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William afton fnaf

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"Oh, what a pleasant surprise!" Remain mindful that this page may contain spoilers for related material. If you are new to anything, like if you have not played the game or read the book yet, please read at your own risk! Not what you were looking for? See Afton (disambiguation) or Spring Bonnie (disambiguation). no man's sky change ship color save editor William Afton's SAVETHEM minigame sprite from the second game. Human (Formerly)Animatronic/Corpse Entity (Currently)Computer Virus (Currently) Unknown (Human)Green-Brown Suit (Reincarnations) Unknown (Human)Various (Reincarnations) Elizabeth Afton (Daughter)Michael Afton (Son) Owner of Afton Robotics, LLC (Formerly)Serial KillerMad Scientist Afton Robotics, LLC (Formerly) SpringtrapScraptrapGlitchtrapBurntrap Five Nights at Freddy's 2 Five Nights at Freddy's: Security Breach Overview • History • Gallery • Audio • Trivia "I always come back!" — William Afton, William Afton is the main antagonist of the Five Nights at Freddy's series. He is the co-founder of Fazbear Entertainment, as well as the founder of Afton Robotics. He's a serial killer who was directly and indirectly responsible for all of the incidents, murders, and tragedies throughout the series. His role in the franchise's story is pivotal. Physical Appearance The physical description of William's original self is largely unknown, since he is only ever seen in human form in some of the minigames. His sprite is usually very stylized with color ranges from various tones of purple depending on the minigame, which seems to be a stylization choice to showcase him hiding in the shadows. His mouth appears to almost always be put in the form of an elongated sadistic smile. William is seen as having a cleft chin outside of the minigames. This isn't until Five Nights at Freddy's 3 where he retained a semi-consistent appearance, underutilized as it may be, though he has expressive eyes and a mouth that conveys his emotional state. The most detail William has shown is during the SAVETHEM death minigame, in which he is revealed to be a tall skinny man with a long neck and has yellow object on his chest that resembles a security badge, and holds a purple object, which is speculated to be a weapon or tool, or possibly just his hands extending in a beckoning pose. Incarnations. William Afton, due to supernatural circumstances and his own willpower, is able to cheat death, and will always return in his new resurrected forms, no matter how many times he perishes. Springtrap Afton incarnated as Springtrap. "FIVE NIGHTS AT FREDDY'S Graphic designed animatronic bipedal green rabbit, Springtrap, with only partial right ear, and holes throughout body exposing wiring." — Scott Cawthon's page, "Intellectual Property Rights (IPR)"[1] Springtrap is William's first incarnation, appearing as a reanimated corpse sealed in a heavily damaged Spring Bonnie animatronic/springlock suit. This version first appeared as the main antagonist of Five Nights at Freddy's 3. The suit is a drab olive color, with darker colors on his stomach and the insides of his ears. A great portion of his right ear is missing, with a single red wire sticking out of the stump. Springtrap's entire body is torn and tattered, with gaping holes bearing exposed wires and caging throughout, making him appear much more macabre looking than any of the other animatronics from any previous installments in the series. His green/brown/black nose has an irregular squarish shape due to deterioration. While both of Springtrap's hands and feet are attached and generally intact, his legs are entirely stripped from the mid-shin down, fully exposing the endoskeleton wiring and metal. Several of his finger joints from each hand are missing their suit overlays. The middle and little fingers of Springtrap's right hand are notably missing their fingertips (this is no longer the case for his model in future games).



A single black button can be seen on the middle of his chest. If one looks closely at the large hole in Springtrap's chest (which is located under his button), William's broken body can be seen. Springtrap has a wide, permanent grin, as the material surrounding his teeth has deteriorated. His jaw can be seen moving on occasions, such as during his second jumpscare, on CAM 15, his first rare-boot, along with Scott Cawthon's "Thank You!" image. Springtrap's endoskeleton feet appear wedge-shaped, with each sporting five toes. short term trading strategies that work larry and cesar pdf As of the 8th of October 2016, images of an early Springtrap model show his visible endoskeleton torso in the shape of an upside-down triangle. It has six "ribs", which almost act like actual animal ones. Both of Springtrap's eyes are properly set inside of his head and appear to be pale gray in color. The eyes themselves as multiple blood-vessels can be seen in them. They also appear to be glowing, suggesting that William remains alive as a result of a paranormal event. Out of his whole body, only his head, bits of flesh and blood-vessels can be spotted. This is due to Scott not seeing a purpose in adding details in places not visible to the player during normal gameplay. His head can be seen more clearly in three rare-boot images depicting Springtrap trying to tear his own mask off. As seen in Five Nights at Freddy's: Help Wanted, Springtrap also walks and crawls with a limp. The arm joints also appear to be loose, though this may simply be due to the deteriorated condition of the original suit. Help Wanted also alters his general design, the suit itself being a lighter color. The biggest change between the Help Wanted model and the original is William's body. The eyes are now bright green with black pupils, looking more animatronic than human this time. While the corpse's head is a dark purple in color, the rest of the flesh on the body is a dark brown. Parts of the flesh are missing, such as the strands of flesh on the lower legs, or the flesh that goes from the torso to the pelvis. His endoskeleton is rustier and seems slightly less detailed. Springtrap's design in Five Nights at Freddy's AR: Special Delivery is a lot closer to the Five Nights at Freddy's 3 design, with some very slightly different textures from his original look. The biggest difference is William's mouth, which moves alongside his jaw. Like most other Special Delivery animatronics, the more damage Springtrap takes, the more broken he is, gaining more dark burn and dirt marks over time. Dark Springtrap Afton's brief appearance as Dark Springtrap. "Springtrap makes a very brief appearance in Sister Location in a cut scene viewable after all the Custom Nights have been completed. In this scene, he has a shadowy, possibly fire-damaged look-seemingly just to confirm he's still around." — Five Nights at Freddy's Character Encyclopedia, page 149 Springtrap reappears in Five Nights at Freddy's: Sister Location as part of the cutscene after clearing Golden Freddy mode in Custom Night, this time under the name Dark Springtrap. His appearance is the same as that of his Five Nights at Freddy's 3 counterpart with the exception of the removal of his pelvis and the wire coming out of his right ear. Scraptrap Afton incarnated as Scraptrap. "Similar to Springtrap, Scraptrap is a yellowish rabbit, though he's considerably more worn and damaged, with holes throughout his body and wires poking out. His top jaw shows off buckteeth, with pointed fangs on his bottom jaw. With a severed forearm, no ears, and some suspiciously human-looking parts beneath his fur, Scraptrap is certainly a sight to behold." — The Freddy Files: Updated Edition, page 156 William returned once again in Freddy Fazbear's Pizzeria Simulator with a new design, dubbed Scraptrap. While he does retain some key physical details from Springtrap's design, there are some major differences.



Unlike the previous design where his interior was mostly machinery, it is now almost entirely organic, and shows his human skeleton as well as flesh, with five bony fingers as his right hand. The reason as to why William is much more detailed this time is probably because his full body can be seen in one of the rare-boot screens. There are more torn patches in his suit with multiple metal-wires, and he has lost his left forearm, half his left ear, and the rest of his right ear. His feet now have fabric over them, with three large, round toes on each foot. His eyes no longer glow and now look completely metallic. The mask also has significant differences, with much larger eye sockets, a black nose, a square muzzle, a singular pair of buck teeth at the top row and small sharp needle-like teeth at the bottom. Afton's mummified head has turned pale in color, now with ears, thicker lips, rigged teeth, and a dimple.

Upon closer inspection, there appears to be able to hack into the majority of the animatronics' systems to become hostile towards children like Gregory, and was even able to control Vanny. He is also the main antagonist in the Princess Quest minigame.
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Burntrap "He appears to be another incarnation of Springtrap, animated by... whatever was in Springtrap, which seemingly lived on in the form of Glitchtrap. The Spring Bonnie suit has become, by this time, more littered and degraded-and, as the name suggests, burned. He does still have one mostly intact foot though, so that's something."
— Five Nights at Freddy's Character Encyclopedia, page 208
Afton incarnated as Burntrap. William appears as the optional final boss in Five Nights at Freddy's: Security Breach, named Burntrap. He only appears in the Afton Ending. This form is likely the result of Vanny somehow downloading William's digital consciousness from The Freddy Fazbear Virtual Experience into his old hybrid abomination of an animatronic suit, endoskeleton, and the little remains of his corpse. Burntrap's new form appears to wear his old but modified tattered greenish-brown Spring Bonnie suit that has become even more severely withered, tattered and burned, with the entire lower jaw ripped out, revealing his skull, covered in blood with some burnt flesh remaining, and metallic black eyes with small purple pupils. The suit is missing fur, with exception of his chest, hips, left foot and upper left leg, which were all burned away, revealing more of his corpse's charred remains.

His old endoskeleton seems to have been fixed using some parts from the new Glamrock Endoskeletons, rebuilding his left forearm and sharp claws. Personality "I was the first! I have seen everything!" This section archives a lot of theories and speculation, which usually occurs from pre-release media, or just things that are still unknown, so please keep that in mind while reading. The page will continue to be updated with the most accurate information as more solid evidence is supplied. Although seeming very cryptic at first, William's character traits and nature can be seen via silent actions within retro-graphics and by reading between the lines throughout the games. William Afton is the textbook definition of evil. He is the sadistic and depraved serial killer who sparked the downfall of his own company, Fazbear Entertainment. He murdered over a dozen children in cold blood, and started the tragic chain of events that leads various players throughout the series.

Judging by his actions and appearance within the games, William is wicked, cold-blooded and methodical, clearly showing no remorse for his actions. He was even malicious enough to murder his closest friend and business partner Henry's beloved daughter Charlotte, an event which caused Henry immense emotional turmoil to the point where he nearly committed suicide.

This alone shows that William is more than willing to harm his friends, whether it be mentally, emotionally, or physically. As shown in every minigame he appears in, he always smiles in an unhinged manner during his killings, and in the "Pizza Party" minigame in Five Nights at Freddy's: Help Wanted, which appears to be a recreation of one of Afton's murders, William (in his Glitchtrap incarnation) can be seen dancing gleefully after murdering his victim, taunting them while they are trapped inside of a robotic suit and suffering a slow and painful death. This example shows that William is extremely ruthless, taunting, and sadistic, and appears to take delight, satisfaction, and pride in the murder of innocent people and savors watching his victims suffer in agony, especially when his victims are mere children. One of William's voice lines in Freddy Fazbear's Pizzeria Simulator suggest that he is opportunistic and will proceed with his intentions, regardless of the risks. Heard in the opening cutscene of Sister Location, William shows a rather calm and neutral personality. This is likely to hide his true intentions and evil mindset while showing that he is a manipulator and seemingly theatrical, being able to easily put on a character to fool people. The fact that he created the funtime animatronics, which are very advanced and technological, shows that he has a genius level intellect, a talent for robotics, and is very proud of his creations. He is also fascinated by how they have changed after the events of Sister Location. His voice lines in Five Nights at Freddy's AR: Special Delivery indicate that he is arrogant, boastful, and overconfident, and even suggests that he wants his victims to fear and respect him, as well as suffer slowly before he kills them.

This is in stark contrast to his subtle, poetic, and calculated voice. His mannerisms are incredibly flamboyant and unhinged. It seems that William's hubris grew larger as he became more experienced as a killer, likely due to the fact that he was never convicted for his crimes and always got away with them. 36054141231.pdf This explains his behavior in Five Nights at Freddy's 3 and Freddy Fazbear's Pizzeria Simulator. Given his nature, William is most likely not insane, he just seemingly does not care for the difference between right and wrong, and simply chooses to be evil for no other reason than to achieve his twisted and unethical desires. However, it's heavily suggested that William's greatest fear above all is his own death. This is shown in one of the Five Nights at Freddy's 3 minigames, where he cowers in fear while facing the vengeful ghosts of his victims. This fear is so immense that he has developed an unbreakable iron will to live, no matter the circumstances.

Ultimately, this is what pushes him to survive even in the deadliest situations time and time again. He showcases his willpower by confidently stating "I always come back". This ironically shows that despite William's immense cruelty, arrogance, and love of bloodshed and murder, he is at his core a cowardly excuse of a man when facing his own death and retribution for his actions. William knows Hell awaits him, and he intends to stay away from it at all costs. Despite his cruel nature, it is implied in Sister Location that he loved his daughter Elizabeth, warning her about Circus Baby, as he had programmed her to be a good girl. The Official Character Encyclopedia seems to reiterate this, stating "But William wouldn't let her play with her because of what he'd designed Circus Baby to do," and "William evidently didn't intend his daughter to fall victim to Circus Baby." However, there are contradictory indications that this was for selfish reasons. He was aware that she possessed Baby, yet paid and allowed technicians to shock her for an indefinite amount of time. Taking this into account, William's connection to Elizabeth may have not been as genuine as it seemed. Besides that, his relationship with his son Michael Afton seems relatively unknown, other than the fact that he tried to kill him in Freddy Pizzeria Simulator. History "I was the first! I have seen everything!" This section archives a lot of theories and speculation, which usually occurs from pre-release media, or just things that are still unknown, so please keep that in mind while reading. The page will continue to be updated with the most accurate information as more solid evidence is supplied. William Afton was a British businessman, entrepreneur, and robotics engineer who founded Afton Robotics, LLC and co-founded Fazbear Entertainment, Inc. fictions jorge luis borges pdf online

William was married to an unnamed wife and they had three children: their eldest son Michael Afton, their daughter Elizabeth Afton, and their youngest son, Crying Child. Fredbear's Family Diner during its time of operation. At some point before the year 1983, William met a man named Henry Emily and the two became good colleagues. In

presumably 1982, they opened their first location together, Fredbear's Family Diner. Charlie moments before being murdered by William. canlata 147 bach sheet music piano

In 1983, the duo opened their second location together, Freddy Fazbear's Pizza. William, for unknown reasons, murdered Henry's daughter, Charlie Emily, outside of one of their establishments. Before or after this incident occurred, Afton's youngest son was accidentally killed by Michael after being shoved into Fredbear's operating mouth, which crushed the child's skull. This caused Fredbear's Family Diner to close its doors. The aftermath of William's heinous murders. On the night of June 26, 1985, William killed five children: Gabriel, Jeremy, Susie, Fritz, and Cassidy at Freddy's wearing a Spring Bonnie costume in order to gain their trust. However, he was caught on camera and arrested, but was apparently let go by the authorities, likely due to the bodies never being found, and thus leaving no concrete evidence to prove that he was culpable. This allowed him to get away with his horrific crime.

However, the five children would later go on to possess the pizzeria's animatronics: Freddy Fazbear, Bonnie, Chica, Foxy, and the elusive Golden Freddy, with the help of the Puppet, who was possessed by Charlie. The spirits would then gain vengeance towards their murderer or any adult like him out of confusion, thus causing their homicidal behaviors and actions towards anyone who enters the pizzeria after dark. Customers started noticing blood and mucus coming from the animatronics, which lead to the pizzeria closing down and the company being sold to unknown buyers. After the pizzeria's closure, William hosts a private party for his own restaurant called Circus Baby's Pizza World with a new set of animatronics called the Funtime Animatronics. One in particular, Circus Baby, was seemingly made in honor of his daughter, Elizabeth. However, William didn't design these robots with the intent of entertainment, but to capture and kill children to obtain Remnant, a supernatural substance which he discovered from the haunted

robots at Freddy's. It's presumed Afton wanted to use remnant in order to become immortal. Elizabeth was warned not to go anywhere near the animatronics, especially Circus Baby. However, she disobeyed his orders, which resulted in her death. This led to the cancellation of the pizzeria's grand opening and the incident to be masked as a gas leak.

Vanny was able to repair and modify his original body, and after the transfer was complete, William regained his physical form and became Burntrap. He then sold the rights of his independent company to Fazbear Entertainment. At an unknown time period, William sent his son Michael into the facility to locate and "free" Elizabeth, whose spirit was possessing Baby. In 1987, William, apparently as a security guard under a new alias, proceeded to kill five more children at the New Freddy Fazbear's Pizza Location, who are implied to haunt the Toy Animatronics. Afterwards, William once again vanished. Sometime in the early to mid 90s, William, went to the abandoned lower-budget Freddy's restaurant to dismantle the original animatronics, presumably to collect their remnant. However, he awoke the ghosts of the five children he murdered all those years ago and unintentionally freed them from their metal endoskeletons that trapped their souls. This resulted in them trying to attack William. Fleeing from the spirits, William escaped into the safe room where Spring Bonnie had been placed for storage. He donned the suit as a means to fool them. William being crushed by the Spring Bonnie suit. In his arrogance, William stood and laughed at the ghosts while inside Spring Bonnie, believing that his plan had worked. However, the springlock mechanisms within Spring Bonnie went loose due to the rain leaking from the roof, resulting in the endoskeleton parts and gears to be sprung back into place with him inside, severely mutilating his body and causing his slow, agonizing, and ironic death, as he faced the same fate that befell his victims. William was then permanently trapped in the Spring Bonnie suit.

Now reborn as Springtrap, he wanders Fazbear Frights as Springtrap. Three decades later, Fazbear's Fright: The Horror Attraction was made as a homage to the Missing Children Incident and other incidents that made Fazbear Entertainment infamous. Employees found the withered Spring Bonnie animatronic in the old safe room and reused it for the attraction. There, William's corpse was reanimated inside the suit, allowing him to come back as Springtrap. He remained there for less than a week, stalking and murdering the night guard during the night, until the building burnt down. Springtrap emerging from the burnt ruins of the Horror Attraction Springtrap was later revealed to have

survived the burning, as seen from the final cutscene in Sister Location. Scraptrap in the back alley, his fate after the fire was revealed in Freddy Fazbear's Pizzeria Simulator. He left the remains of Fazbear's Fright, and because of the damage he sustained in the fire, he presumably repaired himself, becoming Scraptrap. He eventually ended up in the Back Alley outside Freddy Fazbear's Pizza Place, where he was brought in, salvaged, and later defeated in the burning of the pizzeria as part of Henry's (his old friend) revenge and ultimate plan, while the rest of the souls were laid to rest. Only two remained; William, and the vengeful spirit.

Afterwards, the vengeful spirit refused to let William die, which was due to an act of revenge and punishment for his actions. The child trapped him in an artificial nightmare of his past, where apparitions of his creations and the many animatronics who held grudges against him proceeded to torture him for all eternity. cómo te va textbook pdf Glitchtrap waving at the Beta Tester However, he escaped from his torment and came back once again, this time as a digital virus known as Glitchtrap, after the developers of The Freddy Fazbear Virtual Experience scanned the ancient circuit boards of Scraptrap's charred remains, in which William's soul remained latched onto (due to the vengeful spirit keeping him alive in his mind), he was trapped inside the game, and wanting to get out, he invaded the mind of a beta tester, who he brainwashed into committing his evil deeds at Freddy Fazbear's Mega Pizzaplex.

Burntrap awakening for the first time. Residing in the remains of Freddy Fazbear's Pizza Place, which was directly underneath the Mega Pizzaplex, William downloaded his soul into his old body in which he previously burned to death in.

Vanny was able to repair and modify his original body, and after the transfer was complete, William regained his physical form and became Burntrap. He then saw two intruders, a child named Gregory and his companion Glamrock Freddy.

Both of which he saw as major obstacles for his plans, and needed to be eliminated. biology corner cell cycle labeling answer key William, somehow retaining his power from the digital realm to corrupt humans and objects through making contact with technology, attempted to take control of Glamrock Freddy through security monitors and sent the shattered and corrupted Glamrock Chica, Roxanne Wolf, and Montgomery Gator to kill Gregory. However, Gregory was able to reactivate the burning room trap in the old pizzeria that Henry used to kill William beforehand. akeda dovetail jig manual William tried to exit to the building and pursue the escaping Glamrock Freddy and Gregory, but before he could do so, an animatronic amalgamation (or "The Blob" as referred to in the game files) grabbed him by the neck and dragged him away into the ceiling, leaving his fate unknown as of now.

Appearances Game Title Role Description Five Nights at Freddy's Mentioned Referred on the Backstory Newspaper; overarching antagonist.

Five Nights at Freddy's 2 Minor character (debut) First physical appearance; overarching antagonist (albeit, minigame form). Five Nights at Freddy's 3 Major character Main antagonist as Springtrap; minigame character in human form (Minigames). Five Nights at Freddy's: Sister Location Cameo Voice heard in opening cutscene, overarching antagonist. Freddy Fazbear's Pizzeria Simulator Major character One of four main antagonists as Scraptrap.

Ultimate Custom Night Major character Protagonist (implied) selectable antagonist, as both Springtrap and Scraptrap. Five Nights at Freddy's: Help Wanted Major character Posthumous antagonist and main antagonist as Springtrap and Glitchtrap, respectively. Five Nights at Freddy's AR: Special Delivery Major character Posthumous antagonist as Springtrap. Five Nights at Freddy's: Security Breach Major character Final antagonist as Burntrap; appears on arcade machines as Scraptrap and Glitchtrap. See Also References 1 Scott Cawthon - Intellectual Property Rights (IPR) - Page 1 Purple GuySpringtrapMr.AftonAftonScraptrapGlitchtrapDave Miller (Roman Trilogy)Father (Michael)Daddy (Elizabeth)Old Friend (Henry) Hauptbösewicht von Five Nights at Freddy's ManipulationHohe Intelligenz Animatronics erschaffen die Kinder entführen sollen.Kinder umbringen.

Tötung von so vielen Kindern wie nur möglich ohne erwischt zu werden.Die Funtime Animatronics benutzen um Kinder zu töten."Remnant" sammeln um Unsterblichkeit zu erlangen (gesechtert) "I always come back!" — William Afton (Five Nights at Freddy's, Markenzeichendialog) William Afton bzw. Purple Guy (engl. tom mitchell machine learning solution manual pdf für Violetter Kerl) ist der Hauptbösewicht aus Five Nights at Freddy's. Er war der Mitbegründer von Fazbear Entertainment und half seinem Geschäftspartner Henry Emily, die Technologie für die Animatronics zu entwickeln. Obwohl er ein erfolgreicher Geschäftsmann war, führte Afton ein Doppelleben als Serienmörder, der in

den 1980er Jahren viele Kinder in mehreren Restaurants ermordete. Er war auch der Gründer und CEO von Afton Robotics, LLC, und der Schöpfer von Circus Baby und der Funtime-Animatronics, die dafür gemacht waren, Kinder zu fangen und zu töten. Geschichte William Afton war der Erfinder der Animatronics aus Five Nights at Freddy's: Sister Location. Die Animatronics Circus Baby und Funtime Freddy dienen lediglich den Zweck Freddy Fazbear's Pizzeria Simulator. Afton zu töten. Jedes Mal wenn ein Kind alleine ist, töten die Animatronics das Kind. Darum erlaubt er seiner Tochter Elizabeth nicht, in die Nähe von Circus Baby zu gehen. Eines Tages aber, als William nicht aufgepasst hatte, schleichte sich Elizabeth in die Nähe von Circus Baby, welche Elizabeth tötete. 1987 1987 tötete William die Tochter seines Geschäftspartner Henry Emily. Die Seele von Charlie Emily welche er getötet hatte, ging schließlich in die leere Hülle von The Puppet. Später tötete Mr. Afton fünf weitere Kinder, deren Seelen Puppets in die Animatronics Freddy Fazbear, Bonnie the Bunny, Chica the Chicken, Foxy the Pirate-Fox und Fredbear/Golden Freddy reinsteckte. 1993 1993 ging Mr. Afton in die bereits geschlossene "Freddy Fazbear's Pizza". Shadow Freddy lockte Freddy, Bonnie, Chica und Foxy zu William Afton damit die Kinderseelen ihn töten. lonogopofodapavarer.pdf Das lief dann jedoch anders als erwartet, und William hat alle vier Animatronics zerstört und flüchtete in den geheimen Sicherheitsraum wo er damals die Kinder tötete. Jedoch fand die Seele von Golden Freddy den Sicherheitsraum. Davor hatte William ungewollt, die Kinderseelen in den Animatronics befreit, als er alle vier zerstörte.

Die fünf Kinderseelen jagten ihn schließlich. Aber William hatte einen alten Schnappschloss-Anzug/Springlock-suit (Golden Freddy ist auch ein Schnappschloss-Anzug) gefunden wo er sich versteckte. Als die Kinder sahen dass sie ihn nichts anhaben können, lachte William sie aus. Dabei haben sich die losen Schnappschlösser befreit und haben William zerquetscht, und zugleich aufgespießt. Die Kinder hatten ihre Aufgabe erfüllt und sind jetzt frei. 2023 30 Jahre sind vergangen, Fazbear Entertainment hat endgültig dicht gemacht und alle Geschichten über die Kindermorde, den ganzen Unfällen und den "lebenden" Animatronics sind nur noch vergessene und düstere Erinnerungen. Ein Freizeitparkbesitzer wollte eine Geisterhaus Attraktion machen, welche Teile der alten Pizzerien behalten sollte. Dafür gingen er und sein Team in die alte Pizzeria wo sie Teile aus der Pizzeria genommen hatten. Eine Woche vor der Eröffnung des Geisterhauses, hatten sie eine unglaubliche Entdeckung gemacht. Es war ein richtiger Schnappschloss-Anzug! Er sah aus wie ein Hase. Sie nahmen ihn mit und nannten ihn "Springtrap". Jedoch steckt in diesem Anzug auch die Leiche von William Afton, den sie ungewollt auch mitnahmen. Die Seele von William Afton wollte sich dafür rächen dass man ihn vergaß, und wollte noch mehr Kinder töten. Am 5. Tag verbrannt jedoch das Geisterhaus durch unbekannten Gründen. William Afton konnte sich noch knapp retten. zuxobisumid.pdf Fazbear Entertainment eröffnete eine neue Pizzeria. William Afton verbündete sich mit seiner Tochter Elizabeth Afton und Molten Freddy. Henry Emily hatte am letzten Tag die Pizzeria verbrannt weil es der einzige Weg wäre, die Animatronics endgültig zu zerstören. wowiwemavey.pdf Damit hatte er Molten Freddy, Lefty/Puppet, Scrap Baby, Springtrap, den Nachtwächter (welcher warscheinlich Michael Afton ist) und sich selbst verbrannt. Dadurch wurde William Afton/Springtrap ein für alle Mal vernichtet.

FNaf VR & Security Breach William Afton kehrt erneut zurück. Seine Seele ist irgendwie auf einen Computer gekommen und ist eine Art Virus namens "Glitchtrap". Er ist in der Lage Menschen zu infizieren und sie zu kontrollieren wie z.B. Vanessa. Er zeigt auch weitere Ähnlichkeiten mit Viren, da er sich von selbst ausbreiten kann. Seine Rolle in Security Breach ist noch nicht endgültig bestimmt. Persönlichkeit Er scheint böswillig, sadistisch und grausam zu sein und lächelt unheilvoll, während er Kinder tötet. Er ist auch zunehmend psychopathisch und wahnsinnig, da er in der Lage ist, sein wahres Wesen unter einer Maske der Höflichkeit zu verbergen, wie im Intro von Sister Location zu sehen ist. Er scheint auch seinen Sohn Michael Afton psychologisch zu manipulieren da er, vermutlich unter Verwendung seiner Schuldgefühle, weil er (wahrscheinlich) unabsichtlich den Tod seines jüngeren Bruders verursacht hat. Trotz seiner sadistischen und gefährlichen Tendenzen wird angedeutet, dass er nicht wollte, dass seine Tochter Elizabeth stirbt, da er sie warnte, sich von Baby fernzuhalten und Micheal sogar die Aufgabe gab sie zu befreien, wodurch seine Tochter die einzige Person ist, um die er sich kümmern "konnte". Erscheinungsbild Mensch William Afton in Minigame "Foxy Go! Go! Go!" in "Five Nights at Freddy's 2" (2014). William Afton wird als Mensch, mit der Größe und Höhe eines erwachsenen Mannes dargestellt, und sein Hautton reicht von verschiedenen Tönen von lila oder rosa, je nach Minigame. Er wird auch manchmal mit einem gelben Accessoire auf der Brust dargestellt, vermutlich ein Abzeichen. Erst in Five Nights at Freddy's 3 behält er ein einheitliches Erscheinungsbild, so undetailliert es auch sein mag, aber er hat ausdrucksstarke Augen und einen Mund, der leicht seinen emotionalen Zustand vermittelt.

Springtrap Springtrap im "Extra Menü" von Five Nights at Freddy's 3 (2015). Springtrap ist eine schäbige Version von einem Animatronic namens "Spring Bonnie" und er ist dementsprechend ein anthropomorphe kaninchenartiges Animatronic. Der Anzug von Springtrap war gelb, bevor er außer Betrieb genommen wurde, aber durch den Alterungsprozess des Materials hat die Haut einen grünlichen Farbton angenommen. Springtrap kann sowohl als Animatronic als auch als Massengesteuerter Anzug funktionieren. Aus diesem Grund ist er mit Schnappverschlüssen ausgestattet, die manuell aufgeschraubt werden und sich durch jede Einwirkung lösen können: Feuchtigkeit, Berührung, Atmung und sogar Herzschlag. Springtraps Körper besteht fast überall aus schäbigem Plüsch, der mit vielen Löchern und zerrissenen Drähten übersät ist, und unter dem Körper befindet sich der verstümmelte Körper von William Afton, der hineingeklettert ist. Er hat dicke Gliedmaßen mit eng anliegenden Polstern an Schultern und Knien.

Da Springtrap früher ein Roboter war, der von einem Menschen gespielt werden sollte, hat er fünf Finger an seinen Händen.

Die Polsterung an seinen Füßen ist komplett abgezogen, ihr Metallrahmen ähnelt Blöcken mit Trennwänden. Auffallend ist die mit dem Alterungsprozess einhergehende Farbabstufung an den Füßen: Je niedriger die Körperteile sind, desto dunkler sind sie. dady.pdf Auf seinen Kopf befinden sich lange Hasenohren, die in 2 Segmente unterteilt sind, von denen eines, das rechte, verloren ist. Er hat eine kurze Schnauze mit einer krummen Nase und einer Reihe geschwärtzer rechteckiger Zähne. Wenn Springtrap sein Maul weit öffnet, wird hinter der ersten Zahnreihe die andere, die zu Aftons Leiche gehört, sichtbar. Springtrap hat große karnesinrote Augen mit blutdurchströmten Kapillaren, weißer Iris und Pupillen; über den Augen sind Stahllinien angebracht.

Scraptrap Scraptrap in einer Hintergasse, dieses Bild bekommt man zufällig wenn man das Spiel "Freddy Fazbear's Pizzeria Simulator" startet (2017). Scraptrap ist eine schäbige Version von Springtrap. Während er einige wichtige physische Details vom vorherigen Design beibehält, gibt es einige wichtige Unterschiede. Im Gegensatz zu Springtrap, wo sein Inneres größtenteils aus Maschinen bestand, ist es jetzt fast vollständig organisch und umfasst sein menschliches Skelett sowie Stücke aus Fleisch, mit fünf knöchigen Fingern als seine rechte Hand. Es gibt weitere zerrissene Stellen in seinem Anzug mit mehreren Metalldrähten, und er hat seinen linken Unterarm, die Hälfte seines linken Ohrs und den Rest seines rechten Ohrs verloren.

Seine Füße sind jetzt mit Stoff überzogen, mit drei großen, runden Zehen an jedem Fuß. Seine Augen leuchten nicht mehr und sehen auch nicht mehr so menschlich aus.

Reihe. Aftons mumifizierter Kopf ist blutleer, hat nun Ohren, dickere Lippen und aufgerichtete Zähne. Williams Haut scheinen vollständig verwest zu sein da, man überall Knochen in seinem Körper sieht. Auftritte Videospiele Five Nights at Freddy's 2 Five Nights at Freddy's 3 Five Nights at Freddy's 4 Five Nights at Freddy's: Sister Location (Nur im Intro gehört) Freddy Fazbear's Pizzaria Simulator Five Nights at Freddy's: Help Wanted Five Nights at Freddy's AR: Special Delivery (Nur im Trailer) Bücher Five Nights at Freddy's: The Silver Eyes Five Nights at Freddy's: The Twisted Ones Five Nights at Freddy's: The Fourth Closet Fazbear Frights 5: Bunny Call Fazbear Frights 6: Blackbird Fazbear Frights 7: The Cliffs Extrene Links Trivia Es wird stark in den Spielen und Büchern suggeriert, dass William Afton hochintelligent ist. 12816022053.pdf Wenn man den Jumpscare-Bildschirm von Springtrap in FNaf 3 genau anschaut, erkennt man ein paar Teile der Leiche von Purple Guy/William Afton. Es ist unbekannt, wie William Afton Springtrap heimsucht - es wird spekuliert, dass sein Bewusstsein irgendwie den Anzug bewohnt. Eine beliebte Fantheorie besagt, dass William Afton "Phone Guy" sei. Dies wurde aber nie bestätigt. Diese Theorie kann aber leicht widerlegt werden, da Phone Guy an einem anderen Zeitpunkt starb als Afton. iec 60034-1 pdf download Er hat drei Kinder namens "Michael", "Elizabeth" und "Crying Child". Es gibt keine Erklärung dafür, warum William in Freddy Fazbear's Pizzaria Simulator anders als in Five Nights at Freddy's 3 aussah. In Freddy Fazbear's Pizzaria Simulator ist einer von Aftons Dialogen "Bittersweet, but fitting", eine Anspielung auf das Gedicht Dulce et Decorum Est aus dem Ersten Weltkrieg, das einen der schlimmsten Schrecken des Krieges beschreibt den Tod durch Chlorgas.