fredbear. And Fredbear wouldn't have gone and done such a thing on his own initiative.. Unless he was already possessed to begin with. The Puppet put four souls into animatronics, but the fifth one that became Golden Freddy was bitten by Fredbear, who was already controlled by Shadow Freddy.

And we can eliminate Shadow Freddy as a suspect in the Save Them Massacre, because Mangle's secret file says "He was here". Which means our attacker was male, not a girl.

It's tempting to think the Save Them attacker might be Purple Guy, except the Fun with Plushtrap minigame shows a memory of a guard with a flashlight peering down a dark hallway with two doors on either side.. Just like the hall outside the office in FNAF 2. This is the memory of someone who saw Spring Bonnie go on a rampage. A memory that could only belong to one person: The night guard who was on duty when Save Them happened. Guard 01, the Purple Guy, William Afton.

People have assumed for years that William Afton was the Big Bad of the story, and the cause for all the misery in the world. Yet other than June 26th, it seems like every other kill event was caused by another character. Even the original Take Cake to the Children was performed by The Pink Guy. And while The Freddy Files may have called him "The Aforementioned Purple Guy", this magenta character is the opposite of the classic Purple Guy sprite in every possible physical way.

Remember when FNAF World hinted forever that The Purple Geist would be the Ultimate Final Boss? And when the showdown arrived, Purple Geist was suddenly stomped by a cheerfully horrifying rainbow with a girl's voice, and three primary colors that matched the colors of Toy Chica?

And recall how Purple Guy had a very powerful attack as a party member.. but Slasher only hits 10% of the time? It seems William isn't quite the professional hit man we've all come to expect.

Nor is he the only character to do terrible things. Because the first offender in Take Cake to the Children, even before the Pink Guy attacks... is Michael.

View Take Cake to the Children from the beginning, and you'll see a child-size version of Freddy acting as The Cakemeister. Because this is happening during the day, when the animatronics of the original restaurant are forbidden to move on their own, this must be a performer in springsuit.

This Freddy is piloted by young Michael Afton. And as the glorious star of the show, he has a simple task: Take Cake to the Children.

A task he fails at, because while the six kids inside Freddy's are gorging themselves on Cake... one crying child is locked out of the restaurant, receiving no cake at all.

Now think about this: Why on earth would Freddy himself lock a child customer out of his restaurant during business hours? This is not how restaurants make money, or goodwill. Something is up.

But the situation isn't as simple as it looks. All the children inside are wearing green shirts and blue pants, almost like a uniform.

We see other children wearing blue, then green, in Chica's Party, where Toy Chica is jumping about The Afton House finding and delivering cupcakes. This suggests these blue green kids aren't just normal children, they're Aftons!

Watching the intro to FNAF 6 supports this idea, since it seems like a veiled reference to Foxy Go Go and the 5 MCI kids. Complete with the one with the big head getting specifically bitten by Fredbear at the end.

This isn't a public birthday party, it's a gathering of the Afton Family. So you'd think Michael and the others would be within their rights to exclude a random child who wasn't part of the family.

But there's a problem with this idea.

The Crying Child you see outside Take Cake to the Children is one of the playable characters in FNAF World. And whenever this child attacks.. For a brief moment it turns blue and green.

This isn't a random child. They're ALSO a member of the Afton Family.

Michael specifically locked one of his own family outside. And neither he nor the others thought to open the door.

Viewed in this light, Michael's transgression is much more serious. This goes beyond a childhood prank, and strikes at the very core of who the Aftons are.

Time and time again, receiving your horcrux animatronic is pictured as getting a gift. A birthday present. The Puppet is the giver of gifts.. And the giver of life. And the child outside is about at the right age to get their springsuit and begin the conversation into an android that will ensure their immortality.

Locking out this fellow family member not only sends the message that they're being kicked out of the family, they're being denied their chance at immortality! A matter of life and death that became disturbingly literal a few second later, as The Pink Guy drove up in a purple car and seemingly stabbed this child before driving away.

Had Michael simply opened the door, this gruesome scene would never have happened. A small kindness would have prevented a much greater misery, a fact Michael realized much too late.

Would this bad decision come back to haunt the Afton family in general, and Michael in particular? We'll see :) What could have possessed Michael and the others to be so cruel to a member of their own family? Again.. We'll see :(

But the immediate fallout was swift and harsh.

With its aura of family fun permanently destroyed, the original Freddy's was forced to close, leaving the tightly knit family company financially vulnerable for buyout by a larger, less friendly corporation.

William's decision to give his younger son Michael the star role of Freddy, instead of his older son Henry, was always a controversial one. And now it seemed like a bad choice. This was remedied with the opening of the next restaurant: Fredbear's Family Diner in 1982.

We once got the number "2093" hidden in the source code of Scott's website, which can numbershift down to "1982", marking this as a year of interest. It usually takes a year to produce an animated series, so 1983's "Fredbear and Friends" would have gone into production in 1982. Also, in the first call of FNAF 2 set in Summer 1983, Phone Guy mentions that the new restaurant "has no doors to close", implying that Michael had already worked in a place that DID have closing doors before working at "The New and Improved Freddy's". This again reinforces the idea that FNAF 1 and its security doors is a rebuilt version of Fredbear's Family Diner.

Michael, once the star, was then demoted to a second-tier security guard and forced to work at the new establishments under the supervision of his smug older brother Henry. Henry meanwhile created the new character of Fredbear, an exact copy of Freddy Fazbear, but golden rather than Freddy's mundane brown. Implying that Fredbear was now the one in charge, and objectively better than Freddy in every way.

No wonder Michael always hated Fredbear's, and Henry/Phone Guy's "New and *IMPROVED* Freddy's", forced every night to work in a temple to his older brother, and a monument to his own mistakes.

And as you've probably guessed, Michael's troubles were only just beginning.

But this raises a question: We all know of William and his close affinity to Spring Bonnie, the golden knock-off version of Bonnie that was developed as a companion to Fredbear. But what character did William have in the first place, at the original Freddy's, before Spring Bonnie was created?

The answer, surprisingly, was Foxy. Another character William created, and handed down to one of his sons.

It's interesting to note that while multiple copies of Freddy, Bonnie, and Chica can be seen in the back rooms in various games, making these characters far from unique, you'll never find replacement parts for Foxy. The Pirate Fox was a rare and special character, getting his own stage.

However, two versions of Foxy were made, and we see both of them in FNAF 4.

The Foxy Bully, Henry's character, had a bright red head showing only upper teeth. The shade of this mask closely matches that of the Foxy head used in "Give Gifts Give Life", the version of Foxy used in the MCI that later became Withered Foxy, and FNAF 1 Foxy.

However, the Foxy who jumpscares Michael in the house is darker in color, and worn by someone dressed differently with a lighter skin tone. This darker Foxy, the very one that occupied Pirate's Cove in the first 1983 opening of FNAF 2, before it was converted into Mangle's Kid's Cove in Winter 1987, was the one we see in "Foxy Go Go". Worn by the very person who took the fall for luring the kids into the Missing Children Incident, even though we can see he wasn't the one who killed them.

William Afton, the first guard of FNAF 2 before Michael, had to hack the facial recognition systems of the robots because they could detect anyone in a criminal database, and his face was now in that database after the MCI fiasco. William was the performer inside this second version of Foxy, years before.

It's very interesting to note the Father Foxy sprites both feature William having three fingers on both of his hands, a design similar to the classic Freddy's animatronics, further suggesting that William designed them.

(picture of both Withered Foxy and Mangle in the FNAF 2 hall) So while you're looking about the Freddy's games, keep an eye out for a second version of Foxy. Because a horcrux of William Afton himself is bound to play an important role in the story.

But now you can see the basis for the rivalry between Freddy and Foxy, between William's boys Michael and Henry. And just because Henry was now in charge didn't mean it was over.

The FNAF 2 office pictures tell a humorous story. In one scene we see a young kid with Charlie's magenta shirt and blue jeans rocking out to Freddy's musical singing. There's a reason why, even as a secondary character in "Fredbear and Friends", Michael still was the one who got the full-face hero picture with the microphone, while Fredbear hung out in the background with Foxy: Michael was a very talented singer, and an asset the entertainment troupe couldn't let go.

Down below this picture we see Fredbear, looking sad, trying to sing but only managing to generate wavy lines of air, no musical notes. Meanwhile, off the page to the left, a crisp musical voice can be heard, presumably Freddy's, and three out of the four children are paying rapt attention to his younger brother, while only one child mercifully listens to Henry singing in his Fredbear suit.

We see Charlie again loving the sound of Freddy's golden singing voice in the pictures of FNAF 3. It seems, regardless of whatever else might have happened, Charlie did love Michael's voice.

And then, returning to the wall of FNAF 1, we again see Freddy singing. But this time, something is different. The notes coming out are purple.. And Freddy's eyes seem conflicted, one looking angry and determined, while the other is wide, horrified, as if something is making him sing against his will.

Another picture nearby shows a girl with the same single pigtail as Charlie in the Nuclear Family picture, enjoying a flight powered by the collection of colorful balloons she's holding. Except that balloons in the symbolism of Freddy's stand for souls.. And her hair is now golden, Fredbear yellow instead of Freddy brown.

Did something happen to our friend Michael, that allowed someone else to use his golden voice?

In a world where absorbing the souls of others is possible, one can never be sure.

Shadow Freddy definitely performed the Bite of '87. Her catchphrase "It's Me" answers the FNAF 4 trailers asking "Was it me?" "Was it ME?" "Or was it ME?" Only Nightmare Fredbear actually has bloody teeth, and Nightmare is the ghost controlling Fredbear, revealed in the game texture files to be Shadow Freddy, with a single-frame jumpscare just like Yellowbear's in FNAF 1.

And just to be extra mean to Michael, she bit him AGAIN in 1983, devouring the young BB-version of him as part of her attack on the 5 Missing Children Incident kids, turning that younger, more innocent shard of his soul into the real Golden Freddy.

But Michael wasn't the only target of Shadow Freddy/Evil Charlie's wrath.

The FNAF 1 Night 4 pre-recorded phone call features the real Phone Guy sending one last call as he's surrounded by animatronics, realizing a terrible fate is about to befall him just before Yellowbear's unique deep roar drowns out the call. This is the part of the game where you realize Phone Guy died long before you became a guard, and the creature you've been talking to this whole time that sounds exactly like him was actually the monster. Which she confirms with her creepy Night 5 call.

Shadow Freddy can mimic voices, just like a Mynah bird, or a kenku rogue. A big clue that our NEW boss in FNAF 1 isn't actually Henry is when she coldly refers to Foxy as "The Character", instead of being forced by narcissism to fawn over Henry's horcrux.

Henry/Phone Guy made this place, The Fredbear's Family Diner of the past, as a temple to his own gradure. The irony of Fredbear eating some of her family in this place is bitingly poetic!

Phone Guy also created Pirate's Cove as a special elite stage for his first alternate self, Foxy, to show how special he was. Shadow Freddy turned this special stage into a prison, locking one of the last pieces of her father away behind an "Out of Order" sign. Even though by his olympic sprints down the West Hall, we can tell Foxy is in perfect working order.

Charlie's hostility towards William is understandable, since he was the tech on duty when both of the Twin's springsuits failed, turning them into the Shadows. And her greed for Michael's voice might explain how tasty she finds him. But Shadow Freddy's desire to devour her own father Henry is surprising. What might he have done to anger her so much?

Some of Shadow Freddy's anger is understandable, though. She never wanted to be a bear in the first place.

Since Elizabeth had Baby, Michael had Freddy, Henry had Foxy, and her twin brother Sammy had Bonnie, it stands to reason that Chica, the last remaining classic Freddy's animatronic, and only female one, was reserved for Charlie.

And sure enough, once the majority of her family were devoured or incapacitated, Charlie/Shadow Freddy founded Chica's Party World, dropping the name Freddy entirely and creating a franchise based around HER favorite character.

Classic Chica was hers! Or rather.. she **should** have been..

But if you watch the camera feed of the Paperpal room in FNAF 2, you'll see something remarkable. Withered Chica and Toy Chica both treat the Puppet's paperpal in different ways.

Once Toy Bonnie and his Sammy-green eyes get out of the way, you'll see Withered Chica physically blocking the view of the Puppet's Paperpal. Meanwhile, Toy Chica with her magenta cheek dots, cupcake, shorts and eerie eye-lights actually poses next to the Puppet Paperpal, turning her head and gaping mouth to a similar angle, as if to ask: How do I look?

Whoever the soul in Withered Chica belongs to... it's not the same as the one in Toy Chica.

So far we've identified six characters: Grandfather William, Phone Guy Henry, Bite Victim Michael, Michael's sister Elizabeth/Baby, and the two shadows, each made from some of the remnant of the twins Sammy and Charlie. Although Balloon Boy was animated by some of Sammy's more positive remnant as well.

But there must be at least two more characters we don't know, because how can you have a family without a mother? Michael's mother Grandma Afton, and Charlie's Mom still need to be found.

So think about the FNAF games, are there any characters that stand out as Matriarchs? Someone older and more dignified than the others?

This search returns an immediate hit: Ballora. A character than even Baby was deferential towards in Sister Location.

Ballora is definitely possessed. She stops her song to ask if anyone is in the room, a human soul living in a robotic body. The question is.. Whose soul? William's wife, or Henry's?

Baby/Elizabeth, William's daughter, refers to Ballora by proper name.. A strange way for a daughter to address their own mother. And a hint to what Ballora's human might have looked like before can be found on the "Gypsy" bust in the Sister Location hub room.

Both Ballora and the Gypsy share the same magenta cheek dots, as well as the same violet eyes. The shape of their ears is also close, with similar earrings, and design accents that seem to belong to an exotic, distant continent. And the largest primary color on the Gypsy is her solid magenta base.

Charlie wears a magenta shirt in the FNAF games, and Toy Chica, which contains some of Charlie's remnant as we've just described, is decked out with three magenta accents: Her cheek dots, her shorts, and her magenta cupcake, complete with is strange eyeballs.

As bad as this design decision might seem... The Cupcake is a real animatronic. Book Charlie sees its endoskeleton complete with moving mouth. Ghost cupcakes feature heavily in FNAF 3. And Nightmare Chica's flying cupcake literally eats YOU instead in FNAF 4. Just like Portal's Companion Cubes, FNAF's cupcakes actually are living constructs!

And there's one detail that's present in every FNAF game that isn't present in Sister Location: The Cupcake.

Look around. You'll never see the cupcake, the erstwhile mascot character for FNAF, in FNAF 5. In the very same way that you won't find Ballora in FNAF 1-4.

Could these characters be linked? The magenta color suggests a connection. And since Ballora isn't Baby's mom, she should, by default, be Charlie's Mom, since we have no evidence that Michael ever had kids.

While the idea of Toy Chica dangling around her mother's soul like she was going to eat it at any moment might seem creepy, remember that Toy Chica is controlled by Shadow Freddy/Evil Charlie, and she's already eaten her father Henry in FNAF 1.

If you look very carefully at the lower mouth of Nightmare Fredbear in the FNAF 4 teaser image, you'll see a few words of someone asking for help, and then, besides an image that looks very much like the Puppet, a space that looks suspiciously like the Cupcake.

So while there are multiple cupcakes in FNAF, I do think at least one of them belongs to Henry's wife.

Our task is now to find Grandma Afton, Michael's mom. And to do this, we need to delve headfirst into FNAF 4.

Unlike the first three games, FNAF 4 isn't a physically real place, but a collection of memories, of Remnant, from several members of the family.

Even allowing for the sonic devices in the novels that cause people to hallucinate, FNAF 4 cannot be a real place. The Freddles run away faster than the speed of light. We get eaten by a flying cupcake. Tiny plushies grow into huge monsters, and shrink back again. Foxy teleports into our closet. Psychic Friend Fredbear teleports wherever he likes, trying to convince us to love him rather than our four animatronic "Friends", 1984 style. Only to reveal at the end that the horrible monsters that looked like our friends were really controlled by Fredbear/Shadow Freddy the whole time.

The Afton House pictured in FNAF 4 may have been a real place, and Sister Location confirms that the locations FNAF 4 was patterned after were physically real. But we're not in the physical world now, but a virtual projection of it, filled with nightmares.

FNAF 4 contains a garbled, reversed version of the FNAF 1 Night 1 phone call as a background noise. This is Shadow Freddy, pretending to be Henry/Phone Guy, telling us about The Bite of '87. Which is super ironic because that very bite features heavily in FNAF 4, and Shadow Freddy caused it.

The Bite we see Michael get hit with isn't the Bite of '83, OR the Bite of '87.. It's BOTH.

The 4 bullies and Michael are the five child victims of the Missing Children Incident, with Michael playing the role of Golden Freddy. This part is remnant/memory from Michael's earlier BB version of himself that Fredbear bit during the MCI as The Bite of '83.

But while Michael remains a child, the other four children, now full grown animatronics, are mind-controlled by the Shadows through the Afton network, and forced to feed the adult Michael to Fredbear as The Bite of '87. An action Older Brother Foxy later tries to apologize for.

Remember that neither Bite actually happened at Fredbear's Family Diner. Both Bites happened at "The New and Improved Freddy's", the FNAF 2 location. What we're seeing now never happened, and should be impossible! And yet this is what we see.. Because Shadow Freddy controls this world.

FNAF 4 is like The Matrix, a prison where souls are locked away from reality and forced to experience a fake virtual world instead. Both Bites have already happened by the real time of FNAF 4, because Michael/CC views his upcoming birthday party with dread, already knowing the terrible thing that will happen to him once the countdown of days reaches Zero for his Birthday.

Shadow Freddy has ALREADY DEVoured Michael, AND Henry, by the time FNAF 4 begins. FNAF 4 is "The Flipside", the place Shadow Freddy promises to send William on Night 3 of FNAF 1, ("See you on the Flipside!" Markiplier jumpscare) which shows up again in FNAF World as Fredbear says something must have happened on The Flipside, referring to the real world in this case.

So back to the quest at hand, finding Grandma Afton.

The third cutscene of FNAF 4 shows Michael/CC hiding under a table, while a golden voice says "He left without you. He knows you hate it here", and tells you to run for the exit. Right before The Man in the Fredbear Suit, you older brother Henry/Phone Guy, blocks your exit. Trapping you in his temple again, just like all those nights before.

Now, we've established that Michael is Golden Freddy, so he's not talking to himself here. And Henry isn't telling you to avoid him, so he and his Fredbearness aren't the source of the voice either.

There's also a second, empty version of Fredbear on the stage, casting a purple shadow. This is Shadow Freddy's Fredbear suit, the one stationed at Freddy's instead of her father's version at Fredbear's. But once again, she wouldn't be telling you to avoid her.

It's tempting to think this voice belongs to Psychic Friend Fredbear, since the color code matches it perfectly. But PFF really isn't your friend.. It spies on you everywhere except inside Fredbear's, and knows right where Foxy is waiting to ambush you, but never actually tells you where, only to be careful, savoring your dread as you search through the house.

But there are two more targets in FNAF 4 that are often overlooked: The brown, yellow-eyed version of Spring Bonnie on stage, and the second head on Broken Mangle.

And I believe these are actually one and the same.

Now, there are several versions of Spring Bonnie. Stage 01 shows SB with a single button holding up a bib, similar to the first Springtrap. Sammy's suit, shown in the Purple Guy easter egg of FNAF 4 and again as the suit Purple Guy puts on and becomes Springtrapped in, is bare in front without any buttons or bowtie, just like Plushtap. The brown jackrabbit version of Spring Bonnie seen on the FNAF 4 stage actually makes a cameo in The Twisted Ones, braced as if against some attack. And then there's the FNAF World version, seemingly the classic version, with two purple buttons and a bowtie, and the caption "Male? Female? It's a rabbit, who cares", showing Mangle-like gender confusion.

In Mangle's Quest, we start as the main Foxy head with purple eyes, and find the smaller vestigial head with yellow eyes. Mangle's two heads show it's not just a single robot, but an actual fusion between two different robots.

The main Foxy head seems like the strong one, able to move about and put itself back together. But in Broken Mangle in Elizabeth's room in FNAF 4, the eyes of the main head are dark and empty. And only the yellow eyes of the secondary head are lit, in what could well be a horrified expression because it CAN'T pull itself back together.

Somehow, the secondary head has been damaged, and weakened. Which is why it seems so small in comparison. On Mangle it's missing its right eye, reflecting this damage.

While we can't tell what robot the secondary head belonged to just by looking at it.. It does have the interesting quirk of only having its left eye.

This single left eye matches one other character from FNAF 1-4: Images of Spring Bonnie we see on the walls.

The first picture from FNAF 3 shows SB with one eye on a blue background. While another ghost picture shows SB with two eyes on a purple background. Two glowing eye dots that look very much like Shadow Bonnie/RXQ's from FNAF 2. Which is fitting, because the second image of one-eyed Spring Bonnie, complete with identical ear-tilt, is the Bonnie paperball from FNAF 2.

Complete with a set of tear stains, the mark of a crying kid, the iconography FNAF uses to symbolize a child whose soul has been absorbed by an animatronic.

If you look closely at Springtrap, you'll see these very same tear stains, one of which even shines wetly. There is a dead child in this suit.. And his name is Sammy. And when his soul was split, the positive parts of his remnant stayed in Balloon Boy, while the negative parts went into the teenage android that was eventually stuffed into Spring Bonnie, forming Shadow Bonnie.

FNAF 3 is basically "The Bonnie Game". The reason we aren't attacked by a phantom version of Bonnie is because the real one is stalking towards our office in a physical robot, the only character in FNAF 3 that actually has the power to kill us.

Or more accurately, to kill Michael Afton, the young-looking immortal android that Phone Dude mistakes as a peer, who's come back to try and fix the mess he helped create. The Phantom Puppet gets in Michael's face the same way it did in the cutscenes of FNAF 2, when Michael wakes up on the stage of FNAF 1 inside the animatronic everyone thought was Freddy, but reveals itself to have a purple mask when you brighten the mask image.

Remember how the child pictures showed how Charlie ate Michael to gain his singing voice? In FNAF 1, Shadow Freddy has literally become Freddy, since both FNAF 1 Freddy and the ghost Yellowbear (who is, again, Shadow Freddy, not Golden Freddy) have the same handprints on their faces, marks from Michael's very own fingers as he tried to prevent his own head from being bitten.

The Golden Suits are hybrids because their endoskeleton parts are built inside the costumes, instead of being bare endoskeletons covered by costumes. Which means Fredbear and Spring Bonnie are actually hollow inside, able to fit a second endoskeleton within their frames.

In FNAF 1, Freddy has two jumpscare because Michael's blue-eyed Freddy goofiness attacks you if you run out of power. But Shadow Freddy is the one who actually attacks you in the office in the most terrifying and unexpected jumpscare of the game.

When Michael dies in FNAF 2, he gazes back at an image of his own mask with an endoskeleton inside it. His endoskeleton. The same endoskeleton he wakes up as in the cutscenes, hearing servos going whenever he turns his head.

Michael, the real Freddy, wakes up inside the rebuilt Fredbear suit in FNAF 1, a soul held prisoner inside Shadow Freddy. And he would have remained as such, if the Puppet hadn't helped put him back together, and helped him escape.

But in FNAF 3, the eyes inside the hollow Spring Bonnie costume aren't Sammy's, but William's. Because William's endoskeleton, complete with its undying synthetic flesh, is being held prisoner

inside Spring Bonnie. Which is why you repeatedly see William trying to tear off the grinning, living mask of his jailor to reveal his own terrified expression.

But how does this relate to Grandma Afton? Well, let's go back to the first time Shadow Bonnie tries to attack Michael, back in Winter 1987.

Phantoms tend to resemble the suits they were stuffed into. Something about the soul, being forced into a new form, remembering that form.

This holds true with Golden Freddy and Shadow Freddy, since they both resemble the hollow Spring Freddy/Fredbear suit they were stuffed into. But with Shadow Bonnie.. Something is off.

We saw Sammy get stuffed into the Spring Bonnie replacement suit that had no button or bowtie, and ears with three joints. Shadow Bonnie is indeed patterned off Spring Bonnie.. But not THIS particular version.

Shadow Bonnie has two-jointed ears, both on the FNAF 3 desk figurine and the shade 8Bit Foxy sees in the west hall, a clue in the game that hunting for Shadow Bonnie is the key to unlocking the next secret minigame leading up to Happiest Day.

This means Blue Shadow Bonnie, who I'll call RXQ from now on to signify Sammy's version of the character vs William's purple version in the Glitch minigame, actually resembles the classic version of Spring Bonnie we see in FNAF World.

If William had the single button and bib version of Spring Bonnie from Fredbear's at Stage 01, then classic Spring Bonnie and her cosmic song would have been Grandma Afton's version of the character. A pair of rabbits that had several children.

In fact, RXQ's silhouette shows traces of a bowtie. Going by appearance alone.. You would even think that RXQ must be Michael's mother!

Except for one thing: It's trying to kill him. And even worse, devour his soul. Something that Michael's mother, who still loved him in FNAF 4 in spite of all of his faults, would never do.

The three Spring Bonnie posters we saw earlier tell a disturbing tale: Of Spring Bonnie slowly becoming more, and more purple, until the Bonnie Paperpal seems completely purple, a character being taken over by a shadow. The very purple shadow that haunts Brown Spring Bonnie on the FNAF 4 stage.

Why doesn't RXQ look like the suit he was stuffed into? Because what we're looking at is more than just him.

The novels tell a disturbing tale about the fate of souls that have been bound to metal: You can tear them apart, just like disassembling a machine, and build new things out of them.

Charlie tore most of her beloved toy Theodore apart to make the two twin robot faces in her dorm room in The Twisted Ones, a project that looks very similar to the three white doll faces we see across from The Gypsy in the Sister Location hub room. These faces, both made from parts of the same soul, were very similar.. Yet different as well, opposite even, in ways.

When Ennard eats the living metal cables of the other Funtimes, it gains their powers as well. The same way Shadow Freddy was able to steal Michael's voice, and mimic Phone Guy's after eating him also.

This is why RXQ looks different from his robot.

Remember how the main head on Mangle, a horcrux of William Afton, was able to levitate just like the Puppet in FNAF 6, and put itself back together? But the secondary yellow-eyed head on Mangle was only able to stare helplessly in horror at the rest of the broken animatronic in FNAF 4, because she didn't have such power?

That's because the head of Grandma Afton.. Is the only piece of her left.

The Twisted Ones hinted that the brown, hollow Spring Bonnie had been attacked by someone. And that someone was RXQ.

Sammy attacked his own Grandmother, and did the only thing that could possibly be more cruel than devouring her soul... only devouring PART of her soul. RXQ tore off and ate every last piece of the original Spring Bonnie except for her living mind, a useless head he left laying on the floor, unable to do anything except think tormented thoughts.

And in FNAF 2, Sammy gave Michael just enough time to see this.. To recognize the pieces of his death mother in the horrid shadow before him.. Before he ATTACKED!

(RXQ JUMPSCARE!)

Again, the Shadows seem to have a particular score to settle with Michael. What could he have done to tick off RXQ? Did Michael hurt Sammy in the past.. or worse, his twin sister?

Someone DID hurt Sammy before. You see two versions of him in both Fun With Plushtrap, and its twisted sister, Fun with Nightmare Balloon Boy. However, there's an important difference between both characters as stark as the contrast between good and evil:

Whenever Plushtrap creeps out of sight to avoid the light, he does it under his own power, crafty and menacing. But Balloon Boy doesn't willingly retreat from the light, something always grabs

him by the ankles and PULLS him out of sight, unwilling. Perhaps young Sammy was afraid of the springsuits and what they did, and in order to use one, someone had to haul him off and throw him into Bonnie?

There's no compelling reason to think Michael did this though. Child pictures show Michael as Freddy, Sammy as Bonnie, and whoever was in orange-accented Classic Chica all singing together in costume, as friends. These three friends may have even been the same merry band of idiots who enjoyed tearing Mangle apart in the picture we looked at earlier, the Mangle Marauders.

We'll have to keep all these details in mind while moving forward.

But we have learned an amazing thing: The origin of Mangle.

Mangle has two heads, because it's built from the pieces of two animatronics. Grandma Afton's damaged Spring Bonnie head.. And William Afton's version of Foxy.

Is Mangle a male, or a female? As Scott has said before.. The answer, is Yes.

Grandma could not have put this together herself, she was far too weak. Only William could have created this construct.

Do you realize what just happened? Just as a mechanic might try to fix a broken robot by using pieces from another, William tried to fix his wife's broken soul.. By sacrificing much of his own!

William's version of Foxy was one of his older, more powerful horcrux robots. He gave a great deal of himself in order to try and give his wife a second chance at a robotic life worth living. And from the image of Phantom Mangle later on, this bond persisted even after Mangle's physical destruction, two souls bound even in death to become a unique creature.

Would a sociopath do something like this? Give an essential part of themselves to help another? No. Only someone filled with love could even think of giving such a gift.

And William has done this before. The security Puppet in FNAF 6 was capable of flying, just like Mangle's primary head was, before it even had its run in with the victim of Take Cake to the Children.

There was already remnant in the Puppet before this time, William's remnant. Grandfather William wasn't the heartless killer the Shadows tried to frame him as. If anything, he gave so much love to others that he forgot to save enough for himself.

The originally Freddy's of FNAF 1-4 was definitely run by William. Both he and his younger son Michael were insiders at Freddy's at the time, and would have no need to attack anyone outside.

After all, if Freddy's was a deathtrap designed to lure in children, it would make much more sense to open the door and let the unsuspecting victim in, then lure them to a secret room out of sight, than to stab someone in broad daylight in the street in front of the restaurant.

So whoever attacked the Afton Child who was locked outside in Take Cake to the Children, the attacker would have to have been an outsider to Freddy's at the time.

PART 3: Connecting the moving pieces

Who do we know who benefited from the Take Cake to the Children incident?

While you're pondering that question, let's take another look at FNAF 4.

It's tempting to think because we play Michael Afton in the 8-bit segments of the game, that we must also be Michael Afton in the other two areas. And yet, this is impossible.

"Fun with Plushtrap/Balloon Boy" is a memory of the night guard who was on duty the week before Michael's week in FNAF 2, who saw Sammy's possessed Spring Bonnie suit commit the Save Them Massacre, eventually subduing the berzerk robot with a flashlight. The guard on duty during Save Them, who cameos during that minigame, is Guard 01, Grandfather William Afton.

Fun with Plushtrap is WILLIAM'S memory, not Michael's, or Henry's. Which means we are playing William in this minigame, another prisoner in the shadow-controlled Afton Family Matrix, who has already been lured into Springtrap in the same way that Fredbear has already bitten Michael for the second time.

It also means William wasn't the one who grabbed Sammy by the ankles and dragged him off to Bonnie, because William saw somebody else do this.

By facing his fears and playing RXQ's twisted game, William is still able to send some small aid to the Afton family member currently trapped in the main Bedroom Defense section of the game. A person fending off attacks by Nightmare/Shadow Freddy in the same way that William is keeping RXQ at bay.

Sister Location reveals that Fun With Plushtrap, The Bedroom Defense, and Fredbear's 8bit Neighborhood are all different locations, each with its own camera. And sure enough, Michael's

8bit bedroom with its single door is NOT the same two-doored, closeted bedroom being attacked by the Nightmares in the main gameplay segments of FNAF 4.

Michael isn't the one defending the bedroom. He's the one laying on the bed.. A memory of the person we're playing as, seeing The Bite of '87 victim receiving desperate medical attention. The unconscious Bite Victim wouldn't be able to see the IV, flowers and pills on the bed beside him. And even after Michael dies on Night 6.. The bedroom nightmare continues, and intensifies.

Our bedroom defender IS an Afton Child. They're just tall enough to see over the edge of the bed, and we hear a boy's scream every time we're attacked. In the same way that Michael still inwardly views himself as a small child, the form he was in when he first got converted into an android, our bedroom protagonist still views himself as a child as well.

So if William is out, and Michael is out, and Sammy would have no reason to fear the wrath of his twin sister, Henry must be the one in the hot seat in FNAF 4, facing a personal hell specially constructed for him by Nightmare/Shadow Freddy, the vengeful spirit of his own daughter.

And Charlie has been ESPECIALLY cruel to Henry. Not only did she devour his android form, part of his soul, steal his voice, and hijack control of Freddy's, she went out of her way to torment the shard of him remaining in Foxy by turning his special FNAF 1 stage into a prison. She even seems to have pressured Henry into setting up Michael to become the Bite of '87 victim, something Older Brother Foxy desperately tried to apologize for, not even knowing if Michael could hear him.

These lines, "Can you hear me? I don't know if you can hear me... I'm sorry" were likely spoken by Henry in Michael's bedroom as he lay bitten on the bed. The very scene we see in FNAF 4.

Shadow Freddy is relentless in her torture, turning Henry's own alter ego Foxy into a miniboss that can attack from either door. You must not allow Foxy into your room, or he will occupy the closet and demand more time and attention than you can spare! And yet.. No matter what you do, Foxy will eventually find a way into your room, even if he has to teleport there.

And as the night progresses, Shadow Freddy drops her pretense of controlling the other robots, as well as Fredbear, and comes directly after Henry himself with the same soul-devouring still-screen attack she tried on William in FNAF 1. She shows Henry the same bloody teeth that bit both Michael and him.

And there is only one thing Henry could see in this room that could be more horrible.

An terrifying alternate form of Nightmare that replaces all of her looming bearish brawn with a slender figure laced by Henry's own guilt and remorse:

NIGHTMARIONNE. A dark, twisted version of The Puppet.

The springsuits might be a modern, high-tech way to extract a human soul.. But they aren't the only way out there.

In *The Silver Eyes*, the novel's twisted version of William brags about making an animatronic of his own, after stabbing Officer Dunn with a silver knife. You need to put a soul into an animatronic before it becomes truly alive, and the only person William actually killed during the first novel was Officer Dunn.

The Theory of Living Metal isn't specific about the type of metal needed to absorb a soul, and it's very likely that some metals are better at it than others. Perhaps silver's legendary ability to kill werewolves and creatures that were otherwise unkillable may have a basis in mad science, as a silver blade could tear the soul from anything?

If the Take Cake killer, for example, quickly stabbed a victim with a silver knife, then fled, they might be able to carry off most of that person's remnant in the blade. Then carry that silver blade off to animate an Afton android. And it's possible, in such a case, that this quick, crude job might only carry off some of the soul, essentially tearing that soul in half.

While this silver knife soul-splitting business might sound theoretical, one detail is certain: Shadow Freddy and the Puppet are linked. And not just through Nightmare.

Even while her brother Sammy moves to attack your office with Springtrap, Nightmare is there in the background of FNAF 3. The hard difficulty mode is called Nightmare Mode, and Nightmare/Shadow Freddy herself makes a cameo in your office, just like she did in FNAF 1. Golden Freddy is there too, also being controlled by her, both subtly different golden bear ghosts side by side.

And Shadow Freddy created the child pictures in FNAF 3 as well. If you look carefully at the floor in Foxy's room, you'll see a grinning animatronic face in the reflection of Freddy's picture on the wall above. This is the rebuilt FNAF 1 location, and if you look just behind the door of the FNAF 1 death screen, and brighten the image, you'll see small heads of Shadow Freddy and Shadow Bonnie gazing back at you from the floor tile.

But on Camera 8, the hallway where the Puppet appears, everything changes.

Every child drawing that appears elsewhere in the building is also present on Camera 8. But something is off.. If you look closely, every single picture is horizontally inverted, with the word "Surprise!" above the Puppet's box being completely reversed like Leonardo Da Vinci handwriting!

Is the camera itself inverted? No.. because when Springtrap stands in this hall his short and long ears are on the same sides as always. The camera is working just fine.. Someone has individually inverted every single picture on the wall!

And not just flipped them over.. The crayon is still facing outwards. Every single copied picture in the Puppet's hallway is the exact inverse of the pictures Shadow Freddy put up through the rest of the building!

These inverted pictures have a special significance, because while BB's picture also appears on Camera 3, reaching out to touch Springtrap, only the Puppet's inverted picture on Camera 8 can be double-clicked to activate "BB's Air Adventure", and begin the sequence of secret minigames that leads to Happiest Day.

Everything the Puppet does is the exact inverse of Shadow Freddy. Shadow Freddy destroys, the Puppet tries to put things back together. Shadow Freddy wants Michael to die, and sends her captured souls to torment him, but The Puppet wants to save Michael, and everyone else, by helping end the madness once and for all!

A strange thing happens in FNAF when a soul is torn in half: One side tends to be good, while the other tends to be evil. We see this when Elizabeth gets split into Good Baby and Evil Ennard. And when Sammy was split into good Balloon Boy and evil RXQ. The good part of Sammy could forgive Michael for what he did to his Sister, and become his friend again. While the evil part of him remained bent on unthinking vengeance that only made things worse, and worse.

And Michael DOES have something to answer for: Because both The Puppet and Shadow Freddy can trace their origins back to that single victim Michael locked out of the original Freddy's back in 1972.

When the Take Cake Killer struck, he stabbed his silver knife into Henry's daughter, Charlie.

But what does this have to do with Henry? What terrible crime did he commit, to earn such condemnation from his own daughter?

Because the Take Cake Killer wasn't a random creep on the street. Only an Afton would have the knowledge necessary to extract part of someone's soul, then transfer it into a robot.

In the novels, Charlie became a robot after the first time she was killed, when she was three. Which is about the same age she'd be at the time of Take Cake to the Children. Whoever performed the crime took the silver knife infused with Charlie's remnant, and built it into JJ, Charlie's very first robot version, equivalent to Ella from the books.

Later, when Charlie and Sammy both outgrew their original forms of JJ and BB, they were upgraded into teenage androids. And together, both of them tried on the two golden suits on June 26th, 1983. Which failed, draining both their souls completely into Fredbear and Spring Bonnie, turning them into the Shadows.

Now, think back to when I asked you: Who benefited from Take Cake to the Children?

Michael certainly didn't. Take Cake was a colossal failure for him, turning his upbeat life upside down and setting the stage for beatdown after beatdown for decades afterwards.

And William? Before Take Cake he owned Freddy's himself, but the misfortune and bad publicity caused by Take Cake forced him to sell the family company to a large, ultimately soulless company, which took the beauty of his life's work and used it to create horrors that no one had ever witnessed before.

Charlie certainly didn't ask to be stabbed. And it seems like Sammy didn't like the idea of being a robot from the beginning, having to get dragged away by the ankles to undergo the Afton's secret procedure. Sammy would have been Charlie's age at the time anyways, another little kid.

It's hard to imagine either Grandma Afton or Charlie's Mom performing this crime. The Puppet specifically asks Michael to "Save Him" in Take Cake. The Puppet is talking to Michael, so Mike isn't the "him" in question. And Charlie is a girl, so Puppet Charlie is asking Michael to save the actual Take Cake Killer, who must be a guy.

And again, both William and Younger Brother Michael were insiders at Freddy's when Take Cake happened. If they were in the business of killing kids, it would be a much better plan to open the door and lure them to a back room where the deed could be done quietly, instead of right outside the front door of the restaurant where everyone could see.

In fact.. The only person who did seem to benefit from Take Cake at all, and the one person we aren't able to eliminate as a suspect.. Is Henry...

Two men run Freddy's in the novels.

They are William, in his Spring Bonnie suit. And Henry, in his yellow Freddy Fazbear suit, known as Fredbear. And with its two secret control rooms that each command half of the animatronics, the same two men who ran Fredbear's also ran Freddy's.

William Afton is definitively "The Purple Guy", and his bent Save Them sprite matches William's description in The Silver Eyes. His color is always a deep, unmistakable, royal purple.

But there is another shade of purple that keeps recurring in the games and novels: Magenta. Purple brightened with a touch of red.

Charlie's shirt in FNAF 4 is a glowing Magenta. And so was the file cabinet she used to play with in her father Henry's office, the "off-salmon color that Charlie always swore was Pink."

Charlie's mother, who was turned into Ballora and modeled for the Gypsy bust while she was human, is also linked to Magenta from the base of the bust.

If you look closely at the curtains in Foxy Go Go, you'll see they're made from two different colors: William's royal Purple, and the Magenta from the second man who runs Freddy's.

As we've covered before, many times now, William was the one who wore the Foxy suit on that fateful day, and the royal purple in the curtains belongs to him.

But the second color, the Magenta.. Belongs to the other man who runs Freddy's. Henry.

The man who appeared "pink and sweaty" in The Silver Eyes when he took off his Fredbear head.

The man the 8-bitgaming channel once dubbed "The Pink Guy".

The very man who watches Foxy/William as he goes in to witness the aftermath of the Missing Children Incident.

And the very Magenta Man who drove up in his father's purple car, and stabbed Charlie, his own daughter, outside the restaurant.

This is why Shadow Freddy, the evil side of Charlie, reserved a special place in hell for her father. Devouring his android self so deeply and thoroughly that this aspect of him likely became Old Man Consequences, buried so deep in the code of Shadow Freddy's flipside FNAF World that he'd never see the light of day again.

And this is why the Puppet, the good side of Charlie, begs Michael in Take Cake to "Save Him"! To save her FATHER, her one concern even when Henry is burying the silver knife in her side!

Henry has a strange idea of how to go about saving people, as he reveals in FNAF 6: "I couldn't save you then.. So let me save you now" he says to Charlie. Just as he traps The Puppet in a burning building designed to end her life.

In the interest of complete fairness, we need to look at what Henry was thinking that fateful day.

The Aftons were having a birthday party, and everyone was invited. Everyone except, it seems, Henry and his family.

When Henry saw his daughter Charlie pounding hopelessly on that door, and knew that Michael and the others knew she was there, and didn't open, he felt a profound sense of horror.

Afton birthdays are when the children receive their robots. The other robotic selves. The keys to their immortal future, and closest magical friends.

Michael was wearing his Freddy suit that day, having already gotten his precious gift from William. And two other robots, Bonnie and Chica, had already been built especially for Henry's own two children, Sammy and Charlie.

Sammy was afraid of his robot though, and ran away. And now Charlie was being denied her chance to bond with Chica, the robot that had been especially made for her, just like how Baby had been made for Elizabeth.

Many things flashed through Henry's mind. His worry for his children, and their future being denied. His resentment of Michael, who had unjustly received Henry's own birthright as Freddy, and was now using it to torment his daughter. And, in a burning flash of both fury and cold reason befitting a mad scientist, Henry saw a chance to kill two birds with one stone.

Henry wasn't trying to kill Charlie. He was trying to save her. Save her soul and allow it a chance to inhabit a robot form that would ensure her immortality as an Afton. Save her soul before a lightning strike, car crash, illness or any of the other million random things that could destroy a little girl in the blink of an eye attacked her.

Henry wouldn't give Fate the chance to destroy his daughter. So he moved to strike her first.

Charlie and Sammy WOULD have birthdays this day, Henry resolved, even if he had to take matters into his own hands. And if William and Michael were left dealing with the fallout, it was what THEY deserved as well!

So he stabbed Charlie, steadily draining her remnant with his silver blade for as long as he dared, then fled before his deed was discovered, and transferred the remnant he was able to drain into JJ.

Later on, Henry would go back and reunite the twins again. By grabbing Sammy by the ankles and doing what was best for him. Throwing his son into Bonnie's springlock jaws, killing him and

draining his remnant into the springsuit. Before fitting BB's robot form into Bonnie in turn, and reloading Sammy's remnant into BB, JJ's twin.

Henry/Phone Guy never did like the Puppet, because it reminded him of that fateful day.

And he couldn't accept that he made a mistake that day, leaving half of Charlie's remnant behind in her dying form, that the Puppet mercifully rescued in time. To accept that The Puppet was also his daughter would be to admit failure, and he couldn't do THAT. So even though she still loved him, Henry locked the good half of Charlie away in her lonely box, while giving the evil half of Charlie all of his love, and everything he could bring her.

Until, eventually, this spoiled child developed a hunger for power that equaled his own, and took away everything Henry had, or had ever hoped to achieve.

Actions always have consequences. And while the Take Cake incident may have seemed like a Win to Henry for a while, earning him the mantle of Fredbear, it was Fredbear that was ultimately Henry's doom.

I'm often asked how the Take Cake Killer can't be The Purple Guy, when The Freddy Files clearly identifies The Magenta Man, The Pink Guy, as "The Aforementioned Purple Guy"?

Because it's very important to pay attention to the phrasing of statements, and apply imagination about what other meanings they could have.

I covered earlier how both William and Michael both have the same type of endoskeleton, each with a different eye highlighted. And in The Survival Logbook, William makes it sound as if Michael was actually once part of him.

The same could easily be true about Henry.

In the classic Science Fiction story "The Strange Case of Dr Jekyll and Mr Hyde", Doctor HENRY Jekyll makes a discovery about the good and evil duality of man, and created a potion to unlock the evil within himself. He begins to change back and forth between the good Jekyll, and the evil Hyde, both of which are opposites, and yet both of which are still the very same man.

Take a close look at William's FNAF 2 Purple Guy Sprite. See how the eyes are white, the head is round, the neck is long, the posture is stooped, his body is thin, and his frame is tall?

Now try to imagine what the inverted version of William would look like: Black eyes, a square head, no neck, a straight posture, a thick body and a relatively short frame:

And you'll find yourself looking at the very image of Henry's Pink Guy sprite.

William and Henry call each other "Old Friends" in the novels, yet the two men couldn't be more different. And even though Henry knows for a fact that William abducted and murdered/roboticized his daughter Charlie, and likely her brother Sammy as well, Henry keeps working with William, even when kids begin to die again in the new restaurant.

Only two people that were VERY close would still be able to work together and trust each other under these conditions. Or allow Henry to tolerate William building a twisted restaurant of doom literally beneath his house. Such things almost transcend the bonds of family.. The only reason Henry and William can keep working together is because they're two pieces of the same person!

Perhaps William killed book Charlie, ensuring her immortal robotic future.. Because her loving father Henry ASKED him too?

But today's focus is on FNAF 1-4. And even the Freddy Files shows screenshots of both William's Purple Guy and Henry's Pink Guy side by side on the same page, and there's no arguing that these two sprites aren't radically different from each other.

If you go back to FNAF 4, when Michael is locked in Parts and Service, you'll even see a rounded robot head sitting on the shelf next to Spring Bonnie, while a square robot head is below next to Fredbear, the severed, fleshless endoskeleton heads of The Purple Guy and Pink Guy alongside their respective robot avatars. And down below, where Michael is crying, we see a third head, also skull-like like William's which could very well belong to Michael.

Perhaps that Mike Skull on the FNAF 2 A.I. sheet really did belong to Michael after all.

PART FOUR: The hidden child

Knowing that Henry was the Take Cake Killer, and his reasons, sheds light on aspects of FNAF's story that have been shrouded for years.

But some questions remain.

Why did Michael lock Charlie out of the birthday party, provoking Henry to try his violent alternative?

For that matter, why DID William choose his younger son Michael to be the title character of Freddy, a role his older son Henry clearly craved and envied? Michael may have been a good singer, but the true Afton family business was robotics, and Henry's calls in FNAF 2 show he had a deep understanding of animatronic workings. Should any trouble befall William, Henry should have been next in line to run the family and protect their amazing secret.

Henry and William must have had a powerful falling out before Take Cake even took place, something deep and personal that was nasty enough to cause a rift within the family, and inspire Michael and the other children to show such unprovoked hostility to Charlie.

And the key to this mystery can be found with the final, most hidden child of the Afton family.

Four characters were made for the original Afton children: Freddy for Michael, Foxy for Henry, Bonnie for Sammy and Chica for Charlie.

When the story began at the original Freddy's in 1972, there were four Afton children.

But somewhere along the way, another child joined the family. And by the time of the Missing Children Incident at The New and Improved Freddy's in 1983, there were five children.

And although they'd been in the background, we've already covered most of the lore clues that lead to the existence and identity of this 5th child, as we've progressed through tonight's story.

The fact that Charlie did not bond with Classic Chica because Michael denied her the chance by locking her out of the restaurant. Prompting her father Henry to bypass using a springsuit by using The Silver Knife Technique.

That the performers of the Classic Freddy, Bonnie, and Chica characters were friends, the same Merry Band of Mangle Marauders we also see trying to tear Mangle apart.

Another FNAF 2 picture shows that Sammy is friends with Classic Chica's performer, a suit with orange accents, just like the kid with the orange shirt who's part of the 3 of Mangle Marauders, along with Michael and Sammy.

A FNAF 3 picture shows Classic Chica popping out of a cake, while a pair of boy and girl twins are laughing. Twins that must be Sammy and Charlie, looking at a third character.

And then, when looking at the Animatronic Bullies that grab Michael in FNAF 4, the dark skin tone of the Chica Bully stands out from all the other members of the family.

When we view the FNAF 4 Chica bully, and the Orange Shirt kid of the Mangle Marauders, a certain detail stands out that shows these are the same boy, who, possessing the supernatural android strength of the others, must be a member of the Afton family.

And, when comparing his dark skin tone to that of all the other light-skinned characters around him, we're forced to make the conclusion that this 5th boy is an African-American child.

Ladies and Gentlemen, I would like you to meet Lamar Afton.

Before I continue, since any mention of a character's race is always controversial, I should make a statement.

The word "race" isn't even scientifically correct, because all humans currently on Earth are all of the same race: "Homo Sapiens". Anyone from anywhere in the world can move to anywhere else, marry, and have children. The minor regional differences between people from other parts of the globe, tiny changes many morally-challenged groups consider awe-strikingly important, barely rate as footnotes in terms of actual science.

If you see Harry Henderson, Gollum, or Godzooky walking down the street, then you can play the Race Card for real. Although if you DO see them, please put it on Youtube

(Gollum: "MTV SUCKS!")

My own personal avatar is a six-foot tall black and white ferret monster wearing a detective outfit or goofy green headset. As such, I've always viewed my human's "caucasian" flag with removed amusement.

But returning to the story, how can Lamar, a name I've borrowed from the novels, be a member of the Afton Family, if the rest of the family is white?

I mean, all the other Aftons are white.

Aren't they?

... Let's take a closer look.

Grandfather William Afton, The Purple Guy, is often viewed in shadow. However, in The Silver Eyes he looks white, something that his FNAF 6 picture and English accent would reinforce.

Michael Afton, in both his FNAF 4 Crying Child form and the early cutscenes of Sister Location's custom night, is clearly caucasian. At least until his synthetic flesh starts to malfunction, turning him into a purple zombie.

Henry Afton, wearing his personal Fredbear suit in FNAF 4, is white as well. And Elizabeth also has light skin, as shown in her role as Ice Cream Girl.

All three children had the same parents, William Afton and Grandma Afton. So we can assume William's wife was caucasian as well.

So the next person we need to look at is Henry's wife, the one who became Ballora, and the mother of Sammy and Charlie.

Now, remember that in Grandma Afton's case, we were able to tell she was white by looking at her children. And we can use that same technique with Ballora.

When Ballora is scooped on Night 4, the shattered living metal from her abdomen gives birth to several smaller robots called Minireenas, little ballerinas that resemble the big ballerina of their mother.

We see the same thing with Baby. Whenever Baby goes to the surface, kills a human and steals their remnant, then returns underground and gets partially scooped, the living metal extracted from her forms the Bidybabs, little robotic babies that, again, resemble the Big Baby.

Ballora herself is light in color. Her minireena children, however, have white Puppet-like masks and orange-brown bodies, the same color as Ballora's skirt beads and earrings, a shade close to Lamar's orange.

The puppet-like Minireenas do seem to be a balance between dark and light. Which fits perfectly with the contrasting black and white stripes of the main Puppet.

Now, while Ballora the robot appears light in color, her human could have looked different, and did. When you contrast the Gypsy bust that was patterned off Henry's wife, with the stark white baby masks on the other side of the room that resemble Charlie's dorm room project, you'll notice Henry's wife had a noticeably dark complexion. And both Ballora and her Gypsy bust share a taste for exotic jewelry with an African cultural flair.

My conclusion might be controversial, but I can see no other possibility for the evidence presented, than to say that Henry Afton, the eldest son of the family, married a woman of color. And this act caused a rift in the family.

Lamar isn't the only African American member of the Afton Family.

There are actually four.

Lamar...

His mother Ballora...

And the two children of Henry and Ballora of mixed heritage.

Sammy..

And CHARLIE.

Now do you understand what happened on the fateful day of Take Cake to the Children?

Charlie was a member of the Afton Family, and deserved her place at the party along with everyone else. A little girl about to take her first big step and meet her robot, a unique, precious moment in the life of any Afton.

But this moment, her birthday, was robbed from her. Because the others did not accept her for who she was.

Do you see those armbands those children are wearing, in the Puppet's final minigame in FNAF 6? Do they remind you of anyone from history?

All the children at that party deserved to wear those armbands, more than they knew.

And the worst offender of all, the Master of Ceremonies in charge of the entire birthday celebration who, with a little compassion, could have changed everything, was Michael Afton himself.

It seems our Stalin cosplayer Michael had a bit of Hitler in him as well.

Because good old Freddy, everyone's favorite bear, was a racist pig.

Do you recall how Golden Freddy was good side of Michael, and when he sees him in the FNAF 2 cutscenes he says, in small print vs Shadow Freddy's large print: "It's me?"

If Michael Afton is currently looking at his good side.. Then which side of him are we currently playing?

All this time, it seemed like Michael was the victim.

He's been bitten twice, locked in rooms, terrorized by robots, had his synthetic flesh infested by minireenas which tore all of it away from the inside, and been left as a lurching, glitching, robotic purple zombie that makes people recoil in fear.

FNAF could easily be subtitled: "Michael's Terrible, Horrible, No Good, Very Bad Day".

Yet all of that would have been avoided if Michael simply opened the door and let Charlie have the birthday she deserved! He could have remained the star of the show just by not being a jerk!

Michael has been miserable, because with his negativity, he's been the architect of his own misery.

And yet, even here, there's more to the story.

When the story began, Henry was the victim.

As the oldest son, with the best knowledge of robotics, Henry should have been the heir to the Afton legacy. He should have been Freddy from the beginning.

But Henry was also a socially progressive person, too progressive to the liking of his conservative father William. And when Henry took a woman of color for his bride, William expressed his displeasure at the match by spitefully granting Henry's birthright to his younger son Michael.

William probably thought he was teaching Henry a lesson.. Not realizing that he'd just thrown the first stone in a hailstorm of revenge that would threaten to tear the family apart.

Since I've already gone all-in with one Harry Potter reference, let's go for a second one.

The death of Sirius Black, Harry's godfather and last magical relative in "The Order of the Phoenix", wasn't just caused by Bellatrix Lestrange, but also by a long string of bad decisions made by our heroes.

If Dumbledore had told Harry about The Prophecy earlier, Harry would have known the Department of Mysteries was a trap.

If Mrs. Weasley hadn't insisted Harry, Ron and Hermione were too young to join the Order, all three would have had other methods to contact Sirius, instead of having to risk life and limb breaking into Professor Umbridge's office.

Kreacher the house elf betrayed secrets to Voldemort, wounded Buckbeak to draw Sirius upstairs, then lied to Harry's head in the fireplace about Sirius being at the Department of Mysteries because Sirius had always been mean to Kreacher, and Kreacher creatively interpreted Sirius' command to "get out" to leave the house and contact Bellatrix's sister Narcissa.

Snape developed a lifelong hatred of James Potter because James and Sirius constantly bullied Severus in school. Dumbledore made Remus Lupin a Prefect in the hopes Lupin could talk his friends out of bullying Snape, but Lupin never intervened.

Snape's great dislike of Harry, who looked just like his father James, was a large factor in Snape cutting off the Occlumency lessons Harry needed to learn to shield his mind from Voldemort's influence.

And the last straw that caused Snape to throw Harry out of the mind-shielding lessons, which allowed Voldemort to send Harry false visions of Sirius being tortured in the Department of Mysteries, was because Harry Potter stole a look at Snape's Worst Memory, which had been held safe in Dumbledore's Pensieve during their lessons.

If even one person in this long chain of cause and effect had employed more understanding and compassion in their decision making, even for something as small as being nice to Kreacher, Sirius Black would have survived.

So when Harry Potter rudely broke into Snape's most private thoughts, Harry became the architect of his own misery.

Michael Afton and his family faced a similar fate.

William's oldest son Henry was better qualified to be the heir to the Afton Family, and Freddy should have been his character from the beginning. But William didn't approve of Henry

marrying a woman of color, so he tapped Michael to be Freddy, and put his youngest son over the eldest, sparking a terrible rivalry that would lead to Henry creating Fredbear, a golden version of Freddy, in an attempt to outshine Michael.

Michael's refusal to let Charlie into her own birthday party because of her mixed heritage prompted Henry to take matters into his own hands, using a silver knife to extract half of Charlie's soul to animate her child version JJ, while unknowingly leaving the other half behind to be collected by the Puppet.

This evident child murder outside the original Freddy's forced William's original Freddy's in 1972 to close, with Fredbear's Family Diner opening 10 years later, forgoing the small family establishment in favor of a large, money-hungry corporation, elevating Henry as the star while reducing Michael to a second string security guard.

Henry's hasty and brutal attempts to "save" his children (by stabbing Charlie with a silver knife and grabbing Sammy by the ankles to forcefully stuff him into Bonnie) horrified and depressed his wife Ballora. This prompted her to seek comfort in another man's arms, leading to the birth of her third child, Lamar, whose father was not caucasian, and was certainly not Henry.

Ballora's infidelity drove the already obsessive Henry into becoming a Mad Scientist in every sense of the word, leading him to furiously and desperately put her soul in the useless form of a Cupcake, so she could never again leave his sight again. A terrible act that earned him no points whatsoever with his daughter's vengeful spirit later on, and forced Lamar to grow up without his mother, in the company of miscreants like Michael and Sammy.

William lured the teenage android versions of Sammy and Charlie to the backroom of Freddy's on June 26th, 1983 with the promise of trying on Fredbear and Spring Bonnie. And either due to negligence, or deliberate sabotage, both children experienced springlock failures, and had their souls drained into Fredbear and Spring Bonnie, forming the Shadow Animatronics.

The Shadows then proceeded to do everything possible to make William's life hellish. Shadow Freddy, the anti-Charlie, caused the Missing Children Incident, biting Michael's younger version to create Golden Freddy, and trying to frame William in his Foxy suit for the deed.

Later on, Shadow Bonnie/RXQ, the anti-Sammy, caused the Save Them Massacre, and devoured the majority of Grandma Afton, again trying to frame William for murders he didn't commit, and inflict unbearable harm on him in revenge for their stuffing.

The Puppet, the good side of Charlie, did everything she could to try and fix the damage wrought by the Shadows and put the terrible mess back together. But Henry never accepted that the Puppet was also his daughter every bit as much as the android he animated with his silver knife, locking the good half of Charlie away in a dark prison inside the happy establishment with the Music Box. While Henry gave JJ all of his love and everything she

desired, spoiling this half of his daughter into the creature that eventually became Shadow Freddy, and ate him.

Shadow Freddy paid back Michael for the birthday he denied her by giving him three of his own, with the Bites of '83, '87, and the combined memory of both in FNAF 4.

William returned to the run-down Freddy's in FNAF 3 to try and release the souls trapped in the animatronics.. Only to find that Shadow Freddy still controlled these ghosts, even in death, and used them to force William to try and find refuge in the very Spring Bonnie suit he had arraigned for teenage Sammy to die in.

Then, once her brother held William as eternal prisoner inside Springtrap, Shadow Freddy went on to renovate the FNAF 1 location into "Chica's Party World", dropping the name Freddy entirely and using the name of the classic character William made for her ever so long ago. The one she would have had, if Michael hadn't cruelly locked her outside of the restaurant.

Small mistakes, leading to large, terrible consequences. Harry Potter and Michael Afton are very different people, but each learned the same lesson in their respective stories.

Now, finally, we have a decent picture of William Afton.

He wasn't a demonic serial killer, like everyone used to believe.

Nor was he an angelic being gracing the world with magical technology behind human understanding.

He was just a guy. A flawed human being, like the rest of us, just with a few rare talents. Although everyone has some sort of talent.

There's good and evil in everyone, and William is a case in point.

He moved mountains to discover the secret of eternal life, to give this gift to his family.

But he also disenfranchised his firstborn son who was more liberal than he was.

He willingly took the hot seat in FNAF 1, a position that was deliberately designed to lure in unsuspecting victims and harvest their souls, and risked his own life nightly just to prevent Shadow Freddy from claiming more innocent lives.

And yet.. William's luring of Sammy and Charlie into the back room on June 26th, 1983 is the reason the Shadows existed in the first place.

He's a genius, a hero, a vindictive schemer and a bigot.

And he's just as messed up as the rest of us.

And somehow, whenever I think of Grandfather William, I picture another famously flawed head of a television family that hit the air just a year before the original Freddy's opened:

Archie Bunker, from the sitcom All in the Family.

Archie: Boy the way Glenn Miller played

Edith: Songs that made the HIT PARADE!

Archie: Guys like us we had it made.

Both: Those were the days!

They were days of some kind..

Often described as a "loveable bigot", Archie is an old, conservative guy set in his ways, freaked out by all the cultural changes happening around him in the 70's, and has nasty things to say about just about everyone.

And yet.. Archie does love his family. And in his own backward, short-sighted way, he does what, in his eyes, is the best thing for them.

Archie is a World War II vet, and has seen terrible things.

And FNAF 6's Midnight Motorist is set in England, where everyone drives on the left side of the road. Set before William came to America, it could be the tale of how he had to deal with an abusive, alcoholic father.

The mental scars people carry are always the most painful, and longest lasting, as well as the hardest to see. It's very important to know who someone is before you judge them.

But someone willing to give part of their own soul to heal another, like William did to save his wife and form Mangle, is rare indeed. And even though William's technology was what made the soul eating nightmares possible, he intended for that same technology to save his family from death.

He may not have all the answers, and made more than his share of mistakes. But like Archie, William was able to learn, and try to fix the situation instead of making things worse. It would be a mistake to count them out yet.

Just as it would be a mistake to count out Michael Afton, even after doing terrible things and taking repeated Bites. Because his story isn't over yet.

PART FIVE: Michael's redemption

When we last saw Michael, he was still somehow alive on Night 6 of FNAF 4 after reliving the memory of both bites.

At this point in time he, the Bite of '87 victim, was still technically clinging to life, his bitten body laying on his bed in the Afton House. The FNAF 1 Night 1 phone call, which cameos as a background sound in FNAF 4, mentions the Bite of '87 victim is still alive, and so he is.

But as both Michael and Psychic Friend Fredbear, who I believe to be an avatar of Shadow Freddy, disappear in the same spotlight Freddy's Hat vanished in in the teasers. While a heart monitor goes off as Michael, who was only lightly crying before, dies, and fully becomes one of The Crying Children as his soul is completely absorbed by Shadow Freddy, dating this cutscene after when FNAF 1's first call was recorded.

Shadow Freddy has successfully replaced Michael to become the real Freddy in truth, while her Father Henry continues to battle in the bedroom on Night 7.

Shadow Freddy has won!

... or has she?

Before Michael dies, he hears a voice from the Puppet, promising that they, the souls Shadow Freddy is controlling, are still his friends, and that she will put him back together. Using the levitation and healing powers William put into the Puppet, abilities that Mangle's large head, a powerful Horcrux of William, also possesses.

And she must have kept her word. Because Michael turns up again as the protagonist in Sister Location, set after FNAF 3, as a convincing humanoid android.

The final custom night cutscene also shows Michael had a conversation with William, and it was William who asked Michael to infiltrate the Sister Location facility and save his daughter, Michael's sister Elizabeth. A scene that would only be possible if RXQ reconciled with William's Purple spirit as shown in the Glitch secret mini game, and moved on as the Bonnie child in Happiest Day, leaving William in control of Springtrap. The events I described in The Summer Paradox.

Which means Michael Afton was also the protagonist of FNAF 3, an immortal young-looking Android who was able to convince Phone Dude he was a teenage peer, while looking to free his father and the spirits of the other family members by activating the Happiest Day program.

So how did Michael get from a soul imprisoned in Shadow Freddy's bowels, to a free android who could come back to save the others?

The answer is in FNAF World.

You can pick any character you want to lead your party in FNAF World.. But your protagonist, the character you actually are, picking these teams and commanding them... is always Freddy.

Freddy is the one who peers into Desk Man's house. And whenever your party takes a warp shortcut through a glitched object to enter the Glitch Worlds, layers of coded reality beneath even the main game itself, your turn into a bear icon. Unless you go all the way down to level three, where your avatar becomes a human head. Until you go down too far and meet Old Man Consequences, where your avatar becomes Freddy again.

FNAF World starts with a creepy opening where a pair of yellowish-green eyes mention that you're in a sanctuary where something has gone wrong outside that affects things here. The voice then continues the last conversation Michael heard before dying in FNAF 4, as the voice promises to put him back together.

FNAF World is definitely not a real physical place, but a computer game made of code according to Old Man Consequences. You are, quite literally, a ghost in the machine, just like in FNAF 4. FNAF World is simply the deeper layer of The Flipside Michael found himself in, after his tenacious foothold on life was severed completely.

And FNAF World is also run by the ever friendly and charismatic Fredbear! Who immediately starts giving you tasks as you explore this fun place full of crazy characters, bright colors, and beautiful sounds! And while it's clear that Fredbear isn't quite telling you everything.. It's easy to get so caught up in this incredibly fun place that you forget exactly where you are.. Or how you got here.

Because Fredbear is once again controlled by the fabulous Shadow Freddy. And FNAF World's map resembles the inside of a human brain because that's where you are.. In a Matrix-like mind prison deep inside the shadow-controlled Afton Family living metal cable network. And the reason you're being perpetually distracted is that Shadow Freddy is feeding off your soul energy with every passing moment. And remembering the outside world would remind you of this horrifying fact, and inspire you to search for a way out.

But Fredbear has lots for you to do! In fact, he wants you to take out several powerful boss guardians scattered through the realm, for reasons he won't tell you.

It turns out several of FNAF World's guardians resemble bosses from Scott's earlier game "The Desolate Hope". Both games also require you to search for glitched objects inside a digital simulation in order to progress. Both Fredbear in FNAF World, and Coffee in The Desolate Hope tell you that the bosses you're fighting are virus programs that must be destroyed in order to save this electronic environment, and you as the ever vigilant hero set out to do your duty and conquer them.

But there's a huge twist in The Desolate Hope: The monsters you're fighting are actually the guardians of the world themselves. YOU are The Virus, and Coffee has specifically messed with your programming so you will retrieve the coded objects he needs from each simulation, unwittingly destroying each world in the process.

There's a method to Coffee's madness, and a heart-wrenching additional twist to The Desolate Hope that I won't spoil here. I'd highly suggest either playing the game or watching Ben the Scoopist's full Let's Play on Youtube. But it's clear by comparison that Fredbear/Shadow Freddy is up to something in FNAF World as well, and intends for Michael to be her unwitting errand boy.

If you do everything Fredbear says, to the letter, you're rewarded for all your hard work with a Troll ending that praises you for not taking any risks, or finding anything interesting. The narrator informs you that they still control you, and that you're finished. It also praises you for destroying a pretty powerful creation, but the narrator themselves is still out of reach. Your lackluster accomplishment earns you a "Thanks for playing!" with a wink, and a trophy you can put on your wall.

So it's clear if you do what Shadow Freddy wants you to do, you actually lose.

Perhaps these giant guardian programs were installed by William Afton years ago, to protect the Afton Family network in the event hostile entities like The Shadows tried to take control of it. And by destroying these guardian programs, Michael has actually allowed Shadow Freddy and RXQ complete control of the network, dooming himself and every other soul devoured by the Shadows to remain prisoners forever.

It's a terrible fate. But fortunately, there is an alternative.

If you do what the game doesn't expect, by waiting until the end of Fredbear's dialog and leaving the DONE button idling on the screen, Golden Freddy will temporarily escape from Fredbear and warn you not to follow Shadow Freddy's course, but to take a different one instead.

Golden Freddy wants you to find 5 clocks that are hidden in the world, secret programs that just might be the ticket out of this prison. Finding each clock will enter a minigame where Michael actually sets up and arms each of the secret minigames of FNAF 3 for later use.

And the ultimate reward of The Clock Ending is the discovery of an additional *UP* teleporter on the main map of FNAF World itself. You use Up and Down teleporters to navigate the layers of the Glitch Worlds beneath the code of the game all the time.. But this UP teleporter on the main map reveals that FNAF World itself is just another layer in the Matrix that you can warp up and out of, like all the others.

And taking this teleporter activates the only real, canonical ending to FNAF World, earning you another cutscene with the Puppet who again says "We are still your friends.", and says the pieces are in place for you, and all you have to do is find them. Then ends as the Puppet tells you to rest.

FNAF 4 ends on Night 7 with the image of a locked box that nothing will open. Yet hidden deep in FNAF World's code is the image of this very same box.. Now open, and empty. That something which was once imprisoned is now freed.

I believe this box contained Michael.

And the next scene in the story can be found in the between-night cutscenes of FNAF 2, as Michael wakes up as an endoskeleton inside the Freddy on stage in FNAF 1, currently trapped behind Shadow Freddy's purple mask. And on either side of him, Bonnie and Chica slowly turn around to look at him.

It might seem at first that Bonnie and Chica are threatening.. But if you study Chica's expression carefully, she's actually overjoyed to see Michael! FNAF 1 Chica is animated by the child version of Lamar, while FNAF 1 Bonnie is animated by some of Sammy's positive remnant that was stolen from Balloon Boy.

This scene is a reunion of The Mangle Marauders!

And then the Puppet shows up, making good on her promise to liberate Michael who's just been woken up out of FNAF World by finding the alarm clocks, allowing him an escape from purgatory and earn a second chance at life

And the only thing The Puppet asks in return is that Michael return to the restaurant one day, activate the now-armed chain of secret programs that will bring about Happiest Day, and end the long nightmare the family is trapped in, once and for all.

It took Michael Afton a LONG time to come back. Somewhere in the ballpark of 30 years.

By the time Michael returned to the FNAF 3 location, which was again a rebuilt version of the FNAF 1 location, which was itself a rebuilt version of Fredbear's Family Diner, the place had changed so radically that it was hard to recognize.

The arcade machines, which had been stored in the secret room when William got Springtrapped, were now out in their own arcade. Chica's Party World had likely come and gone, redesigning the entire place and only leaving Camera 2 as evidence of part of the old building design.

Springtrap, who had originally had a bare front devoid of decoration at the time RXQ had trapped William inside Spring Bonnie, now looked different as well, sporting a single button and bib, as well as rip marks that might herald where a tie had once stood. At some point in the past Charlie had let her brother Sammy out of the sealed room to have some fun even while William's grisly remains were still inside the suit, gave him a new look, and then sealed him and the Afton Patriarch back in the secret room for safekeeping.

What did Michael do over the last 30 years? Perhaps he had amazing adventures of the sort we couldn't possibly imagine.

Perhaps he spent the entire duration of his hard-won magical robotic immortality crying and hiding under a table again, with the very thought of the possibility of death awaiting him back at Freddy's paralyzing him with so much fear that he entirely forgot to live at all.

Most like, he alternated between the two, knowing that to step back into Freddy's would mean returning to Shadow Freddy/Nightmare's territory. And she and her brother would take no chances at letting him get away again.

Eventually, though, the decision was made for him.

The newspapers showed the grounds around Freddy's had been bought up by a local amusement park, tearing down everything around to make way for this future project. If Michael didn't act quickly, and come up with a plan, Freddy's would be destroyed forever, it's still-living metal containing the conscious souls of the rest of his family, who would find no release of death but a shattering of their minds horrible beyond comprehension.

And bound in those coils of living metal was Golden Freddy, the best, brightest part of Michael's own soul. If Freddy's was destroyed.. Michael would never be complete again.

So Michael summoned the last of his courage, and signed on with a stoner dude who had a crazy idea... to turn the delapidated Freddy's into Fazbear's Fright.

VIDEO NOTES FOR THE FINAL BATTLE!

The FNAF 3 office becomes dark, just like the start of the video.

All attacking characters are Shadows! Shadow Chica, Shadow Foxy, Shadow Mangle, Shadow Balloon Boy, Shadow Baby, Shadow Ballora.. Etc. Each member of the Afton family makes an appearance, each one with a colored aura identifying who they are.

Meanwhile, in the background, while Michael is dodging attacks left and right, RXQ and his blue aura will be creeping closer and closer to the office.

Michael will start activating the FNAF 3 secret minigames, each one sending a character to Happiest Day, managing to activate the Glitch minigame just in time to stop Sammy.

After Glitch, RXQ will be stunned, his expression confused. William and his purple aura will be in the background, now he controls Springtrap.

The momentary calm is broken when all forms of Shadow Freddy start to attack! Shadow FNAF 1 Freddy. Shadow Toy Chica, Shadow Rainbow, Shadow Nightmarionne, Shadow Nightmare Fredbear.

All members of the Afton Family watch in the background as Michael dodges the last attacks, then activates Happiest Day. Giving Charlie the birthday party she always wanted.. Ending the conflict. Leaving only Springtrap behind, now controlled by William.

(I don't know how exactly I'm going to choreograph this with the script and soundtrack yet, I'll have to wing it when I get there)

At first, Michael and Phone Dude made little progress, finding some scattered artifacts while exploring the ruins, although never finding anything of high interest.

An unexpected bit of help came one day though, when Phone Dude got a phone call from someone who didn't identify themselves that claimed to have helped design the building.

This mysterious individual gave Phone Dude the exact location of the secret room, and informed him that a working animatronic was inside, the new lead Phone Dude talks about in the beginning two nights of FNAF 3.

It turns out that this phone call, was from Phone Guy, the designer of the original Fredbear's Family Diner which the FNAF 3 location used to be!

Remember how Henry developed Fredbear as his own character, a “better” version of Freddy to replace his troublesome younger brother as the star? We see two versions of Fredbear in FNAF 4.. Because two existed! Henry’s version of Fredbear at Fredbear’s Family Diner, and Charlie/Shadow Freddy’s version of Fredbear at The New and Improved Freddy’s.

And even though Shadow Freddy devoured Henry’s android form, and imprisoned his original horcrux of Foxy, Henry’s Fredbear horcrux survived! And as long as even one version of a character exists, they’re still alive!

Henry’s tip was a mixed blessing, leading Phone Dude to unearth Springtrap, a danger he wasn’t aware of or prepared for, and awakening all the real horrors buried under the surface of the Halloween attraction. And while Henry did help Michael find what he needed to find, he was still more than willing to let his younger brother sit in the FNAF 3 hot seat.

And Springtrap wasn’t the only one here, because two golden bear ghosts appear in the FNAF 3 office. Phantom Freddy brightens to gold, he’s Golden Freddy. And the second one, making the rare office cameos, also brightening to gold, is revealed to be Shadow Freddy in the game files.

Once again, Freddy and Shadow Freddy faced off, like an anime hero and villain both linked together by fate. Although deciding which one was the hero and which was the villain in this instance was subjective.

Just as she and her brother could command the other animatronics in the other games, Shadow Freddy was also able to send the enslaved ghosts of the rest of the family after Michael to distract him and damage his equipment. While her brother Sammy, who was controlling Springtrap and holding William prisoner inside, slowly moved toward the office for the kill.

Michael was not totally unprepared. He made sure remote-controlled doors were installed in the overhead air vents, which Fazbear Fright patrons certainly wouldn’t be using, in order to stop RXQ from using shortcuts. And he had vocal tapes of Balloon Boy, who was animated by Sammy’s good side, to serve as a distraction against his evil side. Not only would RXQ be compelled by programming to approach the sound of children, but the lure of following what used to be his own voice would be too much to resist.

As before with FNAF World, and later on with Sister Location, simply surviving seven nights didn’t mean winning the game. Winning Nightmare Mode gives you a newspaper of Fazbear’s Fright burning to the ground, with the creepy image of Springtrap hidden in the background.

Survival was never Michael’s goal. For all of FNAF 3, the exit to the restaurant was literally ten feet away, just outside the office door. If Michael wanted to, he could have bailed at any time before Springtrap actually got to camera 1. But he never did. This was his last chance to the

save the family, and himself. And the only way to do that was by finding the hidden secrets, gathering the crying children, and activating the Happiest Day program.

First, Balloon Boy needed to find the 8th balloon, passing 3 other dead BB children. Perhaps the three other MCI BB children who, unlike himself and JJ, were too damaged to survive.

Then Mangle had to dodge being torn apart by Sammy, one of the Mangle Marauders, collect their pieces, pass a giant crying child who might have been the Puppet, then climb the new balloons to find The Birthday Cake.

Then Balloon Boy needed to take the now-unlocked cake and comfort a crying child. The child who became Freddy in Happiest Day.

Then Toy Chica had to gather four cupcakes and give them to four unhappy children in the Afton House. Cupcakes that seems to represent souls because 5 ghostly cupcakes existed below, and one them seems to belong to Toy Chica. And then give cake to the ghost of a hidden 5th child, the one who became Chica in Happiest Day.

Then Henry's version of Fredbear from Stage 01 had to ghost through the walls in copies of the same room, navigating a maze with 23 living kids.. And one crying ghost all alone in a corner. The child who became Foxy in Happiest Day.

Then William's purple version of Shadow Bonnie, the shape his ghost took after being drained into Spring Bonnie, had to relive several memories from the past. The Stage 01 Spring Bonnie had two-jointed ears, but William's purple shade has three-jointed ears, just like Sammy's suit. Just as Shadow Freddy and Golden Freddy were both absorbed by Fredbear, and became twin golden bear ghosts, both Sammy and William were absorbed by the bare-fronted Spring Bonnie, becoming twin shadowy rabbit ghosts.

William was there when Sammy was trying to catch Mangle. But Mangle's main head doesn't appear in the Glitch minigame, only the yellow-eyed secondary head, alone by itself. William's pieces of Mangle don't appear in Glitch, because WE are playing as William in his form as Purple Shadow Bonnie.

Warping between worlds, William found himself trapped in a purple prison, with a uniquely dark crying child hidden in shadow off to the lower left. This dark child was the real RXQ, the negative shade of Sammy, William's victim from before, seeking revenge on him. Without even realizing that his quest to torment William forever was the very thing that keep Sammy himself from healing and moving on.

Then William received a little boost from Balloon Boy, Sammy's positive side, allowing William to escape from a crack in the prison wall, the same one BB himself had used earlier.

And what did William do, when he finally got free, and faced his captor? He gave RXQ cake. And Sammy finally abandoned his quest for revenge, and became the Bonnie child of Happiest Day.

After this, there was only one child left to save. The one Michael himself had wronged so long ago, when he locked Charlie out of the restaurant that fateful day he was supposed to take cake to her.

Shadow Freddy had been howling over the birthday she was never allowed to have for all that time, the poisoned thorn that fueled her entire campaign of revenge and counter-revenge. So there was only one way to make things right.

Michael summoned all the children for one more party.

With Golden Freddy as Freddy, by the golden balloon overhead, a shade of Michael himself.

With his older brother Henry as Foxy.

With his friend Lamar who inherited the unused Chica suit that had been originally intended for Charlie.

With Charlie's own brother Sammy as Bonnie.

And, finally, with the best and brightest of Charlie's own soul playing the part of the Puppet, succeeding, at long last, in her goal of putting the family, and Charlie, back together.

And together, they gave Shadow Freddy, the original Crying Child, the child with the light-colored bear mask with a purple balloon over her head, the birthday party she had always wanted.

And once Shadow Freddy found rest, she freed all of the other children as well.

(the lights come back on, brighter than before. Springtrap, with William's purple aura around him, is the only one left. Looking, if possible, a little bit proud.)

(Very slow Atari 8-bit style line fadeout).

EPILOGUE

In the beginning, there were four games, that made one story.

A lot has happened since that time.

FNAF World extended the story to reveal a hidden chapter of Michael's story between FNAF 4 and 3.

An entire series of companion books set in a parallel, mirror universe made Charlie the hero, trying to solve the murders and figure out her own past in a realm where William was a villain, and Michael barely existed (pun intended) except as a completely unrelated kid at school, the same as all the others.

Sister Location and Freddy Fazbear's Pizzeria Simulator, FNAF 5 and 6 respectively, continued the story of the first four games while adopting a well-hidden retcon to the lore, making them very similar to the original story. But also different enough to be considered a new story as well.

And then there's the whole upcoming FNAF Cinematic Universe, which will likely tell a 3rd story, and we won't know what that is until we see it. Chris Columbus, the guy who directed the first Harry Potter movies, will direct the first FNAF movie as well, and seems to be a fan for some reason.

As to where the books, movies, and future games are going, your guess is as good as mine. FNAF has shown that just about anything is possible. I still haven't finished exploring FNAF 6, and with Ultimate Custom Night on the verge of being released, I'm doubt I'll ever fully catch up with the lore.

But my goal, from the beginning, has been to find a solution to the original story of FNAF 1-4, and prove that under its candy-colored exterior, FNAF really does have a detailed and epic story.

And in this video, I believe I've finally accomplished that.

I'm tempted to call "The Afton Family Horcruxes" the complete story of FNAF.

But I can't do that, because even now, after three years of immersing myself in the most hardcore and complex video game mystery I've ever seen, I know I haven't found everything hidden in FNAF 1-4. And even today, there are details that still elude me.

Take the Save Them victims, for example. Five bodies surrounding six pools of blood, the most vicious event in FNAF 1-4. Who were these victims?

... I don't have a clue.

Phone Guy did mention that the Withered Animatronics, classic springsuits each capable of absorbing a human soul, shouldn't have been able to move around now that most of their

remnant was put into the Toys, although he admits it might still be possible. And it's only after Phone Guy realizes the truth on Night 6 that the Save Them Massacre happened last week that he says "Now none of them are working right!", which might suggest the Withereds absorbed new souls after the massacre.

But if the six Save Them victims were Afton Family members again, just like they were earlier in the 5-child Missing Children Incident, why did it take Phone Guy an entire week to realize that six family members were missing? The Afton House is right next door, how could this huge, thundering detail possibly have been hidden from him?

And.. if the Save Them victims were family members.. There were six of them now. Lamar got added to the family when the number of kids grew from 4 to 5.

Is it possible that, even now, there's a child in the Afton Family whose very existence I'm still unaware of?

It certainly wouldn't be the first time.

Then you have The Eye Light Puzzle, where some robots have eyes that light up from within, and others don't.

Regular Chica never has eyes lights. Foxy ALWAYS has eye lights. Bonnie and Mangle's eye lights seem to flash on and off at different times.

Toy Bonnie never has eye lights. Toy Freddy usually doesn't have eyes lights, unless he's in attack position in your office. Toy Chica doesn't have eyelights on stage, but gains them once she wakes and takes off her orange beak. Unless you see her in the main hall when the lights are off, in which case her eyes are dark. The Puppet usually doesn't have eye lights.. Unless she's attacking you.

And all these eye light rules in FNAF 2 get countered during the actual jumpscare, where only Toy Chica and The Puppet have eye lights when they actually attack you. It might have something to do with them both being Charlie.. But then again the Puppet has a hidden further frame to her jumpscare where her angrier eyes are again empty, looking a lot like Shadow Freddy's still-frame jumpscare in FNAF 1.

I'm sure very important story-building information is being transmitted here. I just have no idea what it is.

FNAF conveys information in a minimalist setting, and every little detail seems to have been meticulously planned to make you think about the situation, and other possibilities the story might have.

For example, "Swan Lake" is the song playing in the background during the Stage 01 minigame, where we're controlling what seems to be Golden Freddy.

Part of the reason Yellowbear in your office in FNAF 1 has tiny pinprick eyes is that this is actually a fusion of Shadow Freddy and Golden Freddy, two opposite forces being forced to coexist in the same body, sometimes alternating control.

The famous thing about Swan Lake is that the same actress usually plays both the good and evil swans, giving the work a sense of duality. A duality that fits the situation existing between Shadow Freddy and Golden Freddy perfectly.

I'm embarrassed to say that the only FNAF 3 secret minigame I feel I fully understand is the Glitch one. And even then, I can't identify the music playing, even after listening to a collection of Tchaikovsky waltzes.

Why are there 23 living kids in Stage 01, and one dead one? I have no idea.

And after banging my head against walls for three years, I feel I'm little closer to understanding these aspects of the game story than before.

I must reluctantly conclude that identifying all the FNAF 3 minigame songs and their underlying cultural significance may only be possible by someone who has more cultural knowledge of ballet, and a different world outlook than my own.

Everyone has their own talents, and pool of knowledge they've acquired in the adventures and mishaps of their life.

I'm very grateful to all the people who used their tech knowhow to extract all the sounds and textures from each video game so I could study them and use them in videos, because I have no idea how to do that myself.

For most projects, and specially huge detailed mysteries like FNAF, it's impossible for any one person to solve it on their own. FNAF has always been a team effort, and I owe credit to many other theorists whose work I built upon..

8Bitgaming first alerted me to the color shade difference between William's Purple Guy sprite in FNAF 2, and what they coined as "The Pink Guy", aka The Magenta Man, seen in Take Cake

and Foxy Go Go. I adopted the phrase “The Pink Guy” from them, and made him the star of “The Color Brothers”, my second FNAF video, and the first one that was truly epic in scale.

Andiematronic was brave enough to propose an idea that seemed insane to the vast majority of the FNAF fanbase: That The Purple Guy might be innocent. This idea made me pause my research and rethink the details of the game in a different light, eventually leading to my mixed-leaning-positive observations about William in this video today.

The Funday Pawpet show, which sadly disbanded last year after a 17-year run, is the group that first inspired me to dive into the complex and confusing world of video editing. Leading me to master the exalted program known as Windows Free Movie Maker to produce “Blackfoot’s Pawpet Show 500 Video!” 7 years ago. An incredibly grainy, amateur video compilation of some of their past exploits, that humbly started my Youtube career.

I’ve talked to countless numbers of people during this FNAF adventure, on the Wiki, in Youtube comments, and on Reddit, and traded arguments, barbs and ideas with them. And sometimes even the craziest of ideas inspired me to look at something differently, leading to a breakthrough. I can’t possibly remember and thank them all, but if you’re out there, and remember talking to me, you know who you are.

And I never would have joined the FNAF adventure at all, if I hadn’t been inspired to become a Youtube theorist in the first place, by watching a certain video that compared the events in FNAF 1 to a real life massacre at a Chuck E Cheese in Aurora Colorado, in December 1993. The first FNAF theory by a show known as Game Theory.

MatPat’s FNAF 2 video got me digging into the game lore deeply enough that a strange idea formed in my head, and would not let go: Didn’t Jeremy Fitzgerald have to be the Bite of ‘87 victim? My obsessive compulsive personality kicked in.. and I had to share this idea with the world. So I evolved again as a Youtuber, and released my very first theory video, with the least accurate title in human history: “The Final Theory”

And the rest is history.

As I’ve said, I’ve used the knowledge and inspiration of many other theorists in my long string of FNAF videos. As well as the music from many artists, since my quest to find the perfect soundtrack lead me to making decisions that would please the audience, but forego any possibility of my videos getting monetized.

As always, I welcome anyone, great or small, to use the ideas in this video and all of my others in their own projects, as long as you just mention me as a reference.

I want to learn the full story of FNAF, and I know I'll never find it all on my own. But perhaps now that I've put the skeleton of the story in place, others with different knowledge and outlooks on life can build on my work and find the pieces that I missed.

This will be my last FNAF video for a while.

I'm not making FNAF Shorts 4 and 5, because I've basically put all of their material into this video already.

I desperately need to recharge the FNAF section of my brain.

And now that I've helped Michael and Charlie, after helping Steven out earlier this year, it's high time I finally got to Asriel.

(Highlight of my channel banner, centered on Asriel Dreemur, with the thumbnail for the next Ferret Theory episode on it: "Asriel Dreemur has Two Souls!")

Although, there's still one lingering question. If Classic Chica was possessed by Lamar's child BB-version.. Whatever happened to his adult android version.

The answer is simple: Lamar survived.

Charlie got stabbed by Henry, then springlocked by William, along with Sammy. Henry got devoured by Shadow Freddy. Michael got bitten twice, then eviscerated by robotic parasites before turning into a robotic zombie. William got Mangled, then Springtrapped. Grandma Afton got mostly devoured and reduced to the second head on Mangle. Ballora got turned into a useless cupcake. And Elizabeth got devoured by Baby, then torn in half to also form Ennard, the same way Charlie was split into The Puppet and Shadow Freddy.

Perhaps Grandma Afton supported William's decision to disinherit Henry over his choice of wife? In that case, every single member of the Afton family who wronged another member in some way, and took it upon themselves to fan the flames of conflict rather than put them out, met a horrible end in some fashion.

Everyone except Lamar. Who, other than helping pull apart Mangle a few times, never hurt anybody. And his adult version decided the wisest thing to do was just to walk away.

This is a horror movie where the black guy is the only one who survives.

When Lamar looked around, and saw he was trapped in a mansion full of crazy white people who were unnaturally extending their lives through the use of predatory mad science.. He did the right thing, and choose to GET. OUT!

Will we ever see Lamar again?

Maybe.. Just maybe.. We already have.

The protagonist in FNAF 6 heard the very same calling that summoned the other animatronics to Henry's deathtrap. A person who shared their connection to the Afton Network.

This is a person who spent some of their college tuition money to open a Fazbear franchise. And someone who choose to die with the other trapped animatronics, rather than take the easy open door right behind him.

At the very beginning of the game, when we interviewed Scrap Baby with a trial Henry said was designed to test vintage entertainment robots.. Baby interrupted the testing and took control of it instead at the end. As if she was the one testing US across the table.

Like we were also a vintage Afton robot.

Scrap Baby knew who our FNAF 6 guard was. As did Molten Freddy. Our guard was someone they knew, who had had a birthday before with the Aftons. Although Scrap Baby remarked that he wasn't the person she was expecting to see.

Henry made it clear to our FNAF 6 guard that the job he took was never intended for him. This is the reason Henry left a way out.. Had Michael answered this call, as Henry expected, Henry would have bolted the exit shut and burned him along with the rest.

Yet Henry did know who our FNAF 6 guard was. And while Henry never did accept him as a member of the Afton family... Henry understood why our hero might make the seeming insane decision to stay in the burning restaurant, rather than leave.

That perhaps, after being away for decades.. All our FNAF 6 character wanted to do.. Was become one with the family again. A motivation Molten Freddy seemed to share, when he thanked our guard for salvaging him, and letting him rejoin the party.

Although even after burning to death in the ruins of Freddy's, it still wasn't the end for our hero. Because even after dying, he still woke up again and got a signoff video from the company.

It seems that our friend Lamar still had a horcrux.

Perhaps there's a reason that so often in FNAF, family members get fused together, and actually seem to seek out the experience.

If remnant is indeed made of memories, then the memories made between members of a family as a whole is remnant they all share.

That besides just being individuals with their own goals and prejudices, each person is also part of a greater whole.

And the real tragedy of the Afton Family was that they forgot these ties that bind, and thought only of their own goals and their own pain.

It's true that you can only pick your friends, not your family. And it's very easy to take family for granted, and reserve your worst behavior for them.

Only to realize, once these ties finally are broken.. Just how much we always depended on them.

And what we want most in the world, just like the Puppet, is to put everything back together again.

Thank you all, for listening to my story.

Goodnight Everyone.

CREDITS

Final Jam (bits of which play in many sentimental places through the rest of the video): "Hold Me Tight" by Fox Amooore -- <https://foxamooore.bandcamp.com/track/hold-me-tight>

Aftercredit sequence: Mangle's two heads sing the last bit of the "All in the Family" theme

William: "Didn't need no welfare state."

Grandma "Everybody pulled his weight."

Both "Gee our old LaSalle ran great.."

Both "Those.. Were.. the.. DAYS!!!"

Audience cheers!

(FIN)

