

## Chapter 1 : Five Nights at Freddy's - Wikipedia

*Five Nights at Freddy's: The Silver Eyes* is a canon adaptation of the *Five Nights at Freddy's* series though it is set in an alternate universe. Ten years after the horrific murders at Freddy Fazbear's Pizza that ripped their town apart, Charlie, whose father owned the restaurant, and her.

Charlie reunites with her friends, John, Jessica, and Carlton, agreeing to revisit the restaurant. They discover it has been surrounded by a partially-built mall, finding the animatronics still in place. That night, Charlie and her friends return to the restaurant, further accompanied by friends Lamar, Marla, and her younger brother Jason. During the murder, Jason was only 1. Charlie encounters one of the animatronics, Foxy the Pirate, who she was terrified of as a child. This led to her parents divorcing. A policeman, Dunn, is sent to investigate but is murdered by William Afton in the Spring Bonnie suit. A photograph depicts Dave, who is identified as William Afton, co-owner of both restaurants. These locks could be lethal if triggered whilst a human is wearing the suit. When Carlton asks William Afton how he know about this, William Afton shows Carlton a pair of half-moon cuts, seen by John earlier in the book. Jason returns to the restaurant to save Carlton, followed by Charlie and her friends. They rescue Carlton but find that the animatronics " Freddy, Bonnie, Chica, and Foxy " are aggressive towards intruders. Examples of this are when Charlie is chased by Bonnie, when Marla, Lamar and Jason are hunted by Freddy, and when an unknown animatronic nearly breaks down the security room door that protected both John and Jessica. William Afton attacks Charlie in the Spring Bonnie suit. Charlie and her friends go their separate ways. According to him, the novel was written "alongside a professional writer for the last ten months" and "expands the mythos ", revealing "a human element never before seen in the games". On December 15, , Cawthon revealed the title of the book. The Untold Story, but was renamed shortly after. The paperback edition of the book was published by Scholastic on September 27, The Silver Eyes has drawn in a lot of criticism from fans. The Silver Eyes novel with the hope that the novel will have the answers to the mysteries on the game franchise. So yes, the book is canon , just as the games are. Its difficulty level is something one should not undermine. Cawthon will be doing his gamers a favor if the book will explain some of the mysteries of the game. If he does, for sure his fans will love it. The Silver Eyes has fans hungry for more. The direct sequel to The Silver Eyes, its events take place one year after. It was first discovered on Amazon in early , sparking controversy on the legitimacy of the product. Later, Cawthon confirmed that the novel was in fact official. The Fourth Closet , was released on June 26,

### Chapter 2 : Five Nights at Freddy's: The Silver Eyes - Wikipedia

*Five Nights at Freddy's: The Silver Eyes* is a Horror Mystery novel written by Scott Cawthon and Kira Breed-Wrisley, based on the best-selling video game series. Based on the bestselling horror video game series, *Five Nights at Freddy's* follows a young woman named Charlotte, who reunites with her.

This novel contains examples of: The descriptions even make them out to be borderline Terminators! Golden Freddy is noticeably more benevolent here than he is in the games. Their Glowing Eyes of Doom have changed from white to red, blue, orange and silver too. As she puts it, he ought to have known better than to think Carlton would play such a prank, and tells him to send an officer to find her son. She freaks out even more when Foxy takes him, though it turns out Foxy thought he was protecting Jason from the "grown-ups". He gives the latter a Bear Hug. Scott has basically confirmed that the book follows its own sort of storyline apart from the games. And Call Him "George"! Despite being ordinary teenagers, our seven protagonists can be pretty badass when together, as seen in the last third of the book when fighting off the animatronics. Charlie takes out Chica with an electrical cable, and this is after John attempts to charge Chica. Unfortunately, the same goes for Dave as well. Beauty Is Never Tarnished: She ends up with a permanent face scar after tussling with Foxy. The characters actually suffer wounds, which are described in great detail. Charlie weaponizes this in the climax when Afton takes her hostage. When they were children, Jessica would regularly have one-sided conversations with Bonnie. The reason Police are Useless following the abduction of Carlton is because of a reputation for elaborate and unintentionally cruel pranking the abductee had developed made them think this trope was in effect. Damsel out of Distress: Charlie when Afton takes her hostage. She murders him in self-defense using her knowledge of the springlocks. Dark and Troubled Past: Charlie, our protagonist, lost her little brother to the Purple Guy, her mother left, her friend was murdered, her dad was falsely accused of the crimes and killed himself, his restaurants became places of death and murder, and she was separated from her remaining friends for ten years. And all this happened at the age of seven. Break the Cutie indeed. What kind of a name for a serial killer is Dave? Fortunately, Charlie knows how to safely undo the spring locks, but even then he barely manages to escape. Devil in Plain Sight: Charlie has an immense childhood fear of Foxy, having seen his twitchy endoskeleton and fiery eyes as a child, and she is shown to have a phobia of animatronics in general. In-universe, Carlton has a reputation for pulling tasteless pranks. There was no pragmatic reason for Dave to kidnap Carlton, put him in a springlock suit, and tell him just how it will kill him if he moves wrong. He just did it for fun. Glowing Eyes of Doom: As per the games, the Fazbear Four have these. Interestingly, their standard white night-vision eyes have been replaced by red, blue, orange and silver, for Freddy, Bonnie, Chica and Foxy, respectively. These lights are much, much brighter than they are in the games, though. Aunt Jen immediately stepped in to take care of Charlie when her father died, and made sure she was independent and able to cope with her grief. The animatronics, of course. I Am the Trope: Not as a boast, but:

## Chapter 3 : Five Nights at Freddy's App Review

*Five Nights at Freddy's: The Silver Eyes* is a horror mystery novel written by Scott Cawthon and Kira Breed-Wrisley. It is based on Cawthon's bestselling horror video-game series *Five Nights at Freddy's*, and is considered by Cawthon to be separate-canon to the events that occurred in the game series.

Cawthon releases most pictorial teasers of his games to his website, "Scott Games", [6] [7] and releases teaser trailers on his YouTube channel. Sister Location , Cawthon hired professional voice actors. The Silver Eyes sometime in the near future, and that it was to be written separate-canon to the games. The Silver Eyes was released on December 17, on Amazon Kindle , [14] its paperback version being released on September 27, , slightly earlier than the original October release date. The Fourth Closet was released on June 26, These animatronics wander in the restaurant at night, and the guard is instructed to keep watch on them, as the restaurant has had incidents of previous guards being attacked and killed by the characters. To progress through the games, the player must guard themselves from the animatronics by using various tools to their advantage. In the first game, the player can control the two security doors that connect their office to the adjacent hallways, and may close them to provide a barricade against any animatronics in the vicinity. Each night, the player has a limited power supply that depletes quicker when a tool is used; if the player exhausts the power supply, the doors permanently open, allowing any animatronic to breach the office. Protective doors are not present in the office, and the player must instead defend themselves with an empty Freddy Fazbear head, which fools most animatronics. The power usage is also removed, instead being replaced with a limited flashlight, which is used to ward off one animatronic. Lights may also be used to brighten darker areas of the pizzeria. The game introduces the music box, which must be kept wound to prevent an attack from a certain animatronic. These malfunctions can be triggered randomly, or by hallucinations of past iterations of the animatronics. The ability to seal vents is also added, and must be used to prevent the sole tangible animatronic from entering the office. If the player fully completes all minigames, they unlock a secret ending. In this game, a new mechanic is added, where the player must listen for sounds of the animatronics breathing. This can determine whether to use the flashlight or close the doors. If the player hears breathing at the side doors, they should close the door and wait for the animatronics to walk away. However, if the player shuts the doors too early, the animatronics will jump scare the player when the door is opened. If there is no breathing, the player uses the flashlight to ward off the animatronics. If the player flashes the flashlight while an animatronic is in the doorway, the player will be jumpscared. The closet door is where Foxy resides, which the player wards off by holding the door shut on him. The flashlight can no longer run out of power, and can also be used to deter the "Freddles" that appear on the bed. Sister Location once again keeps the doors, albeit for the secret ending. Other mechanics include another control pad inside the "breaker room", controlling the power to the whole facility, and a flash beacon, which allows the player to see in the darkened "Funtime Auditorium" and avoid the sole animatronic in that room. Sister Location is also the only game where the player is able to move between rooms. A series of minigames can be played by testing attractions used in the establishment. Once a player has completed this portion of the game, they must sit in a room and complete tasks while fending off hostile animatronics they have "salvaged" previously. Each game requires the player to survive five nights, with each night increasing the difficulty. The fifth game is currently the only game with only five nights, if the custom night DLC is not included. The player unlocks different areas as they continue on their adventure. Eventually, after completing certain tasks, the player wins one of eight different endings, all of which will unlock a trophy on the title screen once completed. The update also introduced another boss character which the player must defeat as well as minigames to unlock the aforementioned new characters. The ability to use a security camera system is found in all of the main games except the fourth and the sixth, and is used to observe the positions of the animatronic characters through security cameras that are set throughout the location. However, only one location can be viewed at a time, and some areas are not visible on the aforementioned cameras. In the third game, cameras become dysfunctional if the associated system fails. Lights The lights, and, by extension, the flashlight and flash beacon, are found in all main games, excluding

the third. While use varies per game, lights are generally used to ward off animatronics, or warn the player of their presence. The flashlight in the second and fourth game works in the same fashion as its real life counterpart, in the sense that it has a limited battery life, albeit only in the second game, and must be toggled on and off. Some jumpscare, including those of Golden Freddy In the first installment , Nightmare, and Nightmarionne, consist of a single screen supplemented with shrill, distorted audio. These jumpscare usually crash or restart the game. The player can utilise the tools listed above to prevent attacks, thus preventing any jumpscare from occurring. In all games from the second onwards, the player will gain access to a series of predominantly 8-bit minigames, sometimes randomly after death, as in the second game, and sometimes once the player has completed a specific task. Sister Location uses something similar, an A. None of them have distinct personalities and most of the gameplay takes place from their point of view. Sister Location is a technician who has their name jokingly autocorrected to Eggs Benedict. Apart from Mike Schmidt, Jeremy Fitzgerald, Fritz Smith, and Michael a character whose voice is heard in Sister Location , none of the other human characters in the series have any real, or at least confirmed, names. In the first three games, a man simply identified as "Phone Guy" leaves a recording over the phone at the beginning of each night which serves as advice to the player on how to deal with the animatronics. Sister Location instead features a human A. The sixth game introduces "Cassette Man," a male voice heard giving instructions to the player on a series of cassette recordings. The main antagonist of the series is "Purple Guy", a serial killer who murdered at least five children, whose spirits now inhabit the animatronics. A fifth animatronic, Golden Freddy, occasionally appears, albeit in the form of a hallucination. The animatronics return in various forms throughout the following games, except in the fifth installment, in which Chica is completely absent. Despite being a prequel, the second game introduces upgraded versions of the original characters called Toy Freddy, Toy Bonnie, Toy Chica, and Mangle, along with old, ripped, and worn out versions of the original animatronics. Mangle is meant to be a "toy" version of Foxy, but was ripped apart so much by children that the staff got tired of reassembling it and left it as a "take apart, put back together" attraction, according to Phone Guy. He also mentions that the employees nicknamed it "the Mangle". Two new characters are also introduced: A jump scare from the first game. The only true animatronic in the third game is Springtrap, who looks like a decayed golden version of Bonnie. In the fourth game, nightmare versions of the original four animatronics- Nightmare Bonnie, Nightmare Chica, Nightmare Foxy, and Nightmare Freddy appear, haunting a small boy. A nightmare version of Golden Freddy is also featured, identified as Nightmare Fredbear, who replaces all animatronics on the fifth night. Plushtrap, a finger trap toy version of Springtrap, [47] and Nightmare, a version of Nightmare Fredbear whose jumpscare causes the game to reset. Sister Location, Freddy and Foxy reappear with pink-and-white re-skins as the "Funtime" animatronics. Multiple new characters also appear in this game: Circus Baby, a female clown-like humanoid and the main animatronic of the establishment; Ballora, a tall, ballerina-style humanoid animatronic who specialises in dancing; a bear-like endoskeleton named Yenndo who appears very rarely in-game; Lolbit an alternately coloured Funtime Foxy , and Ennard, who is a hybrid and a hive-mind of the endoskeletons of other animatronics from the game. Three of these animatronics are accompanied with smaller companion animatronics: Funtime Freddy, who is accompanied by "Bon-Bon", a hand-puppet version of Bonnie; Ballora, who is accompanied by the Minireenas small, ballet-dancer like animatronics ; and Baby, who is accompanied by multiple baby-like animatronics called Bidybabs. The player discovers one animatronic at the end of each of the first four nights and must decide whether to salvage or discard it. Any animatronics that the player attempts to salvage, or that have hidden themselves within other items purchased by the player, become a threat during all subsequent nights. Freddy Fazbear center , Bonnie left and Chica right. The player must survive from midnight to 6 AM. The player is not able to leave the room, and must use a camera system and two doors with lights in order to defend themselves from the animatronics. A version for the Windows Phone was also released, [55] but was taken down soon after due to the down-scaled graphics of the port. Ports for Android and iOS were released on November 13 and 20 of the same year. A Windows Phone port was also released, but was taken down for the same reasons as the first game. The player must again listen to the instructions of a "phone guy", and attempt to defend themselves from the animatronics using several mechanics. Like the previous game, the player must

survive from midnight to 6 AM. An entity portrayed as a purple sprite is also introduced, who is speculated to be the culpable murderer who murdered the children. Failure to maintain these systems can create many issues for the player, including dysfunctional cameras, and the inability to play audio in order to lure away the animatronic. The player receives guidance from a founder of the horror attraction for the first couple of nights, but also listens to old tape recordings discovered by the attraction workers related to the backstory of previous locations. This ending is thought to imply that the souls of the murdered children have been set free, although connoted meanings are disputed. Android and iOS ports were released on July 25, and August 3, . The player character is a young boy suffering from delusions of being attacked by nightmarish versions of the original animatronic characters. The story of possibly the same young boy is told through minigames, in which he is shown to be bullied due to his irrational fear of a restaurant featuring a yellow animatronic bear and rabbit. He is guided by an animatronic plush toy, who speaks to the character in times when he is alone. The child is eventually killed by the bear animatronic, "Fredbear", in a freak accident. Sister Location Main article: Sister Location, featuring a clown-like animatronic , revealed to be named "Circus Baby". The release date was later confirmed to be October 7, . Cawthon made a joke release of the game on October 5, apparently releasing a "mature" edition of the game after the decision to delay the game to make it more " kid friendly ". Sister Location was first released for Microsoft Windows on October 7, , followed by ports for Android and iOS on December 22, and January 3, , respectively. The game also offers a "custom night" DLC, [75] in which the player is able to use mechanics reminiscing those of the first game such as interactive doors and a camera system , which were absent from the main game. On July 2, , he announced his decision to cancel this game, stating that he had been "neglecting other things in [his] life for the sake of trying to keep up with mounting expectations". Elements of the restaurant simulation portion of the game affect the portions similar to the main series. For example, a player may accept a corporate sponsor for the restaurant to help with finances, but doing so causes loud video ads from the sponsor to play during the "night-shift" periods of the game, making it difficult for the player to hear approaching animatronics. The game takes place in a fanciful world, where the characters must fight enemies and progress through the game by unlocking certain perks and items. Though originally planned for release on February 2, , Cawthon rescheduled the release to January 22, , but eventually launched yet another day earlier, on January 21, , respectively. In February , Cawthon released a free version of the game, which featured a 3D overworld and an updated character selection screen.

### Chapter 4 : William Afton (FNAF Books) | Villains Wiki | FANDOM powered by Wikia

*The Silver Eyes (Five Nights At Freddy's #1) and millions of other books are available for instant access. view Kindle eBook | view Audible audiobook Enter your mobile number or email address below and we'll send you a link to download the free Kindle App.*

You will die, but it will be slow. He is an alternate version of William Afton from the original games series. Contents [ show ] Personality William Afton is an incredibly sadistic and extremely dangerous murderer, devoid of compassion and humanity. He kills any witnesses to keep from getting caught, which shows his cowardly side. Nevertheless, he is still a determined and extremely fierce serial killer, who will not hesitate a single moment to get in a fight with any of his foes. He sometimes appears as a compassionate man, but like many serial killers this is just a mere facade that he uses to manipulate others, especially children. In his delusional moments, he refers to his victims as his "family". Appearance Afton was described as being obese around the time that the serial killings occurred, but he eventually lost that weight while in his Dave Miller persona. The most notable trait concerning Afton, however, is the series of scars that could be found on the back of his neck and body. It was revealed that he had survived a previous spring locks incident, though he barely escaped with his life. He most likely had some longstanding illness, as his skin was described as being sallow in appearance. Being the mechanical genius that he was, Henry created the two springlock suits, one in which William would use in his killing sprees. One of his notable victims was Michael Brooks, who later went on to possess the Golden Freddy costume. This time, Henry is also suspected of committing the murders, but, considering that the bodies were never found, he was let go. Out of grief, Henry commits suicide, and the pizzeria is closed down, and a mall was built over it. They meet with a security guard named Dave while they were revisiting the pizzeria for the third time; they begrudgingly take him along, but Charlie notices a series of scars on the back of his neck. Carlton wakes up to find himself in an old, malfunctioning springlock suit; William warns him about making any sudden movements, and he takes his shirt off, revealing more scars from a springlock incident. Charlie and her friends return to the pizzeria to search for Carlton. William confirms that the animatronics were being possessed by the ghosts of the children, and that they were going to kill Charlie and her friends out of confusion. As the group was about to leave the pizzeria, Afton grabs Charlie by the back of her neck, and threatens to choke her to death. Remembering how the spring lock suits operated, Charlie reaches into the neck of the suit and sets off the spring locks, piercing Afton and killing him slowly. The main animatronics - Freddy , Chica , Bonnie , and Foxy - appear, and they drag the dying Afton away. Jessica and Charlie investigate his corpse inside the Pizzeria. He orchestrates the murders in order to locate Charlie and retrieve something from her. Charlie starts asking the animatronics "What do you want from me? Both animatronics straightened up at the sound of the voice. Jessica says she recognizes the voice. Something started coming into view, it was the shape of a man, though its body contorted. Springtrap stepped into the light. It was obvious he had been in a yellow rabbit suit, but its yellow color had went green. It was blood-soaked, along with mold. My name is Springtrap! He moves closer to Charlie and she moves back. Clay Burke loaded a bullet into his gun and shot at Springtrap. The creature recoiled and everyone ran away. Twisted Bonnie followed them. They expected him to not make it through a stream of water but he did easily. Clay realizes the water is also gasoline and lights it on fire. Springtrap runs away into a cave and Charlie follows. The others try to follow her but are quickly stopped by flames. Springtrap surrounds Charlie as she walks through the cave, trying to find him. She hears his laughter echo. Charlie finds some mushrooms and realized they are real, but it startled when Springtrap suddenly grabs her by her throat, crushing her windpipe. She escapes and tries to run but Springtrap tackles her and tries again, but she rolls out of the way and her back hits a mushroom. She stands up and realizes the mushroom was stuck in the ground by a sharp point. She looks back up to see Springtrap lunge at her. She dodges and shoves the spike into his chest. He stops and tries to fight her off as she digs it further into his chest. She starts asking frantically "Why he took Sammy" and "Why did you choose him? She realizes the cave is shaking. Clay, Jessica, and John now joined her. As she took her eyes off Springtrap, he rolled into an open trap door in a rock, disappearing from view. He is in a

wheel chair and very weak. He is bald and missing an eye with a ton of grafted skin. He was also said to be painfully thin. He explains to Jessica that the baldness and grafted skin came from prying himself out of the Spring Bonnie suit and also clarifies that he uses his real name and not Springtrap. That when he was in the suit, he was on a power trip and tells Jessica he no longer goes by Springtrap. Once Afton injects a glowing liquid into Carlton most likely remnant, Carlton Burke can talk to the souls of his friends who think William Afton is friendly and he explains that William Afton himself is the one who murdered them. They then subsequently take hold of the animatronics once more and throw William Afton, the murderer, into a furnace, where he finally dies and the souls of the children fade away. Cassidy, Susie, Fritz and Unnamed Child: Lured into the backroom of the pizzeria by William. It was revealed that it was three boys Freddy, Foxy, and Golden Freddy and two girls Bonnie, and Chica that were killed. The Twisted Ones Tracy Horton:

## Chapter 5 : The Silver Eyes (Five Nights at Freddy's, #1) by Scott Cawthon

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After they discover a way inside, they realize that things are not as they used to be. The four adult-sized animatronic mascots that once entertained patrons have changed. They now have a dark secret. Plot In , year-old Charlie returns to her childhood home of Hurricane, Utah to attend the launch of a scholarship dedicated to her school friend Michael Brooks, who went missing ten years earlier. She reunites with her childhood friends Jessica, John, and Carlton, and they decide to revisit the place where Michael died: That night, Charlie, Jessica, John, and Carlton return to the restaurant, accompanied by their friends Lamar, Marla, and her year-old brother Jason. They discover the still-functioning control panel which makes the robots move, and Charlie finds a fourth robot - Foxy the Pirate Fox - which cuts her arm with its hook. Charlie offers to let Dave explore the restaurant with them, and he accepts. Inside, the friends play with the control panel, and while they are distracted Dave retrieves a Spring Bonnie costume from a closet and abducts Carlton, which Jason witnesses. Charlie later talks with John about her father; he closed the restaurant and committed suicide after Michael was murdered, leading many people in the town to suspect he was the killer. Officer Dunn returns to the mall the next day to search the restaurant, but is attacked and killed by Dave. In the restaurant, Dave has Carlton trapped in one of the costumes, and explains that some of them can convert into robots through a series of spring-loaded mechanisms called "spring locks". If these locks trigger while someone is wearing the costume, the metal components will crush the wearer to death. He is a deranged psychopath responsible for the deaths of Sammy, Michael, and four other children. Jason runs off, intending to rescue Carlton, and Charlie, John, Lamar, Jessica, and Marla break into the restaurant to find him. Finding Carlton, Charlie undoes the spring locks and frees him from the costume. As they search for a way out, the four robots come to life and pursue them through the restaurant. William reveals that the robots are possessed by the vengeful ghosts of his victims, and boasts that they will hunt down and kill any intruders. The group tries to hide in a party room, but all four robots corner them. The yellow Freddy allows them to leave, and Chief Burke arrives to search for the missing Officer Dunn.

## Chapter 6 : fnaf the silver eyes | Tumblr

*animatronicaugust2k18 five nights at freddy's fnaf five nights at freddy's novels fnaf the silver eyes fnaf tse fnaf the twisted ones fnaf two fnaf the fourth closet fnaf tfc charlie charlotte emily theodore theodore fnaf draws.*

## Chapter 7 : It's official: The book's name is FNAF: The Silver Eyes! : fivenightsatfreddys

*ǒŸŽ® VGM song # a new FNAF animatronic revealed in a run down freddy fazbear pizzeria! If its not Freddy, Foxy, Chica or Bonnie who is it? This Animatronic's origin story will be released soon.*

## Chapter 8 : fnaf silver eyes | Tumblr

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## Chapter 9 : Five Nights at Freddy's: The Silver Eyes (Literature) - TV Tropes

*Five Nights at Freddy's (often abbreviated to FNaF) is a media franchise based around an indie video game series created, designed, developed, and published by Scott Cawthon for Microsoft Windows, iOS, and Android.*