

"Welcome to my world…" -Freddy Krueger, the "Dream Master"

OVERVIEW

BACKGROUND INFO: Frederick Charles Krueger (or Freddy Krueger) is the main antagonist of the Nightmare on Elm Street (NOES) film series, although he appears in several different mediums. Freddy, in lore, is a serial killer known as the "Springwood Slasher". Freddy would target and kill children, until he was taken into custody. Freddy evaded prosecution due to an error in the defense, so he walked free. The parents of Springwood, upon seeing this, took matters into their own hands. The parents tracked Freddy down and burned him alive, killing him. However, Freddy made a deal with the dream demons and he was granted immortality and dream powers.

CREDITS: Bittus on Discord

DOCUMENT GUIDE:

GREEN- FSIQ, THINKING, REASONING, INTELLIGENCE, KNOWLEDGE
RED- FSEQ/EI, MANIPULATION, PSYCHOLOGY
BLUE- FSSQ/SI, SENSORY, INSIGHT
YELLOW- AC, DECEPTION, FIELD SKILLS
PURPLE- STRATEGY, PLANNING, FORESIGHT, COUNTERACTION

[NOTE — This document will cover my personal interpretation for Freddy's feats, utilizing the highest possible explanations for his showings, hence the "perfect foresight interpretation (PFI)", showcasing his incredible predictive abilities]

OVERALL FEATS:

A Nightmare on Elm Street (P1):

1. Murders Tina in such a way as if to frame her boyfriend for the murder (the boyfriend flees, as per Freddy's prediction, but if he would've stayed, he would've looked just as guilty. Freddy's strategy here was adaptable, as either way it would land him in jail, where Freddy wanted him). DECEPTION, STRATEGY, PLANNING
2. Freddy then enters Nancy's dreams and distracts her while he simultaneously enters Tina's boyfriend's dreams in jail and fabricates his death as a suicide (fabricating both Tina's and her boyfriend's deaths as a homicide, concealing his existence). DECEPTION, STRATEGY, PLANNING, COUNTERACTION
3. Freddy attempts to kill Nancy, but Nancy escapes from her dream, realizing she can bring items into the real world. As a counteraction, Freddy allows her to bring his hat into the real world (doesn't harm Freddy at all, as he is invincible at this stage), knowing Nancy's mom will see it (Freddy knew Nancy's mom when he was a human, thus he's aware of the way she'll react). Nancy's mom then installs bars and protective gear in the house, trapping Nancy, as per Freddy's prediction. Freddy does this as it cuts off connection between Nancy and her boyfriend, as they used a buddy system to keep each other awake. Freddy then kills her boyfriend, with the goal of isolating Nancy. Freddy enacts this plan as a countermeasure against Nancy's info gathering of how the real world relates to the dream world, instead reversing it onto Nancy as a method of isolating her from the one person (her boyfriend) she is

strategically using to keep herself awake and out of Freddy's reach. FSEQ/EI, DECEPTION, STRATEGY, PLANNING, THINKING, REASONING, FORESIGHT, FIELD SKILLS, COUNTERACTION

A Nightmare on Elm Street (P2):

- Freddy starts inhabiting the dreams of Jesse, a boy who moved into Nancy's house after the events of the first film. FSEQ/EI, INSIGHT, PSYCHOLOGY
- Freddy starts psychologically degrading Jesse, preparing to possess him. FSEQ/EI, INSIGHT, PSYCHOLOGY
- Freddy leaves his glove for Jesse, achieving two things: 1) It further establishes connection between Jesse and Freddy and 2) It causes Jesse to socially branch out, looking for answers, resulting in him getting invited to a large party (which is what Freddy anticipated). FSEQ/EI, FSSQ/SI, MANIPULATION, STRATEGY, PLANNING, THINKING, REASONING, INSIGHT, PSYCHOLOGY, FIELD SKILLS
- Freddy possesses Jesse at the large party and slaughters everyone, but also tells Jesse's girlfriend if he dies, Jesse dies as well, and he also keeps Jesse's girlfriend alive in order to spread this message. FSSQ/SI, MANIPULATION, DECEPTION, STRATEGY, THINKING, FORESIGHT
- Freddy continues his slaughter, and no one is able to stop him, as Jesse's girlfriend acts as a shield by spreading the information that they can't kill him without killing Jesse (resulting in an excellently shielded and fortified strategy). FSSQ/SI, MANIPULATION, DECEPTION, STRATEGY, THINKING, FORESIGHT
- Freddy teleports to the ironworks, and leaves dream dogs at the entrance, anticipating the fact that Jesse's girlfriend will be able to deduce where he went (showcasing he predicted and anticipated her exact actions and thought process). PLANNING, REASONING, FORESIGHT

A Nightmare on Elm Street (P3):

- Freddy invades Kristen's dreams and attacks her, fabricating an attack that looks as if Kristen attempted to take her own life. This gets Kristen admitted to a nearby mental institution (as per Freddy's prediction). Note that even if Kristen died as a result of the attack, it wouldn't really harm Freddy at all, as he still has plenty of victims at this stage. Freddy does this in order to send Kristen to a place with a large amount of children and a social system he can abuse (which he later

does). FSSQ/SI, MANIPULATION, DECEPTION, PLANNING, THINKING, REASONING, FORESIGHT

- Freddy is able to deduce early on that Kristen is able to bring others into her dreams (after witnessing Nancy in one of Kristen's dreams). Freddy takes note of this. REASONING, FORESIGHT, INSIGHT
- Freddy deduced that since Nancy was pulled into Kristen's dream, Nancy must be close (as Kristen shouldn't be able to pull someone into her dreams who she never met). Freddy then deduces Nancy has talked to the head of the institution and has convinced him of Freddy's involvement, thus Freddy formulated a strategy to get the head administrator fired whilst isolating the children & Nancy. FSSQ/SI, MANIPULATION, DECEPTION, STRATEGY, PLANNING, THINKING, REASONING, FORESIGHT, INSIGHT, COUNTERACTION
- Freddy invades the dream a patient at the mental institution to and controls him into jumping out a window, fabricating a suicide This achieves two things —> 1) It conceal Freddy's existence by fabricating the death as suicide and 2) By having one of the administrator's patients commit such an act, it begins to build a negative reputation against him. FSSQ/SI, MANIPULATION, DECEPTION, STRATEGY, PLANNING, THINKING, REASONING, FORESIGHT, INSIGHT, COUNTERACTION
- The head administrator gives sleep medicine to the kids and has them all fall asleep together, and also has Kristen pull them all into a dream as a team (as a method of confronting and counteracting Freddy).
- Freddy anticipated this, and manipulates a young patient's lust and lures him away from the room. Freddy, to ensure the others cannot notice this, distracts them with meaningless attacks disguised as actual efforts. After Freddy lures the patient away, Freddy kidnaps him. When the others wake up, they notice the young patient won't wake up and is now in a coma. With the young patient in a coma, it's assumed it's the head's fault due to the medication (Freddy successfully counteracting Kristen's dream power and the sleep medication), resulting in his firing (as per Freddy's prediction, completing his strategy in complete success). FSSQ/SI, MANIPULATION, DECEPTION, STRATEGY, PLANNING, THINKING, REASONING, FORESIGHT, INSIGHT, COUNTERACTION
- Having the young patient in a coma also serves the purpose of giving Freddy the upper hand in this battle (giving Freddy a negotiation tactic over the group of "dream warriors")

achieving two advantages at once. STRATEGY, THINKING, FORESIGHT, COUNTERACTION

- Freddy successfully fabricates the head's incompetence while also keeping an upper hand over the group of protagonists, all while deceiving them and misdirecting them into believing he is simply being offensively powerful and dull. FSEQ/EI, FSSQ/SI, MANIPULATION, DECEPTION, STRATEGY, PLANNING, THINKING, REASONING, FORESIGHT, INSIGHT, COUNTERACTION
- Meanwhile, the head administrator goes to Freddy's real world grave in order to truly kill Freddy, however, Freddy anticipated and predicted this. Freddy possesses the corpse in preparation of this event and attacks the head, successfully outwitting him (meaning he predicted the rough time and occurrence the head administrator would arrive at the grave). FSEQ/EI, FSSQ/SI, PLANNING, REASONING, FORESIGHT, COUNTERACTION

A Nightmare on Elm Street (P4):

- Freddy resurrects and kills the two out of three remaining dream warriors (excluding Kristen).
- Kristen hears of the news of Freddy's return, which Freddy had anticipated.
- Freddy waits for the inevitability of Kristen falling asleep once again, and when she does, he initially misdirects her into believing Alice's advice worked positively imagining dreams (meaning Freddy predicted Alice's exact words and thought process). FSEQ/EI, FSSQ/SI, DECEPTION
- Freddy then taunts and torments Kristen (saying he's going to use her to get to the other kids), as to eventually bait her into pulling Alice into the dream world (abusing and manipulating her into using her dream powers). MANIPULATION, STRATEGY, PSYCHOLOGY
- This strategy works, and Alice is pulled into the dream world by Kristen. STRATEGY
- Freddy then lunges for Alice (misdirecting Kristen into believing his earlier words were true). But then, Kristen takes the blow and transfers her power to Alice (as per Freddy's prediction). No matter how this played out, it would've worked in Freddy's favor. 1) If Kristen didn't save Alice, Freddy would still eliminate an enemy and could continue deceiving and using Alice. 2) If Kristen did die, but chose to not pass on her power, Freddy gains the opportunity to kill them both and Kristen's power (of pulling people into her dreams) is forever deleted. 3) If Freddy chooses to simply kill Kristen outright

and never aims for Alice, it still defaults to the same two outcomes. | With Kristen giving her power to Alice (an outcome Freddy shielded and ensured to occur via his outcome assessment), Freddy predicts (and ensures) it will pass through him first (this strategy/plan is confirmed via Freddy strategically killing Kristen directly behind him and by preparing his body with souls beforehand). DECEPTION, STRATEGY, PLANNING, REASONING, FORESIGHT, COUNTERACTION

- With the power going through Freddy first (as per Freddy's goal), he attaches a piece of himself into it and smoothly sends it to Alice, deceiving Alice into believing the power transfer worked seamlessly (Freddy does this as it now makes Alice carry a piece of Freddy, making Freddy fundamentally immortal no matter the result of this film, setting up a concealed contingency). PLANNING, REASONING, FORESIGHT, COUNTERACTION
- Freddy, by attaching a part of himself to Alice, ensures he bare minimum survives after the events of this film, fundamentally implementing a contingency. Meaning, Freddy foresaw that he could possibly lose in this film. PLANNING, REASONING, FORESIGHT, COUNTERACTION

A Nightmare on Elm Street (P5):

- After his defeat in P4 (which Freddy foresaw), Freddy chooses to revive after Alice is pregnant, enacting the contingency he set up in P4 (he did so at the time of pregnancy as to later misdirect Alice). This also gives Freddy the ability to forcefully pull people into dreams (using Alice, as he is inside her soul via the P4 transfer strategy. This enables a dual effect, meaning he foresaw a contingency and an opportunity for further growth all the way in P4, making his loss nearly intentional and concealing it perfectly from Alice herself). MANIPULATION, DECEPTION, STRATEGY, PLANNING, REASONING, FORESIGHT, COUNTERACTION
- Freddy fabricates a drunk driving death by invading a driver's dreams when he is driving and has alcohol in the car, causing him to crash. When at the scene, officers see the alcohol and automatically assume drunk driving (concealing Freddy's involvement). FSSQ/SI, DECEPTION, PLANNING, THINKING, FORESIGHT
- At the hospital, Alice sees a little kid only she can see (which Freddy predicted would occur, deceiving Alice into believing the child is the cause of Freddy's return, not the power she was given. This is the benefit of Freddy's acutely

timed contingency at the date of her pregnancy). DECEPTION, STRATEGY, PLANNING, REASONING, FORESIGHT

- When Alice is able to reject Freddy and finally realizes the power is what caused his return, she absorbs her child back into her in order to save it before leaving the dream child. However, due to Freddy's deception up to this point, she doesn't realize that this action keeps Freddy alive. MANIPULATION, DECEPTION, STRATEGY, PLANNING, COUNTERACTION

A Nightmare on Elm Street (P6):

- Freddy sets up a dream in the form of a video game. Freddy foresaw that the group would unplug his controller, so he set up a Nintendo power glove as a contingency, accurately foreseeing the original outcome. PLANNING, REASONING, FORESIGHT, COUNTERACTION
- Freddy invades the dreams of a "John Doe" specifically, luring him to hit his head on a rock. PLANNING
- He is then taken to a mental institute (as per Freddy's prediction, anticipating the damage to his head would result in memory loss and overall mental instability. Freddy does this as Freddy's real kin works at the institution John Doe is admitted to). PLANNING, FORESIGHT
- Freddy then starts slowly invading the patients' dreams, causing them to go to Springwood for answers (as per Freddy's prediction). MANIPULATION, STRATEGY, PLANNING, REASONING, FORESIGHT
- There, they uncovered that Freddy had a kid nobody knew about (Freddy knew the old residents didn't know the gender of the child, reinforced by the time gap provided, and predicted this fact would be uncovered at the town). PLANNING, FORESIGHT, INSIGHT
- As a result, the group deduces John Doe is Freddy's kid due to the fact Freddy kept him alive and is targeting him (fabricating acts he has committed before in order to misdirect the kids into believing Doe is his child). MANIPULATION, DECEPTION, STRATEGY, PLANNING, REASONING, FORESIGHT, FIELD SKILLS, COUNTERACTION
- Freddy invades John Doe's dreams one last time, revealing this assumption was incorrect (that the real kin is a female) and then he kills John Doe. STRATEGY
- John Doe, on his deathbed, tells Freddy's real kin he wasn't Freddy's kid, and the real kid is a female. Freddy predicted this, and by strategically killing John Doe here, he ensured

John Doe will tell the others the information Freddy revealed, keeping Freddy's fear mongering alive as the information will stay fresh in their minds (as they attempt to uncover the truth), while also eliminating John Doe, a pawn no longer useful that could complicate things at a later date. FSEQ/EI, FSSQ/SI, MANIPULATION, STRATEGY, PLANNING, THINKING, REASONING, FORESIGHT, INSIGHT, PSYCHOLOGY

- It is then deciphered who Freddy's real kin is, and the final link for the two to come into contact has been created here. STRATEGY, PLANNING
- Throughout this film, Freddy's goal is to reach his daughter, and by utilizing and manipulating John Doe, he strategically controls and deceives everyone (scapegoating John Doe and building his influence with nuance) until he locates and establishes a connection with his true daughter. FSEQ/EI, FSSQ/SI, MANIPULATION, STRATEGY, PLANNING, THINKING, REASONING, FORESIGHT, INSIGHT

Freddy vs Jason:

- Freddy takes on the form of Jason's mother in order to manipulate Jason into killing teenagers on Elm Street. MANIPULATION, STRATEGY
- By having Jason do this, he indirectly finds a way around his own lack of power, and predicts the killings will be pinned on Freddy due to the location, granting fear mongering for him and thus, power. STRATEGY, THINKING
- Freddy gains enough power to kill people again from manipulating Jason into indirectly deceiving the town into believing Freddy is back. FSSQ/SI, MANIPULATION, DECEPTION, STRATEGY, PLANNING, THINKING, FORESIGHT, PSYCHOLOGY
- Freddy, with new found influence and power, kills a man and intentionally sets it up to make it look like Freddy did indeed kill him very clearly (by carving his name onto the victim's back). This was done to strategically cause fear and grant validity to the past murders. DECEPTION, STRATEGY, PLANNING
- Freddy, years ago, disguised as the main protagonist's father and killed her mother, making sure the protagonist's boyfriend witnesses it. By disguising as the protagonist's father, it leaves no evidence that the father actually committed the crime (as it wasn't actually the father), making the boyfriend go insane due to the lack of proof. This causes the boyfriend to get sent to the nearby mental institution (inducing insanity within the boy). It is incredibly likely Freddy enacted this in

preparation of the film's current events, foreseeing the events of Freddy vs Jason (years in advance) and setting up a contingency in case of his influence dying (as we saw at the start of the film) by taking advantage of the protagonist's fear & insanity induced boyfriend. PLANNING, FORESIGHT, COUNTERACTION

- Freddy predicts the protagonist's boyfriend will break out of his mental institution and locate his girlfriend upon the news of Freddy's return, making sure she's okay after the recent deaths (caused by Jason, fabricated to look as though Freddy was the culprit). MANIPULATION, STRATEGY, PLANNING, REASONING, FORESIGHT
- Freddy predicts that since this is logical, the group will return to the mental institution for the drugs that will block dreams (predicting they will attempt to counteract Freddy by avoiding sleep). Freddy reasoned the boyfriend would also have intel on the drugs at the institution, so that when he inevitably broke out in the events of this film, it would fundamentally act as a set up trap that was established years in advance by having the boyfriend administered to the institution. PLANNING, FORESIGHT
- Freddy anticipated them going there, as he is already there taking the form of a worm entity (Freddy has already built up enough power from Jason in order to enact this shapeshift). FORESIGHT
- Freddy tricks a stoner while in this form (as per his prediction the stoner will be high, and assumes nothing of the worm entity due to this). FSEQ/EI, MANIPULATION, DECEPTION
- Freddy possesses the stoner and gets rid of all the medication while also grabbing sleeping medication (to do doc Freddy would've needed medical knowledge and fluid intelligence to quickly locate all the medication in a short duration whilst within the complex hospital). STRATEGY, PLANNING
- Freddy predicts that Jason will follow the group there (correct) and goes downstairs. PLANNING, FORESIGHT
- Freddy injects the medicine into Jason as Jason slices through the stoner, "killing two birds with one stone". STRATEGY
- With Jason asleep, Freddy attempts to tie up this loose end and finish off Jason in the dream world, psychologically breaking Jason down with Jason's psyche (the fear of water). FSEQ/EI, MANIPULATION, STRATEGY, REASONING
- By this plan/trap that was prepared years in advance, Freddy achieves three things: 1) The anti-dream medication was destroyed. 2) Jason is eliminated. 3) One of the group (the

stoner) is eliminated. This also results in more fear mongering for Freddy. Freddy planned these three things occurring (as a part of his plan) years in advance, utilizing it as a method of finalizing his recovery contingency in case his influence grew weaker.

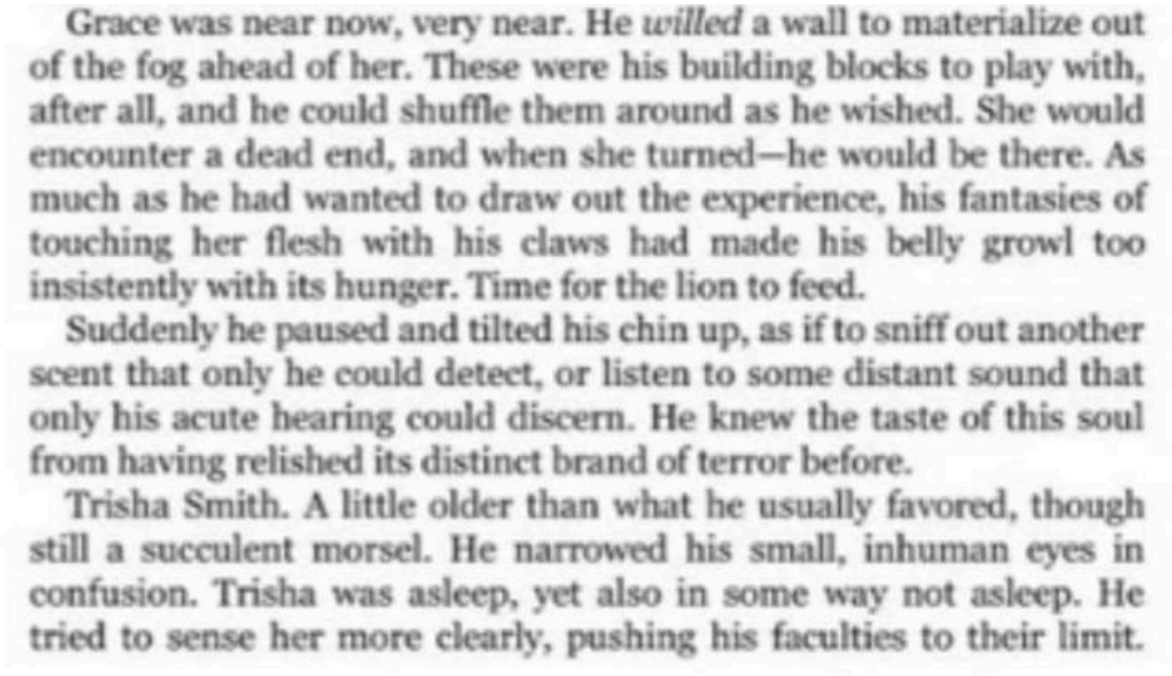
- Freddy, in Jason's dream, is able to create a rough replica of Camp Crystal Lake. This implies Freddy has a high VSI and can visualize extremely large spaces (such as a whole summer camp). FSIQ, THINKING, REASONING, INTELLIGENCE
- The complete synopsis of Freddy's plan in this movie: **Freddy disguises as the protagonist's father and kills her mother, making sure her boyfriend witnesses it (and leaves no evidence, concealing Freddy's existence as well) –> The boyfriend is transferred to a mental institution as a result of his induced insanity, where he is shown medication –> Freddy loses his influence years later and manipulates Jason into killing kids on Elm Street –> Freddy regains most of his power from this, as the public believe Freddy is back from these killings (as they occurred on Elm Street) –> Freddy, using his new power, kills a man and makes it obvious Freddy was the one to kill him, making it look as though Freddy did indeed kill the kids on Elm Street previously to create validity in the past murders and create fear –> The protagonist's boyfriend breaks out of the mental institution to check up on his girlfriend (also doubling as fear mongering for Freddy) –> Freddy shapeshifts into a worm entity with this power and lurks at the mental institution –> The main group goes to the institution after the boyfriend tells them of the medicine –> Freddy manipulates the stoner and possesses him at the institution (knowing due to his drug-induced state, he wouldn't question the work disguise) –> Freddy uses the stoner's body to dispose of the exact medicine needed and grabs sleep medicine (showing some level of medical knowledge and fluid intelligence, as he is able to quickly locate the medicine in the complex hospital) –> Jason arrives at the institution on his killing spree (as per Freddy's prediction) –> Freddy puts Jason to sleep as Jason kills the stoner's body –> Freddy abuses Jason's state and attacks him in the dream world, with the goal of killing Jason and typing up all loose ends of his plan, which was started years ago with the protagonist's boyfriend (all set up as a contingency in case of his influence dying).** Freddy's entire plan in this film was arguably a contingency in case of his influence dying that spanned years, showcasing excellent foresight and preparation. FSEQ/EI, FSSQ/SI, MANIPULATION, DECEPTION, STRATEGY, PLANNING, REASONING, FORESIGHT, INSIGHT,

INTELLIGENCE, KNOWLEDGE, PSYCHOLOGY, FIELD SKILLS, COUNTERACTION

EXTRA (ARGUMENTS):

Arguments for FSIQ:

- **WMI**: Freddy was able to memorize the entire layout of Springwood (or Elm Street, or the boiler room), as he is able to perfectly visualize it and recreate it in his dream illusions. FSIQ
- **PSI**: Freddy was able to foresee three long-term aspects from pressuring and killing Kristen in P4, all within an extremely short amount of time. Freddy is also able to create layouts in dreams almost instantly as the victim falls asleep, showing fast thinking and PSI. Freddy was able to process a hospital's layout very quickly, being able to locate exact medication with no previous knowledge on specific medical aspects. FSIQ
- **VSI**: Freddy is able to create extremely large and complex objects in the dream world, which could show a level of VSI. These objects include (but are not limited to): an entire town, a whole summer camp, a full planet (of unspecified size), multiple houses+buildings, and complex electronics (such as game systems that Freddy should have no knowledge of). It's heavily implied Freddy must actually visualize the objects he creates, via them being called his "building blocks" that he wills to create and must willfully shuffle and manipulate them. FSIQ



Grace was near now, very near. He *willed* a wall to materialize out of the fog ahead of her. These were his building blocks to play with, after all, and he could shuffle them around as he wished. She would encounter a dead end, and when she turned—he would be there. As much as he had wanted to draw out the experience, his fantasies of touching her flesh with his claws had made his belly growl too insistently with its hunger. Time for the lion to feed.

Suddenly he paused and tilted his chin up, as if to sniff out another scent that only he could detect, or listen to some distant sound that only his acute hearing could discern. He knew the taste of this soul from having relished its distinct brand of terror before.

Trisha Smith. A little older than what he usually favored, though still a succulent morsel. He narrowed his small, inhuman eyes in confusion. Trisha was asleep, yet also in some way not asleep. He tried to sense her more clearly, pushing his faculties to their limit.

- **VCI:** Freddy is able to interpret the language of dream demons, showing some level of VCI by comprehending ancient languages. FSIQ
- **FRI:** Freddy is able to accurately predict actions using inductive reasoning and was able to deduce multiple aspects without witnessing them (read the film feats). FSIQ

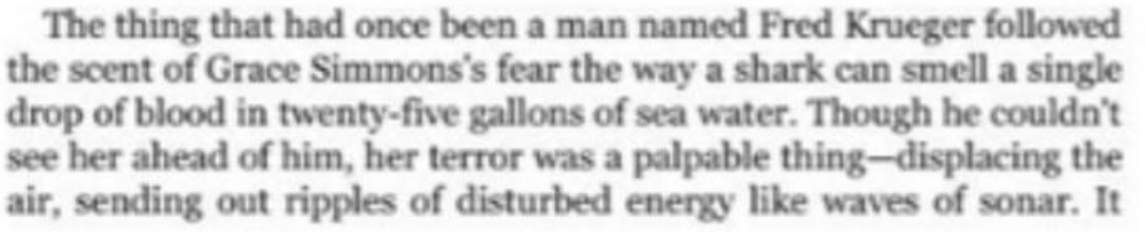
Arguments for General Intel:

- **Fluid:** Freddy was able to craft a clawed glove while he was alive, a feat rather difficult for an ordinary man with no engineering prowess. The glove itself has been pointed out by many experts as highly unrealistic and impractical from an engineering standpoint, yet Freddy was able to craft it. (**SOURCE — Why Does Freddy Krueger Wear a Glove with Blades?https://thehorrorhq.com/blog/why-does-freddy-krueger-wear-a-glove-with-blades**)
- **Fluid:** Freddy is able to visualize abstract ideas in the dreams of others (such as video game layouts and the Power Glove, something Freddy should have no idea of the inner-workings of, given his age).
- **Crystallized:** Freddy has (most likely) memorized all of Springwood, as he is able to recreate it accurately within the dream world. This shows a high level of memory and application. Freddy was also able to visualize the boiler room he worked in

as a human completely accurately, furthering his memory ability.

EXTENDED CANON:

- **WMI:** Freddy was stated in the extended canon to have a photographic memory, nearly perfect as he was able to recall memories from his birth consistently (**somewhat-perfect memory**). Freddy was also shown to have remembered every single detail of every one of his victims, which is likely upwards of **100+** people over the course of his activity (**memorized the details of 100+ people**). Freddy was also shown to have memorized the tunnels below Springwood, which likely spanned nearly the entire town (**memorized the visual structure of a town-scale structure**).
- **VSI:** Freddy was shown to have memorized the tunnels below Springwood, which likely spanned nearly the entire town (**memorized the visual structure of a town-scale structure**).
- **VCI:** Freddy was able to read and comprehend the Necronomicon, an ancient text that contains several languages and times that have been lost to time (**comprehended ancient texts**).
- **EP (emotional perception):** Freddy was stated to be able to smell fear, showcasing the ability to perceive emotions via his olfactory system (**olfactory EP capabilities**).


The thing that had once been a man named Fred Krueger followed the scent of Grace Simmons's fear the way a shark can smell a single drop of blood in twenty-five gallons of sea water. Though he couldn't see her ahead of him, her terror was a palpable thing—displacing the air, sending out ripples of disturbed energy like waves of sonar. It

- (**SOURCE (for further information)** – **https://vsbattles.fandom.com/wiki/Freddy_Krueger_(Extended_Canon)**)