

HAPPY BIRTHDAY



**FIVE NIGHTS AT FREDDY'S
FAZZBEAR ENTERTAINMENT LLC**

Pizza

NYUMUNC XV

Joint Crisis Committee

Chair

Abia Rahman

Joint Crisis Director

Caio Martins Lanes

Crisis Director

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FNAF Fazbear Entertainment LLC

Committee Background Guide



Joint Crisis Committee

New York Model United Nations Conference

New York University - April 2024

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Welcome Letters

Meet Your Joint Crisis Director



Hey y'all! My name is Caio Martins Lanes (he/him) and I'll be serving as the Joint Crisis Director for your committee. I was born in Brazil but I moved to New York when I was fourteen and lived here ever since. I'm a junior at NYU with a double major in History and Politics and a minor in Business Studies.

MUN has always been a deep passion of mine ever since my high school years, having attended multiple conferences and trained middle schoolers. As an NYU student, I've continued this hobby competing in several conferences in the college circuit and staffing NYU's

conferences (this will be my fourth!).

My avid interest in Five Nights at Freddy's dates back to 2014. We understand this committee may attract some people with a level of understanding of the franchise's lore as well as some with next to no exposure to this subject. I'd like to reassure you all that both groups of people will be warmly welcomed into this committee! While external knowledge about the franchise is helpful, our background guide will offer a strong foundational understanding of the topic at hand. If any inquiries arise about the committee by all means feel free to reach out to me via email. I look forward to working with and meeting all of you guys!

Caio Martins Lanes, Joint Crisis Director

Shameless plug:

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Meet Your Crisis Director



Hello all! My name is Armand Donigian and I am excited to be your Crisis Director for the Fazbear Entertainment Corps. I'm an authentic New Yorker as I was born and raised here and now go to NYU. I'm a Sophomore right now at Stern studying Business, but I'm doubling majoring in the Classics as well.

I spent all 4 years of high school in Speech and Debate, and I've carried on with this by joining NYU's Model UN team both here as a staff member and also as a travel team delegate. I've been a Crisis Analyst, Crisis Director, and Chair for previous conferences and we've always had a blast.

I myself had to brush up on all the FNAF lore for this conference, so don't worry at all if you aren't entirely familiar with the history. You all have more than enough time to get some idea about FNAF lore and history! Also, the lore is actually very creatively put together and fun to learn about!

Armand Donigian, Crisis Director of FNAF LLC

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Meet Your Chair



Hello! My name is Abia Rahman, and I'll be your Chair this year. I'm currently a sophomore at NYU double majoring in Global Public Health and Biology and minoring in Business. I was born and raised in South Florida, but New York has become my home away from home. Outside of MUN and

school, I spend most of my time with my sorority sisters, exploring NYC, and watching TV on the couch with my roomie. My favorite TV shows at the moment would definitely be Game of Thrones, the Last of Us, and The Bachelor. This will be my second year of MUN at NYU, as well as my third time chairing a conference. I also participated in MUN all throughout high school, making this my sixth year involved in Model UN overall. My favorite thing about FNAF would have to be Josh Hutcherson, but it's been so exciting to learn all the lore and I can't wait to see what you all come with in committee!

xoxo,

Abia Rahman, Chair of FNAF LLC

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Statement of Diversity and Inclusion

The goal of this committee is to have fun with the absurdity of Five Nights at Freddy's (FNAF) and roleplay as the different animatronics. Because the content of this franchise includes child murder, corpse desecration, and preconceived murder plots, we ask that everyone take care to use respectful language when referring to the victims in this franchise.

We will not allow for purposeless violence in this committee. If you want to harm, injure, or kill someone you must provide a comprehensive reason and expected outcome in order for us to incorporate it into the committee. Jokes about and threats of murder are permitted as long as they are relevant to the current discussion and are not made in a disrespectful manner to FNAF's victims. Murder can be the butt of the joke as long as it is tasteful.

Under no circumstance do we condone discrimination based on someone's appearance, race, ethnicity, sexuality, religion, or disability. Harmful, discriminatory, or hateful language has no place in our committee, and we hope that all delegates will uphold this expectation. Our goal is to foster a fun, challenging, and immersive cabinet about a game franchise with an unnecessarily convoluted storyline that has no one agreeable timeline.

To reiterate: Please do not clown on the dead children, they are victims. Please make any and all discussion related to murder and death relevant, respectful, and justified if you are attempting to commit an act of violence.

Introduction

Five Nights at Freddy's is a widely renowned video game franchise. Started by Scott Cawthon in 2014, the game garnered the love of millions around the world by giving the player the task of surviving five shifts as the night guard of a Chuck E. Cheese-inspired pizzeria. Nearing its tenth anniversary, the franchise now comprises 15 games, a novel trilogy, and even a Hollywood live-action adaptation with Josh Hutcherson and Matthew Lillard.

Several factors contributed to the explosive success of the franchise. Scott Cawthon's first game was largely bolstered by incessant coverage of media creators on the Internet from the likes of Jacksepticeye or Markiplier. The eerie visual of a familiar-looking restaurant with the kid-friendly animatronics of the titular character Freddy Fazbear, his rabbit guitarist Bonnie, and the cupcake-carrying chicken named Chica trying to murder you and stuff you into a bear costume captivated millions at the time, but what truly kept them engaged with the franchise was the mysterious aura surrounding the surprises and mysteries within the company. With only receiving some context of what's happening by the previous employee calling you at the beginning of every night, players are constantly on the edge of their seats fending for their lives with unannounced surprises like the fox-pirate animatronic named Foxy the Pirate suddenly sprinting to enter your room with no notice or the empty yellow bear costume called Golden Freddy teleporting into the room and crashing the game. As the nights would go, some details about the pizzeria's lore would be uncovered- a mysterious biting accident, five children reportedly disappearing at the restaurant, and the words "it's me" seemingly everywhere, players were forced to solve what appeared to be a puzzle within the horror game.

The games that would follow the main series would follow a similar pattern of simultaneously unveiling answers while spurring new questions. In *Five Nights at Freddy's 2*,

players are now set in a Fazbear restaurant around 1987, six years before the first game happens, and in a bigger location with far more animatronics roaming around. In terms of gameplay, a feature of minigames players would sometimes play through is introduced. Through these, we are introduced to a purple man responsible for the murder of at least six children. Inexplicably, there is evidence within the minigames that suggests the five animatronics from the original game and one of the new animatronics known as the Puppet are all possessed by the souls of these children. In the third game, players uncover that the struggle between the possessed animatronics and the man behind their slaughter culminated in the latter suffering a fatal accident while disguising in an old suit, now becoming the figure known as Springtrap, the sole animatronic antagonist of that game. In *Five Nights at Freddy's 4* Scott Cawthon drastically changes the scenery of the game, no longer being in a Fazbear facility but instead in a child's room, facing nightmarish-looking animatronics. The minigames tell the story of a young child in 1983 who is tormented by his older brother while neglected by his father. This cycle of misery continues until his birthday party, where his older brother and his friends play a prank that leads him to get bitten by the yellow bear animatronic called Fredbear. The injury was proven to be fatal and caused him to die in a hospital bed.

While the franchise appeared to be completed, Scott Cawthon had more aces up his sleeve, with novels and future games transforming the game's lore by revealing human character names, establishments we had little knowledge about, and shedding light on the supernatural side of the story to explain the nature of the possessed animatronics. The game has rightfully earned its reputation for having an extremely complex lore largely due to the changes in the franchise that took place after the fourth game. Take, for instance, the renowned YouTube channel "The Game Theorists" which closely followed the franchise since its inception, totaling 67 videos. Of

these, only 9 took place before the release of the novels and the fifth game. A large portion of these videos consist of retcons in theories due to newly acquired information. Many important events in the franchise are subject to various interpretations, as they often lack decisive evidence to confirm a single interpretation.

This committee aims to be coherent to all delegates regardless of their level of familiarity with the games so please refer to the timeline below as the primary source for the key events in *Five Nights at Freddy's* history. We understand that some events or their order may lack consensus among connoisseurs of the franchise, but these are some sacrifices that will occur so that the committee will not be interrupted on day one due to inquiries from delegates about whether the Toy animatronics were possessed, Golden Freddy is a tangential entity like the other animatronics, or if William Afton is a wanted criminal at the moment. The timeline also displays events that succeeded the start of the committee so delegates understand what happened in the franchise, but this committee is not bound by the future events shown here.

Official Timeline

Date	Event
1969	A bright roboticist by the name of William Afton returns to his hometown Salt Lake City after getting an engineering degree from Stanford University. He would quickly get married and have his first child, Michael Afton.
1972	William Afton is persuaded by his best friend, a bright businessman known as Henry Emily, into founding a small pizzeria with him named Fredbear's Family Diner in Salt Lake City, Utah. The business concept was centered around its animatronic yellow characters Fredbear and Spring Bonnie, who would sing to entertain their guests in the family-friendly establishment. Afton would innovate in the field by developing spring-lock suits. This innovation allowed for the suits to serve as both costumes and animatronics- during musical numbers, Fredbear and Spring Bonnie would serve as animatronics to play music and interact with their audience. Afterward, staff members could set the suit in its costume mode, allowing staff members to wear the suit and serve guests their food. This more intimate service would quickly give Fredbear's Family Diner an edge over Chica's Party World, another popular family-friendly pizzeria that used animatronics dominant in the state of Utah.
1973	William Afton and his wife have another child by the name of C.C.*
1975	Fazbear Games Studios is opened to develop entertaining arcade games for the restaurant. Throughout its existence, Fazbear Games Studios would be responsible for hits that spanned beyond the restaurant itself, gaining respect within the video game industry.
1977	Chuck E. Cheese's Pizza opens in San Jose, California.
1978	William Afton and his wife have a third child by the name of Elizabeth.
1978	Henry Emily and his wife have their first child by the name of Charlotte Emily.
1979	Chica's Party World, no longer financially viable and quickly closing its several restaurants, gets purchased by Fazbear Entertainment. Chica then becomes a member of the Fazbear Family and one of its most beloved characters.

1980	<p>With business going exceptionally well, Fazbear Entertainment opened another restaurant in Salt Lake City by the name of Freddy Fazbear's Pizza. This restaurant would extend the cast while redesigning older ones. Freddy Fazbear, a brown bear, becomes the protagonist in this restaurant instead of Fredbear. Spring Bonnie becomes just Bonnie, a blue rabbit. Chica finishes the main trio as the backup singer. Lastly, Foxy the Pirate was a red fox who would tell his pirate adventures to children in his Pirate Cove. Unfortunately for Funtime Foxy, toddlers and young children would become too touchy with the animatronics and would frequently dismantle the animatronics. The staff and public alike thus nicknamed the new animatronic "Mangle."</p>
February 1980	<p>A Chuck E. Cheese's Pizza Time Theatre is built in Salt Lake City, part of Chuck E. Cheese's aggressive expansion plan to become a national giant.</p>
March 21, 1980	<p>Popular Michigan politician George W. Romney attends his grandson's tenth birthday party at Freddy Fazbear's Pizza. The family was reportedly very content about the party.</p>
1981	<p>The night guard of Freddy Fazbear's Pizza files a complaint about the fact that animatronics would remain active during his shift from 12 a.m. to 6 a.m. Afton concludes that the animatronics, with no form to turn them off, would roam searching for humans to entertain, and their program may mistake nightguards at night as an endoskeleton in need of a costume. Concluding this to be a harmless problem, no action is taken to fix it. Rumors around the city spread surrounding this mystery.</p>
March 1983	<p>To expand their outreach and promote the restaurant, Fazbear Entertainment opens three new divisions- the Fazbear Animations Studios and the Fazbear Licensing and Merchandise. Fazbear Animations Studios would quickly start production on the Fazbear Show, an anthological animation show where all the characters created up to this point embark on colorful adventures filled with musical numbers, excitement, and pizza. The Fazbear Licensing and Merchandise would partner with other companies to release various plushies, stuffed animals, and clothes.</p>
June 18, 1983	<p>The two Afton boys constantly bicker against each other, with the older brother Michael often taking pranks to extreme degrees against younger C.C. Afton. A recluse typically surrounded only by his Fazbear stuffed animals, C.C. begins to fear the characters due to Michael constantly scaring him while wearing a Foxy mask. Their father William decides to use the Fredbear Family Diner</p>

	<p>location for C.C.'s upcoming birthday party. Things take a traumatic turn, however, when Michael and three of his friends decide to prank C.C. by pulling him into Fredbear for a kiss, which leads to the enormous animatronic biting C.C.'s head. C.C.'s spirit goes on to possess Fredbear, aka Golden Freddy.</p>
June 19, 1983	<p>An emergency meeting is summoned by the higher-ups of Fazbear Entertainment. To curb the first real crisis at the company, they agree to move the company's image away from Fredbear to distance the company from the event. Freddy Fazbear becomes the main face of the company. Sidelined, Fredbear's design is changed so that he wears a black hat and bowtie instead of the former purple clothes. Fredbear becomes more popularly known as Golden Freddy. To further facilitate this change, all merchandise, games, and animations with the Fazbear characters were changed to reflect that. The small Fredbear Family Diner restaurant was shut down, as it was more of a liability than an asset to the company. Lastly, William is put on leave due to his difficult family situation.</p>
June 24, 1983	<p>C.C. Afton dies in a hospital bed amid his father's pleas to "put him back together" and Michael's pleas for forgiveness from his younger brother.</p> <p>September 1983: Drought by CC's death, Henry Emily designed a new animatronic entirely by himself. The Puppet was created with a program focused on children's safety, giving special treatment to Henry's daughter, Charlotte Emily. Corporate pressure to expand the cast would lead to new animatronics- lukewarm reception to that makes these new animatronics to be known as "the Mediocre Melodies"</p>
July-November 1983	<p>William Afton's leave does little to help to overcome his loss. Initially, he attempted to process the events through the spiritual book "Autobiography of a Yogi" at the suggestion of his inventor friend Steve Jobs. William placed the blame on C.C.'s death on his son Michael for playing over-the-top pranks and Henry for convincing him to start the company in the first place.</p>
November 2, 1983	<p>Charlotte Emily was waiting for her father on a rainy day outside of Freddy Fazbear's Pizza as he was talking to the restaurant manager while a birthday party was taking place. Driving through the vicinity, William watches an unsupervised Charlotte and devises an insidious plan to retaliate against his best friend by calling the unsuspecting Charlotte into an alleyway and killing her. The Puppet only noticed Charlotte's absence when it was too late, finding her body where William had left it. The Puppet crouched on top of Charlotte's corpse, shielding her from the rain and causing the</p>

	animatronic to malfunction and lay there inanimate. Unbeknownst to any company member, the Puppet was possessed by Charlotte's spirit
November 3, 1983	The Fazbear Entertainment's board reconvenes once again. As the murder occurred outside the restaurant, there was no immediate association of the murder with the establishment. Henry was distressed by his daughter's death and was now placed on leave, while a reinvigorated William returned to his job. Henry retired.
November 1983	In the following days after Charlotte's murder William Afton observed that the repaired Puppet acts outside of its program whenever it sees him. In his paranoia, the roboticist concludes that this apparent malfunction may be a sign of possession. William would stumble into the scientific discovery of "Remnant." Remnant is the soul energy that all living beings possess. This powerful soul energy, William would discover, is extremely compatible with the metallic form the animatronics are made of, allowing them to be possessed by dead humans when their death is bound by an animatronic.
December 1983	Seeing in this possession the possibility of reviving his dead son and perhaps achieving immortality, William proposes the purchase of the land in front of Freddy Fazbear Pizzeria to open a new establishment called Circus Baby Pizza World. The new characters were Afton's magnum opus, displaying complex designs. The restaurant would have a main cast composed of the ballerina dancer Ballora, a white and pink Funtime Freddy, a newly repaired Funtime Freddy, and Funtime Chica. The restaurant's mascot was Baby, a human-looking robot capable of dancing, singing, advanced cognitive skills, and dispensing ice cream through its torso. Unbeknownst to anyone but William, all animatronics were programmed to count how many children are in a room at any given time and fatally scoop the children inside them whenever there's only one. Afton's devilish plan aimed to study these spirit possessions by killing more children. The board of directors eagerly approved this plan.
March 1984	Tragedy strikes Fazbear Entertainment again when a new employee was putting on a worn-out Spring Bonnie springlock suit. The high humidity in the room would cause the suit to malfunction and switch to the animatronic mode, crushing his organs and killing him in the process. The event would result in the retirement of springlock suits, utilizing the fact that the advanced animatronics can now function as waiters as well. Furthermore, the higher-ups of Fazbear Entertainment deposed and left it in the restaurant's safe

	room, a place that would become the restaurant's spot to dump anything potentially incriminating.
May 1984	<p>The Grand opening week for Circus Baby Pizza World ends in disaster. During the opening, Afton's daughter Elizabeth disobeyed her father's orders and attended Baby's show. Staying until the end, Baby killed Elizabeth and scooped her inside. When William realized what happened, he hurriedly dismissed all guests and staff alike. The official explanation alleged gas leaks, Elizabeth's dead body was taken outside of the restaurant and reported with no association with Circus Baby Pizza World's opening. Realizing the flaw in this plan, Afton turned off the counting children mechanism. Fazbear Entertainment shifted gears in the restaurant by turning it into Circus Baby's Entertainment and Rental, where customers could rent the animatronics to birthday parties at home. The innovative approach would prove highly profitable.</p> <p>September 8-15, 1985: Afton still needed dead children to test the spirit possession, leading to the Missing Children Incident. In less than a week, five children (Gabriel, Suzie, Jeremy, Fritz, and Cassidy) mysteriously disappeared, with most of them seemingly being connected to Freddy Fazbear's Pizza. The restaurant aided investigations and offered camera records displaying a man wearing the retired Spring Bonnie suit luring the five missing children into the restaurant's safe room, the only part of the restaurant that lacked any cameras. As the perpetrator, William Afton placed four of the corpses inside Freddy, Foxy, Chica, and Bonnie. For the last child Cassidy, William places her inside the Golden Freddy suit before killing her. The bodies would remain hidden in the animatronics.</p>
September 16, 1985	Salt Lake City Police Department arrests William Afton due to circumstantial evidence. As the one with the most familiarity with the retired spring-lock suits and having worn Spring Bonnie multiple times, his lack of any meaningful alibi would result in him becoming their primary suspect.
September 17, 1985	William Afton was unanimously voted out of his position by Fazbear Entertainment's board of directors during an emergency meeting. The board indefinitely closes Freddy Fazbear's Pizza to review its safety measures within its establishment. To distance themselves from their co-owner with a tainted public figure, the Afton Robotics division is renamed Fazbear Robotics.
September 18, 1985	The police released William Afton due to a lack of any non-circumstantial evidence, as the bodies of the children were never found, and there wasn't any substantial evidence against him. As a free man, William would take the animatronics to his house,

	bury the bodies, and observe the now-posessed animatronics' activities.
June 1986	Fazbear Robotics hatch a plan to improve upon Afton's technology through the Toy Animatronics line and reopen Freddy Fazbear's Pizza. The new animatronics (Toy Chica, Toy Freddy, Toy Bonnie) had highly advanced cognitive skills that by now border on artificial intelligence. Linked to its program was a criminal database that used facial recognition to identify and combat felons or individuals engaging in criminal behavior within the restaurant's perimeter. At the board of directors' insistence, William Afton was added to the facial recognition feature as a preventive measure against the disgraced co-owner. To hide any corporate malpractice, the safe room is locked to not be used again.
October 1986	Beloved characters of a Fazbear Games Studios arcade game Balloon Boy and JJ are added. The small animatronics would roam around the pizzeria offering candies and balloons to guests. Fazbear veterans Mangle and the Puppet are also approved to return
November 1986	In response to the growing Hispanic population in Utah, Fazbear Robotics also created El Chip, a mandolin-playing and sombrero-wearing beaver. Fazbear Entertainment is considering launching him as the mascot of a Mexican cuisine restaurant called El Chip's Fiesta Buffet, but these plans will hinge on the success of the new and improved Freddy Fazbear's Pizza.
December 1986	Fazbear Entertainment demands William to return his animatronics to the company. The Afton father begrudgingly accepted, as he had made substantial advances, being one step closer to discovering the secret to immortality and only needing some final observations. Due to his various experiments, the five animatronics were withered and in poor conditions. Fazbear Robotics decided to keep them on standby, in case any parts of animatronics were ever needed for the official cast.
October 5, 1987	Committee Starts!!!
October 10, 1987	Freddy Fazbear's Pizza reopens, attracting large crowds. William Afton disguises himself under a false identity and gets a job as the night guard, but discovers that the new animatronics are very hostile to him in this environment. He thus moved to the position of the day guard.
November 10, 1987	A guard by the name of Jeremy Fitzgerald is hired as the new night guard (Five Nights at Freddy's 2)

November 16, 1987	Jeremy Fitzgerald becomes the new day guard.
November 17, 1987	Another tragic bite incident occurs at Fazbear restaurant. This time, an animatronic leaped into Jeremy and bit his frontal lobe. He would spend the remainder of his life in a vegetative state.
November 18, 1987	Defeated, Fazbear Entertainment closes Freddy Fazbear's Pizza once again, with plans of opening a much smaller restaurant in the future. The restaurant is abandoned for the remainder of the year.
December 6-11, 1987	William Afton believed he was ready to revive Elizabeth through his experiment. He confides this belief with his now adult son Michael, though not mentioning anything that would incriminate herself. Michael successfully deactivated the AI within Baby's animatronic, but in the process, he was pierced by a machine. All the Baby Rental's animatronics sought freedom and thus merged into an entity by the name of Ennard. Ennard would penetrate Michael's body, hiding inside him without killing him (Five Nights at Freddy's: Sister Location).
December 12-28, 1987	Due to the animatronics' inside Michael Afton, he experienced visions from all of the restaurant's victims, uncovering his father's crimes while finally coming to terms with his role in C.C.'s deaths.
December 29, 1987	As Michael's body began to reject Ennard inside him, Ennard escaped through the sewer. Due to the Remnant, Mike's body can rapidly heal. Determined to stop his father, Michael leaves a note in his father's room letting him know he'll expose him for his crimes.
December 30, 1987	William discovered Michael's notes. Concerned about the prospects of Michael testifying against him while also fascinated by Michael's experience with Remnant, William decided to leave the state. First, however, he decided to break into the abandoned Freddy Fazbear's Pizza restaurant and scrap all animatronics after luring them inside the safe room. His plan backfired, however, when the animatronics rallied against him as one. Vastly outnumbered, William disguised himself into his old Spring Bonnie spring-lock suit in a desperate attempt to hide his identity. In a twist of fate, the old suit would malfunction and the animatronic mode would turn on while he was still wearing it, crushing and stabbing his organs. Now stuck in the decaying animatronic suit, Spring Bonnie and William Afton become one- Springtrap.
January 1988	Fazbear Entertainment shut down Circus Baby's Entertainment and Rental as their prized animatronics had seemingly disappeared.

May 1988	Fazbear Entertainment built a new, much smaller Freddy Fazbear's Pizza, with a lukewarm reception after so many controversies. It was clear that the company's golden era was long gone.
September 1993	Still trying to connect with his brother C.C. once again, Michael Afton is hired as the night guard for the third reiteration of Freddy Fazbear's Pizza. While trying to save his brother, he is fired after being seen tampering with the animatronics (Five Nights at Freddy's 1).
1994	Due to poor financial returns, Fazbear Entertainment closes Freddy Fazbear's Pizza.
September 2015	The age of the Internet garnered the interest of millions in the story of the company and its murders. For this reason, a local businessman purchased the land where the first and second Freddy Fazbear's Pizza as well as several other Fazbear memorabilia. Rather than a restaurant, this establishment was a mixture of a museum and a haunted attraction called Fazbear's Fright. Michael Afton was hired as the manager of the restaurant due to his familiarity with the events.
October 1-6, 2015	In the week before the grand opening, staff members discover the safe room and, as a result, Springtrap. Michael Afton discovers that this intact animatronic was in actuality his father, who he thought had left the state. Attempting to free his father's spirit in a merciful death, Michael burns the place to the ground, once again cementing the company's reputation as cursed. Springtrap lived on.
October 7, 2015- 2023	Michael shares his recent discovery about his father and everything he knew with Henry. Distressed about the fact his daughter had been stuck in an animatronic for over forty years, Henry hatches a plan with Michael to build a new Fazbear pizzeria, knowing doing so would attract all missing animatronics like Ennard and Springtrap. Once Henry purchased all other animatronics and lured the missing ones back into the pizzeria, Henry blew up the entire restaurant through a controlled explosion with him and Michael inside it. The explosion destroyed all animatronics and liberated their souls at last (Freddy Fazbear's Pizzeria Simulator).
2023-???	As the most vengeful spirit, Cassidy refuses to move on and instead joins William Afton's punishment in hell for eternity, forever tormenting him in retaliation (Ultimate Custom Night). All other victims of the Fazbear tragedy are able rest in peace.

Committee Mechanics

A Joint Crisis Committee (JCC) in Model United Nations consists of two separate but interconnected committees. Each committee operates independently, representing different organizations and interests involved in a crisis. Delegates from both committees collaborate and compete in real-time to influence the course of events. Actions from one committee can and will spill over into the other committee, forcing on the spot adaptation and creating a very dynamic environment.

While delegates in each committee work to achieve their individual goals, they must also be aware of the actions and decisions of the other committee. Collaboration, negotiation, and strategic alliances between committees are common and encouraged.

For the purpose of this committee, there are two sides of the discussions that will be occurring- the “Fazbear Entertainment” side represented by the Board of Directors of the company and the “Animatronics Union” formed by all the animatronics that play an important role in the company’s basic operations. There exists a very fine balance of power between two groups. The Board of Directors of Fazbear Entertainment is a wealthy group well connected among adults, other companies and even the government. Seeking self-preservation first and foremost, the members of the Board of Directors hold ownership of all company’s locations and could legally dispose of all its animatronics at once if it ever seems worth it, but doing so would yield a catastrophic economic loss that the Board will be unlikely to afford. On the other hand the animatronics possess inhuman levels of strength and speed, reducing possible risks to their physical safety. Additionally, they may rely on their young audience as an important source of soft power, as a result of the adoration children have to each animatronic. While they are capable

of easily crushing the frail human bodies of the Board of Directors, the animatronics are aware that doing so would shut down their restaurant, an undesirable outcome to most of them. A key similarity between both groups is their limited knowledge of the operations of the opposing side- the animatronics that reconvene every midnight at Fazbear Pizzeria are completely unaware of the fact that the company's higher ups are holding their official meetings in the CEO's home office. The animatronics certainly have an edge on access for information over the Board of Directors, however, as no current member of the Board is aware that some animatronics are possessed.

Communication with the back room for furthering actions and storylines will be done via an online notes system. All delegates will receive two online notepads to alternate between 'cycles,' which will last a varying amount. Delegates are expected to keep track of their storylines, and are not allowed to remove their notepads from committee (ex. Using them during committee breaks or overnight).

Background

Our committee begins in the year 1987. The Fazbear company is doing very well, all things considered! The masses love the funny dancing animatronics and past instances of injury and deaths have not been permanently scarring connected to the great fazbear image. PR connections to Afton have been cut for now, and continuing this will be good for the company.

The biggest selling point of Fazbear Entertainment comes from Fazbear Robotics, which was formerly known as Afton Robotics. This company carries the copyrights to our advanced technology. Fazbear Robotics holds copyrights for the design and programming of their animatronics, including the distinctive appearance of characters like Freddy Fazbear, Bonnie, Chica, Foxy, and others. The logos, branding, and music or jingles associated with Fazbear Entertainment are also copyrighted as well. It also has the copyrights to advanced robotics, such as the springlock suit, which allows animatronics to operate both with and without people. Also facial recognition software that is equipped in recently made animatronics is copyrighted by Fazbear robotics.

Fazbear's Pizzeria is the original location of Fazbear Entertainments business. It is made up of the main celebration area, the security office, and a host of hidden rooms and secrets across.

Fazbear Licensing and Merchandise, a subsidiary of Fazbear Entertainment, is the financial powerhouse behind the widespread appeal of the iconic animatronics. The subsidiary operates a dual strategy. Firstly, it brokers licensing agreements, allowing other entities to utilize Fazbear characters for various events and attractions. Simultaneously, it dominates the merchandise market, flooding it with plush toys, action figures, and other Fazbear-themed goods.

The Fazbear Animation Studio is another asset of Fazbear Entertainment. This company works on making animations featuring the main cast of animatronics. This works to entertain those who watch it, while also being a powerful marketing tool, spreading the word of Fazbear Entertainment, generating more customers and more profit for all of you. The animated content is strategically distributed across various digital platforms, social media channels, and within Fazbear Entertainment locations.

Fazbear Gaming Studios is a similar subsidiary to the Animation Studios, instead focusing on making games for the public. The games Fazbear Gaming makes are simple and rustic, but feature basic 2D platformers where you get to play as your favorite animatronics. Fazbear Gaming Studios is thinking about adding microtransactions to their video games to bump profits. Fazbear Gaming increases the notoriety of the company thus increasing profits, but also makes its own profits through game sales.

Circus Baby's Entertainment and Rental is a new innovation for Fazbear entertainment. Rather than public parties or a public restaurant for all to enjoy, Circus Baby's is a location for private events and parties. The animatronics there have the most advanced AI with facial recognition and AI to tailor an immersive and personalized experience.

Side of JCC Breakdown

Fazbear Entertainment is an amazing and fun company, entertaining adults and their children alike with family friendly animatronics! The majority of their profits stem from products derived from the various copyrights on fazbear's unique and advanced technology and likeness. The unique technology is the main attraction that brings loyalty and customers to the smaller local Fazbear chain rather than well known national chains like Chuck E Cheese.

Because the animatronics are Fazbear Entertainment's main selling points, it is important to maintain their place as the front of the company. Also it is important to make sure that the image is not tarnished by anything, such as a rumor that the animatronics kill people.

At the start of our session, current technology is very advanced for the time, but their complexities do vary. The animatronics developed first are basic animatronics, the ones with simple programmed movements used to entertain children during the day. There are also some with limited artificial intelligence. However, all animatronics reportedly become more active and aggressive at night, due to possession and a lack of proper recognition of nighttime security staff.

Later in the FNAF timeline, we see massive developments in the capabilities of the animatronics. Animatronics like Circus Baby have improved AI, letting them use facial recognition and basic strategy to capture children without being caught. These later animatronics also have voice mimicry and a storage section for captured children.

There is also the development of Ennard, the collective entity which takes parts of every animatronic into one. Ennard has the unique ability to escape from the animatronic shell that typically traps spirits, and the ability to infiltrate the human body, which we see in Michael's infection.

As the corporation's leaders and important figures, this crisis cabinet has majority control over the companies subsidiaries and copyright property. However, this also burdens the corporation with maintaining profitability, if the company cannot remain profitable, all the work will be for nothing. This also means the responsibility of keeping the animatronics in line and maintaining Fazbear's family friendly image.

Essential Vernacular & Events To Understand

Vernacular:

The Aftons

- William: Father, Founder of Freddy Fazbear's
- Michael: Eldest Son, Perpetrator of Bite of '83
- Elizabeth: Daughter, Victim of Baby
- C.C.: Youngest Son, Victim of the Bite of 83

Animatronic

- A mascot composed of a robotic endoskeleton inside of a mascot costume

Bite

- An instance where someone has been bitten/attacked by an animatronic, resulting in injury or death.

Fazbear Entertainment

- The parent company behind the Freddy Fazbear and adjacent sister franchises and locations

Fazbear Robotics

- The robotic engineering company responsible for the design and development of animatronics for Fazbear Entertainment restaurants

Remnant

- Remnant is the soul energy that all living beings possess. This powerful soul energy, William would discover, is extremely compatible with the metallic form the animatronics are made of, allowing them to be possessed by dead humans when their death is bound by an animatronic.

Springlock Suit

- A type of suit that uses a spring lock mechanic to hold endoskeletons in place. They can be modified to allow for human use.

Bunny Killer

- The popular name given to the perpetrator of the Missing Children's Incident. While circumstantial evidence suggests William was the man behind the slaughter, police could not hold him accountable for the actions. For the company and everyone else but the possessed animatronics, the true identity of the Bunny Killer remains a mystery.

Events:

Bite Incidents

- 1983: William Afton's Child C.C. is fatally bitten by Golden Fredbear in Fredbear's Family Diner on his birthday. His brother Michael placed him in the Fredbear's mouth.
- 1987: Jeremy Fitzgerald is moved to the morning shift and is attacked by an animatronic, losing his frontal lobe.

Daughter Deaths

- 1983: Charlotte is killed by William Afton outside of Freddy Fazbear's Pizza and possesses the Puppet.
- 1984: Elizabeth is scooped by Baby at Circus Baby's Pizza World on opening day.

Missing Children's Incident

- 1987: William Afton lures and kills five children to study Remnant. He stuffs their bodies into the animatronics. They are never found and are later retrieved by Afton for Remnant experiments and studies.
 - The Five Children
 - Gabriel: Freddy
 - Fritz: Foxy
 - Suzie: Chica
 - Jeremy: Bonnie
 - Cassidy: Golden Freddy

Current Issues

As a business for the public, a perception of safety is of the utmost importance! If people start to associate the Fazbear name with death or injuries, Utah's once iconic and profitable animatronics will become the company's greatest downfall as no one wants to risk their life to eat there. The Fazbear Corp. has previously avoided being associated with any past incidents through name changes, such as a movement away from Fredbear to Freddy Fazbear after the bite of '83, as well as the firing of William Afton after his suspected involvement in the disappearance of multiple children.

The company has recently heavily invested in additional safety measures. The ever-growing versatility of Fazbear Animatronics allows them to prevent security breaches, being connected to a criminal database and alerting both the police and company's administrators. The mystery behind the Bunny Killer and recent memories of the Missing Children's Incident looms a great shadow over the company and its future.

Safety is not just limited to external threats- from the Bite of 83 to condemnation of Foxy the Pirate's violent design, some fear the strength of these animatronics and their overall intelligence could mix into a dangerous mixture. Debate ensues in local media on whether these advancements in robotics could lead to an apocalyptic "Terminator" style. While Fazbear Entertainment has been excellent in connecting with prominent high-class individuals in society, recent scandals have resulted in concerns with partnerships of these scales, whether for clients or other brands searching for partnerships. Lastly, the arrival of a Chuck E. Cheese establishment may disrupt the current demand for Freddy's Pizzeria, and only time will tell which beloved animatronic pizzeria will survive.

Questions to Consider

1. Should Fazbear Entertainment place a certain limit on the development of the animatronics' AI, or is the greater sense of security they offer a justification to rampant progress in uncharted territory?
2. Are the current safety measures adopted by the company adequate, or is Fazbear Entertainment headed into an inevitable major lawsuit?
3. How can Fazbear Entertainment remain relevant under the pressuring competition of national giants like Chuck E. Cheese?
4. How can Fazbear Entertainment balance the thrill and uniqueness of our animatronic attractions with a comfortable and safe environment for our customers?
5. What strategies should Fazbear Entertainment implement to manage its public image and address any former or future negative publicity effectively?

Character List

*Note that this does not guarantee the characters presence during the conference! Expect the unexpected always!

1. Henry Emily, Robotics Designer
2. Olivia Evans, Fazbear Chef
3. Joe Smith, Head of Maintenance
4. Jeremy A. Gilmartin, Head of Fazbear Animation Studios
5. Vania Hwang, VP of Legal and Compliance
6. Igor Lukashenko, VP of Human Resources
7. Brandon Wilson, VP of DEI
8. Shrey Bairathi, Chief Engineer
9. Lisa Daley, Public Relations
10. Seamas Porter,, Manager of Fazbear Merchandise
11. Eric Giron, Manager of Fazbear Books
12. Morgan Pielli, Manager of CB
13. Jade Castiel, Manager of FFP
14. Clayton Jensen, Head of Security
15. Aaron Paxton, Day Security Guard
16. Julian Pepper, Chief Financial Officer
17. Sahil Arafah, VP of Financial Planning
18. Linda F. Mills, Government Relations
19. Charles Hamilton, Event Planner
20. Scott Cawthon, Game Designer of Fazbear Gaming

Works Cited

Please be aware that some of these sources, while helpful, may contradict one another in the finer details, or perhaps disagree with the background guides and your character bios. Please remember that under any disagreement of this kind, we will be prioritizing the content within this background guide.

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Five Nights At Freddy's: Fazbear Entertainment LLC Committee Background Guide

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