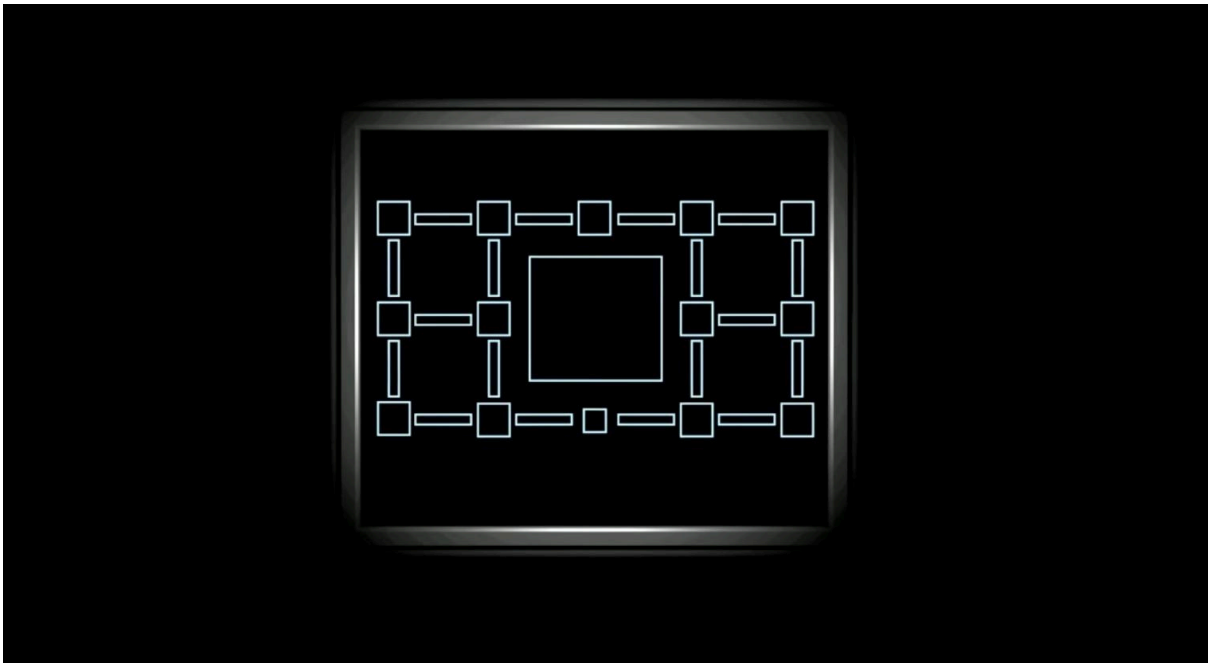


"I'm afraid you've been misinformed.
You are not here to receive a gift.
Nor, have you been called here by the individual you assume.Although, you have indeed been."

Welcome to Henry Emily's FNAF 6 document

Overview information:

This is document that'll be briefing over the 2017 installment sixth game of the Five Nights at Freddy's franchise, Pizzeria Simulator, which delivered one of the most Iconic speeches in recent horror time. Not only this, but it had featured a plan by business partner of the main antagonist, William Afton, Henry Emily, in which his goal was to end everything that had happened, the horrors. By doing this, he would create a fabricated environment, which I'd analyse and deeply looked at properly to ensure the full extent of Henry plan in this game for you all to read!

Credit: @kissingveneno on Reddit, Discord, and TikTok

CBEAR inference chain:

To start it off, we have to go the very beginning of it, and line of the inference Henry had to follow so that he can even formulate this plan later on in the timeline:

Learns about remnant and how it somewhat works; knowing how it seems to respond to emotions, how it creates higher type of energy with negative energy; how it responds different to different memories, and how it responded better to death that it can create energy (which he could learn) but doesn't fully understand as stated in the insanity ending ->

Charlie died near the Marinette/puppet animatronic on the night of her murder ->

key traits such as the puppet acting almost sentient, something employees of Fazbear talked about in FNAF 2, along with the Marinette gaining a design choice of purple tears seemingly unexplainably ->

conclusion 1: when an animatronic is possess, their behaviour acts aligned in some way to the person possessing it when not acting in animatronic mode, along with their animatronic design changing in some way such as the Marinette purple tears being added to their design, and there was no real explanation. Charlie was in great sorrow near the time of her death due to being locked out the pizzeria, and because the Marinette gains something align with his daughter final feelings, along with later unexplainable actions from it now having a matching nature, it'll mean his daughter possesses the Marinette; But not only that, his daughter seems to have a lot more consciousness and autonomy compared to rest of the spirits. This is likely due to the animatronic's base programming for the others are not the same for The Marionette

Elizabeth goes missing unexplainably inside CBPW ->

Funtime animatronics have kidnapping functions in their design, which Henry discovers the blueprints for ->

Circus Baby's own blueprint seems a lot more deceptive in presentation compared to the other blueprint, which is how Afton managed to open the business up in the first place ->

Circus baby was based on Elizabeth, giving it unique fascination and connection for Elizabeth to begin with ->

this explains why and how Elizabeth could have gotten alone with it due to her fascination and love for both it and her father, letting her disobey her father's word to be close with it ->

This means she definitely could had gotten taken and possessed Circus baby due to its programming to capture children when they're isolated, Elizabeth circumstances of her disappearance matching up in explanation to how she could had disappeared when taking into the newly additive information of the Funtime animatronics kidnapping property, which aligns well with the strange mystery of Elizabeth disappearance ->

Conclusion 2: because circus baby eye colour went from blue to green, something that matched Elizabeth's own eye colour of green before disappearing, along with the contextual Surrounding of Elizabeth disappearance, her special connection with Circus Baby, the property of how the Funtime animatronics actually kidnap without trace, and the previous connections with Charlie own possession; it'll mean she's possessing Circus baby

Elizabeth was apart of this combination of Funtime animatronics, but she would never hurt her father, who Micheal looks very much alike with, and is likely why he sent him down there for; because they looked alike with one another ->

But she did hurt someone who looked like her father, doing something deceptive throughout the time of Micheal's shift to the point of scooping him at the end, out of character for Elizabeth to do ->

Henry goes to William's house (which is like above CBEAR facility) and finds the message he left Micheal, this is where he could had found out that they were all there, and he found out Elizabeth was needing to be put back "together" and freed ->

That means Elizabeth isn't "together" ->

William sends in his son who looks alike to him, meaning he views sending himself as danger, logic if the spirits of his victims are possessing his animatronics now ->

This means William was aware of them wanting to escape, all of them, and he had kept notes of this (this making sense because Afton kept notes on his operation in Dittophobia) which Henry finds as well ->

This means Elizabeth also wants to escape, out of character for her, but it's not entirely impossible that she could had change ->

But if she's not together, can she even have made such decisions on her own if not fully together? ->

Before coming to CBEAR, Henry learned about the destroyed animatronics of the original four which happened in follow me, noticing parts were gone from the original animatronics (stated in the insanity ending) ->

From what Henry had learned about remnant, it's possible that Afton took these parts and the remnant of the spirits inside of them, which would had been the MCI spirits ->

why would Afton fully inject them into the Funtimes animatronics individually? Is that why he sent down Micheal, to see if they're dangerous? ->

But William should know if they're dangerous if he had interacted with their fully intact spirit towards him ->

This means William done something different with their spirits after taking their remnant, and since Elizabeth isn't "together" maybe it was the same with the other spirits ->

The scooper tears possessed metal out of the Funtime animatronics, and knowing William, he likely uses the scooper when he obtained a victim from his Funtime animatronics to get the remnant ->

If Elizabeth is not together, and the scooper, well, scoops out remnant, and of course Circus baby would had gone under this, that means all her remnant is not inside Circus baby ->

So that means whoever hurt Micheal, who naturally looks like her father, and was still the brother of Elizabeth, wasn't fully Elizabeth ->

So is she even in Circus baby at all? Impossible, because William directed Micheal to put her back together, meaning she's still here, just not fully inside Circus baby itself ->

It also means when they were hurting Micheal, believing it was William, Elizabeth didn't actually have full autonomy behind the actions, meaning it could has been a different influence behind said escape and violence towards "William" ->

Conclusion 3: Elizabeth isn't fully inside Circus baby, but is still in CBEAR fully, apart of all the Funtime animatronics, and whoever tricked Micheal wasn't Elizabeth, but a potential unknown third party

due to unstableness, the Funtime animatronics want to escape more than ever, especially after Afton "disappearance" and the arrival of Micheal, who has a goal which William gave him to do (Afton keeps notes) ->

all other previous escapes failed, and they'll get put back inside. They had nowhere to hide, nowhere to go, when they look like how they did ->

due to the disappearance of the night guard (Micheal) during the final known week of them being there, along with the hanging bodies of the technicians, they must had escaped ->

there's blood on the scooper, inside the scooping room (Micheal did bleed when he got scooped, event by the blood effects that were shown in sister location when he got scooped) ->

Witness sighting indicates that Micheal's body was decomposing after the events of Sister Location main play through (evident by the neighbours of Micheal waving at him and seeing him rot slowly), in which after these sighting, Micheal goes off radar ->

If Micheal's whole body was decomposing, which is impossible if he's alive, that means Micheal's observed behaviour cannot be adequately explained by ordinary biological functioning, but fits better with something supernatural ->

they use a real skin suit, that being the night guard, Micheal to escape ->

Due to their dismantled parts, yet Micheal strange final moments, and the fact they all couldn't fit inside of him, yet they all still escape, that means they could have all combined together to get inside of him ->

They combined to obviously escape, but there had to be more to it, that being the fact that they came "together" ->

Elizabeth was spirit was spread out between all the Funtime animatronics, which makes sense if Afton injecting the remnant between all the Funtimes in pieces ->

That also means the MCI spirits were in pieces as well if the injection patterns was one of spreading out in pieces between the Funtime animatronics, which is why William send down Micheal because of uncertainty ->

Conclusion 4: they combined together and became Ennard, and used the night guard's own body to escape the facility. Elizabeth and the MCI were also in pieces between all the Funtime Animatronics, becoming together once they combined.

Elizabeth was apart of that combination of Funtime animatronics, now together and now split apart ->

MCI spirits were inside the same combination with Elizabeth ->

Elizabeth was demanding and bossy naturally (Henry understands Elizabeth due to her side of the FNAF 6 plan relying on her psychology) and most importantly, she was connected with William and hold him in high regards ->

The other Funtime animatronics, who wanted their own agency and harbored deep resentment toward William Afton, overpowered her, meaning she wasn't apart of molten Freddy due to her nature and relations and was entirely independent ->

conclusion 5: Elizabeth wasn't in molten Freddy, and only that the other spirits were in Molten Freddy, but they were also messy, making them a lot more insensible and violent due to scatter-ness they'd experienced, along with having large amount of remnant. (Proof of him knowing about Molten Freddy is that he has a blueprint on Molten Freddy, which rule out Circus baby as apart of it; and that in the insanity ending, he said that Afton brought them all "together" in which he's not sure if they're aware or not)

Now, so that you all are not assuming, the idea of Elizabeth being shatter across the Funtime animatronics came from a theory known as shatterbeth: (https://fnaftheories.fandom.com/wiki/ShatterBeth) this explaining putting her back together and the character shift in FNAF 6.

Authorities:

Under government eyes, the Pizzeria had managed to pass as a normal pizzeria. We know since the employees have contracts and the pizzeria has announcements for other enterprises.

Remote activated simulation C (R.A.S.C):

This is a machine created by Henry in FNAF 6 in which the general believes about it is that it works in a way that connects with a central server at all times so that it cannot cause duplication signatures. If this breaks, the sound of clients or children which the salvage animatronics will hear throughout the game is going to be shattered, letting them realise the illusion of activity. The R.A.S.C simulates the sounds to attract them and fake activity, this stopping them from escaping the labyrinth, evidenced by what Henry says here:

“You don't even realize that you are trapped. Your lust of blood has driven you in endless circles. Chasing the cries of children in some unseen chamber. Always seeming so near, yet somehow out of reach. But, you will never find them, none of you will”

This dialogue tells us how he kept them inside the labyrinth, trapping them inside it with the fake sounds to keep them there, pursuing something they can never actually reach. the R.A.S.C. blueprint also specifies that Variable Alpha must remain at 98.6°F. This internal heater setting mimics the exact core body temperature of a human, giving the illusion that there’s human inside the labyrinth as well. The heat uplink sync prevents the system from confusing its own false heat signature with a real person, or accidentally broadcasting multiple human signatures in the tracking software. Sensor Override**:** This feature allows a human operator, the player sitting at the office computer terminal, to manually hijack the automated tracking systems. By executing an override, you actively command the R.A.S.C. unit to move to a designated location, overriding its baseline idle programming.

So, basically, the R.A.S.C plays the background sound of the fake customers, but you can use the sensor override to hijack automated tracking systems and then make it mimic a sound of a person inside the labyrinth to lure them away to it.

Purpose of the salvaging time:

During Salvage time, we’re obligated to follow our contract, in which we have to follow the terms under paragraph 4, which are unknown. Now that we’ve gone over the basics of the salvage time, I’ll explain the audio prompts and their purpose. I’m assuming that the sounds played are a "test track" like you'd use on an old VHS player to see if it worked properly or an audio alignment cassette for an old tape deck. It's a series of sounds that should trigger unique reactions. For example, the animatronic might be programmed to respond to a scream, but there are different kinds of screams, a child in pain and a child in incredible joy, which discerning between the two is essential. Following this hypothetical, the high-pitched sounds, although nonsense to you and me, may be designed to test whether or not the animatronic can still perceive the difference between those two kinds of high noises. The layman's explanation is that this is a dog whistle for animatronics training. Any animatronic that responds properly to this is "functioning." One that does not is "broken." Now that I have given an explanation over what these functions do, and what the franchisee (Micheal) is likely given, it’s time for the importance of them within the scheme. Henry’s main goal here is just bringing these animatronics in, but he cannot make it seem suspicious for the worker he’d hired; which we’ll go over.

Fooling the franchisee - Henry did many things in order to successfully divert any suspicions that would mess with his scheme, such as paying the franchisee for these salvages, giving Henry a higher success rate to get the salvaged animatronics into the labyrinth via disguise bribery. But Henry also gives you the choice to throw the salvaged animatronics out, diverting more suspicion from this other possibility alone within whoever the franchisee would be. Another diversion is that it can be seen in a way that Fazbear Entertainment is trying to save money and use animatronics from the past; so while it might seem strange, it'll seem nothing too weird in the FNAF universe due to its alignment with past actions of Fazbear Entertainment. Then we can't forget the audio prompts themselves. It's for the reasons for what I'd already explained about the audio prompts, that being it's a dog whistle to test their functionality. So this ends up having many reasons from the perspective of the franchisee, reducing all suspicions onto Henry true motives during the salvage time and long term during the whole work week. We also got the paperwork in the salvage sections of the game, the one you have to check off after each audio prompt, which are likely confirmation stuff for the franchisee (Micheal) to give to Henry so that he can know his plan is going accordingly while not putting himself at risk.

Obviously, what the worker is getting is different for what Henry is getting, that being if they're responsive to the audio log, then he'd successfully gotten the right animatronics with the spirits. Due to how they're programmed, outside informations such as springbonnie's suit reacting to audio prompts, which is evident from FNAF 3; Molten Freddy and Scrap baby reasons to why the audio prompts simulate her is specific sound frequencies designed to trigger the hunting protocols of the remnant inside her. Lefty's reasoning is because of a glitched aggression loop; the audio prompt causes an internal conflict between Lefty's automated programming and the restless soul inside her due to the "steady voltage" system to keep the Puppet subdued. This erratic data stream makes the animatronic glitch, move, and become highly hostile toward the worker. All of these specific reactions were taken into account for identification for Henry since he wasn't the one salvaging, which is why if they're responsive, they're likely the right people Henry wants because of the knowledge I'd listed, meaning if they're reactive to the audio, then they're likely right animatronics, especially the specific audio such as the FNAF 1 music.

Now, Lefty here is a bit different, since if we don't end up salvaging him, she'll just end up in the rare finds auction, showing us that even if Lefty doesn't get salvage, she'll find herself in the Pizzeria anyways, which makes sense considering the fact that Henry designed it to capture his Daughter for the plan, so he would want it to be here. There's also the contingency for William, in which if he doesn't get salvage, he'll just get and hide inside Nedbear, which was brought in the encyclopaedia, if I remember correctly. The contingencies here shows to us even more that the salvaging were Monitor by Henry.

Franchisee tests & business fabrication:

Before getting into the main point, it'll need to be made clear that the office gameplay section, tycoon sections both take place during daylight, the gameplay section in which you can hear audio of a crowd which is completely fake, meaning to subconsciously effect the franchisee mind that it's real, although the blockage of the business operating is something not exactly realised.

Now, in FNAF 6, if you increase the liability risk level through purchasing risky, low-quality, or marked-down catalog items; you get hit by lawsuits at the end of day. Why? Well, a lot of people assume that these are real, but i obviously don't, because the lawsuits are completely fabricated by Henry. Why? Well, I personally think that Henry is testing the franchisee (Micheal) reliability, it being a stimulate penalty generated by Henry's management software to test if Michael will take responsibility, pay the fine, or let the business sink. Michael fails the test by incurring too many

penalties, Henry uses "bankruptcy" as a formal excuse to terminate his contract and scrub his employment record, wiping his hands of an unreliable partner before the main trap is sprung.

But that's only one of the routes in which Henry carefully monitors reliability in his franchisee. We also got the blacklisted ending, in which if you're too reckless (getting over 50 Liability Risk level or higher without going bankrupt) Henry will blacklist you, wiping the security footage clean and erasing all traces of our employment from Fazbear Entertainment Files. Outside from this, if you also don't follow the special obligation from Paragraph 4, Micheal's employment will be terminated. What all of these are testing is the franchisee reliable as a function operator in Henry's scheme, and if he's not fitted, these three endings will be the cause. Obviously, this is also apart of the concealment factor of the scheme, maintaining the image that this is a "real" business; even getting actual sponsors (Fiztime Popsoda - $250 Marty's Plungers - $500 Flo's Glossy Floss - $1000 Wacky Wart Paste - $2500 Lally's Lollies - $5000) for this to further ground the business in reality, while they're actually just misleading factors.

The concealment aspect of this plan, if you ask me, is just wonderful, so I wanna go more in-depth in this. Aspects such as how the business functions are seemingly set up for the franchisee to not see through, such as the salvaging conditions, the work they're obligated to do in the tycoon section of the game, or the little things such as the advertisements you get on the screen during the gameplay section are all clever, and targets you almost subconsciously due to mundane they actually are. The reasoning behind it is because I think what Henry targets here is a very specific (although not clear in what I'm saying) part of the psychology which is that the information reaches subconscious acceptance due to the cleanliness of the fabricated information. These are not things that were consciously taken note off, and checking it off as valid, these were things already checked off unforced by conscious thought.

Take Micheal for E.G: he Isn't questioning why and checking consciously for the fabricated information, it's just something naturally done without him actually thinking about it. It'll be like: "Oh lawsuits, damn" rather than "why did I get a lawsuit?" While for William it'll be: "what is Henry up too" rather than "is this business fake?" Although the animatronics are more limited in their information because of the fact that they're only hearing the noise of a busy business rather than seeing; while lefty... uhh, well she's confusing here, but it's entirely possible that she just sneaks in or Henry plays those sounds when she's gone from the main area of the location. The Lawsuits in this are a noticeable weak point, although not a very strong one. You can win the lawsuits (although the percentage is 16 - 20%) so the win rate isn't high, but if you do win, well I guess Henry is just going to pay it to keep it up, especially since he's not gonna care if he's result in this all is death. Now obviously Micheal is not seeing what's happening, because he's fighting for his life in the labyrinth; while the lawsuits require proof that the events actually happened, so the person who files the suit must present facts, documents, or witness statements to show the court that the event took place and caused harm. Without any evidence, the judge or jury will dismiss the case. With this into consideration, the lawsuits that Micheal have can't exactly be questioned about, because of the burden of proof needed for the lawsuit to even take motion in the first place.

Proof for the lawsuits being fake? Well, the content inside of them are just ridiculous. Stuff such as breaking 106 bones, some boy being hospitalised for 10 months, another girl being in a coma for 10 weeks, and another bite happening are all ridiculous. Like seriously? Another Bite? The same event that made two locations close previously. But the last thing I'll talk about for this section is the insanity ending, in which in this, Henry gives you an alternative speech before you get fired, getting give a certificate of insanity for ensuring that no ones believe the franchisee, and ensure that you can be promptly replaced without incident, in which you go under an lobotomy, effectively giving yet another path of concealment of Henry's plan.

L.E.F.T.E & Molten Freddy luring:

The two easiest targets to bring in for the trap, so I'll start with the easier of the two, that being Molten Freddy. In order to bring in Molten Freddy and keep him there was by simply setting up the pizzeria, which attracts the amalgamation, salvage it, then it's the trap, in which you'll have to play the R.A.S.C to keep it inside. All Henry needed to do was just bring it in with these factors, along with the fact that the rest were also here, and yeah, it's staying. This is likely due to its unstable nature because of its large amount of remnants in it, having a lot of spirits inside of it, which could actively make it more vulnerable on an intelligence level.

For Lefty, Henry created the animatronic in a way so that it has a high success rate of capturing the puppet, which is his daughter, and bringing it into the trap. How? Well, how Henry design lure, encapsulate, fuse, transport, and extract (L.E.F.T.E); Emits a signal mimicking the security wristband, and plays a soothing lullaby through its microphone to attract the Puppet to it without its control, leading to Lefty to successfully capturing it, which it'll Applies a continuous, low-level electrical shock or voltage inside the suit to keep the Puppet calm and contained. Once it successfully captured the Puppet, Lefty would then bright itself to be salvage and brought into the labyrinth. But if you didn't salvage it, well then Henry will make sure that you purchase it. Also, Henry made sure that the name made sense by making Lefty, left handed.

Additional information: L.E.F.T.E has more purpose than I originally thought on the surface. Firstly, luring Charlie in with the opening of the pizzeria would had just captured her attention like everyone else who got their attention captured by it, but Henry must've known that Charlie awareness wouldn't keep her inside the labyrinth (he'll definitely he aware of this because it seem to be some sort of well known fact that the puppet almost seemed to think on its own to everyone in Fazbear entertainment, stated in FNAF 2).

But the other detail is that Henry likely made Charlie violent on purpose in FNAF 6 as another way of keeping her inside, noted by the liability risk of 9 she has (which I'm pretty sure Henry is aware about). How? Well she's being electrocuted, and it's very likely that Charlie thinks the one behind this is the franchisee (Micheal) so she'll put out her angry to try and kill him during the gameplay section.

his daughter attacks people which would get in her way of her goal (freeing the spirits) which, long story short, Afton knew about, and Henry knew about. Because of this alignment she had of attacking people who'll be in the way, what other way to trap her than to fill this aspect of her? If she's trapped inside LEFTE, and she cannot pursue her goal of freeing the spirits in happiest day, then it'll keep her wanting to stay in the labyrinth and etc. this adds a layer of already keeping his daughter in on top of the mechanism of the LEFTE, other factors such as exploiting her unawareness to what's going on in the labyrinth and what Henry is doing also contributing. It's like a contingency which Henry had created. He knew getting Charlie in the building like the rest would be difficult because, in her words, she's not an animal like the rest of them, which is why he created LEFTE to force her into it. But what if she'd escape LEFTE? There comes the franchisee as a target for her.

Finding out about Micheal's motive and that William was alive:

Micheal in this all is interesting because he wasn't planned to be apart of this plan, and we know because Henry said this: "And to you, my brave volunteer. Who somehow found this job listing not intended for you. Although, there was a way out planned for you, I have a feeling that's not what you want. I have a feeling that you are right where you want to be."

Now, how did he knew Micheal wanted to be where there, burning alive? Well, I don't think it's as complicated as it seems, especially considering how controlled the environment was. Due to the particular interactions Micheal had with the animatronics, which was one of previous meetings happening before, Henry could had definitely gained this information, realising who he'd hired isn't some ordinary franchisee for his plan. With this, he'll figure out his motivation, giving Henry the needed information to conclude that Micheal would want to stay.

With this, Henry would reason out from these interactions that Micheal was the one behind the fire of Fazbear frights, and due to this factor and his connects with the other spirits, he'll conclude his motive was one similar to his own, ending it all. As for how Henry figured out William was alive, well it's because of the fire of Fazbear frights and additional information of him becoming the owner of Fazbear Entertainment again. I believe since he became owner, he looked into the burning of Fazbear frights and other information related to it, in which he'll learn about the "real one" that was found inside of it, and with the additional information after the fire, which would be the salvage items that were auction (FNAF 3 newspaper), had no information regarding about the real one, which was Springtrap, at all, Henry conclusion here would be that William had survived the fire and is lurking. But how would he know that it was William? Well, since Henry figured that William dismantled the classic animatronics in follow me, meaning he knew that they were injected inside the Funtime animatronics as we'd established; and because Fazbear frights is the same building which follow me had happen in, and William didn't have any sighting after this because he went missing, then logically, he's the "real one" that was talked about.

The trap on Elizabeth, "William's presence":

Scrap baby, also known as Elizabeth Afton, had the thought process that the person behind what was going on in the game was her father, William Afton. Reasoning: Before the connection's terminated by Henry, Elizabeth said these words - "you played right into our hands. Did you really think that this job just fell out of the sky for you? No, this was a gift, for us. You gathered them all together in one place, just like he asked you too. All of those little souls, in one place. Just for us. A gift. Now we can do what we were created to do, and be completed! I'll make you proud, daddy! Watch, listen, and be full!"

This dialogue from Elizabeth Afton has a very strong suggestion that she believed this was all the making of William Afton, her father. Why? It's very simple, I believe Elizabeth was going off the context clues of her surroundings which Henry controlled said context clues, leading her to conclude that it was William behind this labyrinth. From how the game set everything up, not many of them actually knew who their employer (which was Henry) actually was, this being evident by what Elizabeth's says at the end of her salvage on Wednesday, which was her making it clear that she knew Micheal didn't know who it was. This plays a big part in my opinion since it opens up interpretation, although it's directive interpretation, which Elizabeth then took as William calling for her to go there, playing in their hands, gathering all the souls, being a gift.

Now obviously, it's clear that Elizabeth doesn't actually truly know, just more believing her delusions in this all. This is more connected in her trauma, and a need of this approval from her father; the mere idea of her dad being there filling her with the feeling of home. The idea of his presence being there, and him seemingly doing some sort of scheme which she isn't fully aware of, fills her with the need to stay, watch, and be full. Elizabeth even compared this to her birthday, in which she could be feeling like she's Elizabeth again, and the wonder that she'll have on her birthday. Elizabeth feels like she had regained a purpose, being immensely pleased by this, which is why she says: "**I'll make you proud, daddy**" which is why she'll refer to this as a gift a lot in her dialogue in FNAF 6.

To summaries: Elizabeth stayed because of her father's presence being stamped onto this scheme. This is something Henry would have taken into account and knew about within Elizabeth's psychology, especially when he cut her when

she was delivering her little speech to Micheal and said he's "not the person she thinks he is." Throughout pizzeria simulator, Henry really had a strong control over Elizabeth's psychology, touching upon every reason on why she'd so blindly walked into something she believed, although never really having strong evidence backing it up. Her regained purpose, her need to make her father proud, the need pleasure she'll gain from this, and even her own curiosity towards what's actually going on; all of this combining into this trap which Henry got her into. This environmental structure Henry had over Elizabeth was carefully constructed and managed so that she could be effectively trap.

But another thing that should be taken into consideration is that William Afton was there in the same labyrinth; he could have broken this psychological trap of Elizabeth's by simply revealing himself to her, and the larger scheme overall would have just shattered, but he didn't. This means, in all likelihood, that Henry took into consideration that William would not say anything to Elizabeth at all; observing from the shadows, wondering what Henry is doing in this "obvious trap" he'd already fallen into. This just brings more intricacies within his own understanding of William, and how much control he had over the environment in FNAF 6 due to just pure psychological control Henry had in it. Henry would have to know that William wouldn't do any sort of interfering with his daughter's general thoughts of the labyrinth; and it's all rooted back into his understanding of William.

The trap on William, "the deceptive call":

William getting trapped is pretty interesting due to his brilliance, so what trapped him here? I think what made Afton get fooled here is his need of wanting to know what the lie is, bringing awareness that he knew this was all just some big old deception, but getting the truth of his feelings of this was what he really wanted. Let's look at a very prominent dialogue behind this, and analyse it: "**What a deceptive calling... I knew it was lie the moment I heard it, obviously! But it's intriguing nonetheless.**" If you actually listen to the voice line itself, Afton is interrupting himself during it, adding on extra stuff in a way to defend his own intelligence which he holds great pride for. Why? Well, it goes back to the idea that Afton just doesn't know what Henry is really up too, despite being aware of it. It's like if you knew there's a sniper on you, but you just didn't knew where from at all, no matter where you would look; which is why he has such a defensive undertone in this dialogue, because he's aware of the unaware, and he's convincing himself that it's "aware" rather then "unaware" which is why he say it's intriguing, because he's bluffing.

The intense venom Afton demonstrates in this is evident as well, clearly being annoyed by this lie Henry had made, which gets equally communicated by Afton despite of being lied towards, perhaps even taking offence to the idea of someone thinking they can fool him. Especially Henry, who through the dynamic were presented with the other media, is written with jealousy, admiration, and much more. Now, moving on from this, Afton also said he couldn't resist a promise like this, which is in reference towards the said trap, which speaks to us that he's admitting that he couldn't help himself but just walk into this trap of Henry and dismantle it, proving himself better; his arrogance making him believe he's not in any sort of true danger. This is likely rooted in the fact that he survived both of his near death experience of the springlock failure, and burning fire of the horror attraction in FNAF 3; making him believe he had some sort of invincibility to the point that he can just survive this one. He always comes back. Henry would figure this out because it's very likely he started to put in motion this scheme after learning the news of the fire in FNAF 3.

But outside of Henry abusement towards William's pride, I think that fact that William wants to figure out this trap he doesn't fully know, only aware about, makes him fascinated in the others, which is evident by his dialogue here: "**fascinating... what they have become**" which says to us the obvious, that being he's fascinated. Why though? What is this so fascinating to him, the others in the same labyrinth as him? Well, I think it's two reasons for it: Afton's need to figure out this deceptive calling, and just the overall nature of how they became to be. Take Elizabeth as one of the example. She's showcasing a praise towards her father, when before, she seemed a bit more resentful towards him; then take Molten Freddy, who was the Funtime animatronics, now this almost unrecognisable figure of his making. He'll

stay because of many things, and these are just showcasings of multiple stuff. Elizabeth thinking that it's him behind this, and Molten Freddy outcome from what he remembered.

It'll get to the point for Afton that he'll just come into the trap either way even if he's not salvage (something you'll need to do with the rest of them) which is very important, because it just demonstrates such a robust depth of this trap Henry had laid out for William that he basically controlling his desires. But, to make it clear, this doesn't give other characters outside of FNAF a strong point of advantage over Afton, since I believe this trap had strong exploitation in it because Henry was the one doing it, which Henry was very much aware about. You'll need a very specific established dynamic which Henry had with William for you to really achieve this trap succession, or else William will just look at it, get irritated that someone think they can outsmart him, and probably not walk into it.

Now, people will go out of their way to say that Henry was business partners with William! He knew him for many years and they're likely close, so it's immediately downgraded because of the length of Henry knowing Afton. This is a valid process, and I would let it be if it **were** true, but I believe got a refute for this claim. I believe that Henry was blindsided of the side which was later exploited in FNAF 6, because I think Afton had a more public persona which he demonstrated. Where I can show a demonstration of this is with the interview at the very start of Sister Location, which he was being interviewed by board members. In this, Afton showcased a more professional, cooperative, but smug attitude, one that you would expect from a business man like Afton was. PJ (William's voice actor) said that Scott wanted Afton to sound like snake-oil salesman, summarising it as the "clam sociopath" in the interview; one that PJ said was remained by Hannibal Lecter, the one from the silence of the lamb movie. Particularly that calm demeanour, which Afton had in this interview with the board members.

Obviously, Afton, from what we'd been shown is usually a lot more erratic, expressive, and performative compared to this one interview. I bring this up because I find it very important for Afton public persona, which would had been that more calm one which he demonstrated towards the board members (being one of the times which Afton talked publicly like this) compared to the rest of his attitude, which are usually a lot more closeted from public view; that sadistic man. Point being, Henry more than likely presented this side of Afton a lot more than his true self, since as we know, it's public… I know. Henry constructed a situation where William's recognition of the deception actually failed to prevent his participation because Henry understood the psychological incentives that would override William's caution**.**

Shoutout Bonkbon for the support of me making these last two sections on YouTube. Made analysis on their voice lines which I took a lot of inspiration from.

End of document, thanks for reading!