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Fredrick is a huge FNAF fan, not because horror games are his jam, but also because it is a series that just keeps on giving. Fredrick is a sucker for lore and hidden secrets, and since FNAF is abundant with both, it was a match made in heaven. Outside of FNAF, Fredrick also loves indie games, JRPGs, and will often sit for hours trying to climb the ranks in LOL. We have seen animatronics built to lure and murder children, like Funtime Freddy and Balloon Boy. We have also seen possessed animatronics like Springtrap and Circus Baby. There are also human monsters like William Afton, the man villain in FNAF. But, there are also homicidal viruses. This is where Glitchtrap comes in. Glitchtrap, or Spring Bonnie Man, stands out because: He is a sentient computer virus He is the digital version of William Afton Glitchtrap Appearance Glitchtrap is golden yellow, while his snout, torso, and ears are a lighter shade. He has purple eyes, whiskers, a wide grin, rabbit-like teeth, and wears a purple vest with a matching bowtie. Because he is in digital form, we don't see any exposed wires or electronic parts. In fact, the only imperfections you can see are the stitches on his joints, ears, and hands. We only see Glitchtrap fully formed later in the game, Help Wanted. This happens as you collect more tapes and coins (more info below). At first, he is translucent and ghostly, and even his animation is not smooth. The only clear things about his figure are his purple eyes and green color. But he grows more substantial as you complete objectives. Since Glitchtrap is a computer virus, he does not feature in many FNAF games. So, his prominent appearance is in Five Nights at Freddy's VR: Help Wanted. Glitchtrap shows up in the Five Nights at Freddy's AR: Special Delivery trailer. However, even though he's mentioned, you don't see him in the main game and in Five Nights at Freddy's: Security Breach, he is only referenced. Glitchtrap is a unique enemy you have to face in an already-distinct VR game. His lore is exciting, and he is a worthy foe. Glitchtrap Lore Tape Girl is a game developer who was part of the team that developed the Fazbear Virtual Experience game. Tape Girl's fellow developer, Jeremy, receives objects from Fazbear Entertainment to scan into the game. However, they soon retrieve these objects in the middle of the night after Jeremy has scanned them. Jeremy then encounters code in the game that acts on its own. He starts having nightmares and soon becomes pale and starts talking to someone while in-game (probably Glitchtrap). Tape Girl figures that he will be replaced soon, and she is next in line to test the game. The higher-ups figure out that Jeremy has probably seen something ominous, so they discredit him and make a case to fire him. Jeremy is fired, but he tries to warn the other developers about something wrong with the game before he goes. However, the other developers see this as a challenge to find the problem and fix it themselves, including Tape Girl. She reads an e-mail from Fazbear Entertainment that was sent to her accidentally that reveals a former rogue developer leveled various accusations at them. So, they want this new VR game made so they can cover things up and discredit the developer. She looks for the anomaly, Glitchtrap, to isolate it and give the next developer a chance to destroy it. However, the monster attaches himself to the tapes she is making. Tape Girl tries to delete the recordings but is not successful. She then runs a fragmentation program on the tapes to scramble them, hoping that this will make Glitchtrap harmless. However, doing this destroys her warnings. On Tape 15, she warns you not to reassemble the tapes because this will reassemble Glitchtrap. However, on the final tape, Tape 16, she changes her mind. She asks you to let Glitchtrap leave the game through you so you can kill it by using the emergency disconnect switch to force a hard restart. When you unlock the Pizza Party ending, Glitchtrap leads you to a stage. This is how William Afton used to lure children to their deaths in the original games, showing that Glitchtrap is the same serial killer. After Springtrap malfunctioned and killed William Afton, the haunted animatronics were later burned, freeing their spirits. However, Afton's soul still existed in some circuit boards. These are likely the boards Fazbear Entertainment asked Jeremy to scan into Fazbear Virtual Experience. They were trying to trap Afton's soul in the game so he couldn't physically harm more people. Jeremy failed to do this, and he was so discredited and fired. The same thing happened to Tape Girl when she also was unable to imprison and destroy Glitchtrap. Appearances Five Nights at Freddy's VR: Help Wanted In, Glitchtrap becomes increasingly visible as you collect more Faz-Coins and play more tapes. Glitchtrap also moves closer to you. After collecting all 16 tapes, Glitchtrap fully materializes and tries to take over your body so he can escape the game. If you follow the final tape's instructions, you will appear in front of a metal door. You can open it through the sliding lock, and Glitchtrap appears. He looks at you, shushes you, and returns to the darkness. When you return to the main area, you will see a Glitchtrap plush on the floor to your right. If you finish the Pizza Party minigame on the Hard or Nightmare mode, you will get access to a room with Chica and Bonnie on stage. Glitchtrap appears from the stage and motions you to follow him. If you do, you will transform into a Freddy Fazbear suit, and you will perform as the game's end credits roll. In The Curse of Dreadbear DLC, we learn that Glitchtrap has possessed a beta tester called Vanessa. She is now his vessel, and Glitchtrap continues to kill through her. Five Nights at Freddy's AR: Special Delivery We don't get to see Glitchtrap in this game. But, he is mentioned in the game's e-mails. Steven Wilson, a Fazbear Funtime Service employee, reveals that he was locked out of the system after uploading circuits from his coworker. However, he learns that this isn't a glitch. Instead, it's a virus that's more than likely Glitchtrap. Counterparts William Afton It is William Afton's soul that makes up Glitchtrap. He is the main villain in FNAF, first as a human and then an animatronic. Afton co-founded Fazbear Entertainment, and he made animatronics that later became possessed by the souls of his child victims. Burntrap This form only appears in Security Breach's Afton Ending. It is probably William Afton's consciousness downloaded into his old animatronic suit—the one he died in. Burntrap wears the Spring Bonnie suit that's now greenish-brown, burned, and tattered. His skull is exposed at the lower jaw, and fur is missing from most of his suit, exposing his charred remains. Springtrap This is the first William Afton counterpart. His corpse is still inside the Spring Bonnie suit, though it's withered. We see Springtrap in Help Wanted and Special Delivery, and he is the main villain in FNAF 3. Answer: Yes. Glitchtrap's real name is William Afton. Afton's soul was uploaded into a game, Fazbear Virtual Experience, and it took on the form of a virus called Glitchtrap. Answer: When William Afton died in the Spring Bonnie suit, his soul remained in the animatronic's circuit boards. Fazbear Entertainment commissioned a company to make a VR game, Fazbear Virtual Experience. They wanted the circuit boards scanned and uploaded into the game.Their goal was to trap William Afton's soul inside the game so he couldn't kill any more people. But, this failed, and William became a sentient virus intent on escaping the game by possessing a host. Answer: Glitchtrap speaks in garbles. But, we learn that some of those garbles are actually lines from Tape Girl. It has been scanned and decoded to say "I always come back. Let me out." Glitchtrap is a unique enemy to face in Five Nights at Freddy's. Because he isn't a human, it's a new dimension to the enemies you face in the franchise. SpringBonnieMan, The Anomaly Mascot Performer; Serial Killer Light Gold-Brown (In Full Form)Clear Green (In Ghost Form) Glitchtrap (also known as the Anomaly) is the main antagonist in Five Nights at Freddy's VR: Help Wanted That exists within The Freddy Fazbear Virtual Experience. He is a virtual manifestation of Vincent Afton, Previously William Afton's Older brother.the form of a non-animatronic version of Spring Bonnie from Fredbear's Family Diner. Physical Appearance[] Glitchtrap takes on the form of a Springbonnie costume, a grinning, bipedal rabbit figure made of golden-yellow color. He is wearing a purple vest speckled with star prints and a purple bow tie with two buttons near the top of his chest. Smaller details include rotten teeth and stitches stretching across his waving hand. He often appears translucent, progressing into a less-spectral form over time. He also possesses vivid purple eyes with small pupils, which are the first thing visible when he starts to appear to the player's right. In Blacklight Mode, his eyes will turn blue with white, circular pupils. He also has large whiskers on each side of his face, three eyelashes on both of his eyes, and large arch eyebrows. In his beginning development stage after the first tape is found, Glitchtrap's form is ghostly transparent, with no figure completely green colors and glowing purple eyes. History [] Although he lurks behind the player for a majority of the game, very little data about Glitchtrap is truly known. At this time, there is little explanation for Glitchtrap's appearance other than the small pieces of information scattered throughout Help Wanted. According to the various tapes that can be found within the game, this Spring Bonnie began to materialize after the game's beta testing began in full. Although it is not confirmed to be the case, it is highly implied that Glitchtrap may have come into the game through the scanning of old animatronic programming into the video game code to create complex AI systems. This brought in a strange and supernatural entity that deeply disturbed the beta testers that encountered it. According to the various tape's audio, Glitchtrap is said to be made out of coding akin to a virus, or some other form of malicious software that latches onto files around it. Glitchtrap first appears in the doorway out of the player's reach, watching from there. As the player progresses by collecting more tapes, he gets closer and closer, eventually looming directly behind the player. Skip to content "YOU CAN'T"This article contains new content, and will contain spoilers. The Mimic The Mimic (Costumed) The StorytellerTiger RockGrimic (Ruin Subtitles) Tales from the Pizzaplex: Lally's Game White (As The Storyteller) The MimicBlackYellow (RUIN)The StorytellerBlue (Right)Green (Left) Animatronic Endoskeleton (As The Mimic)Animatronic Tiger (As The Storyteller) 7 Feet Tall (As The Mimic) Edwin MurrayKaiGregoryCassieRoxanne WolfM.X.E.S. Security Breach: RuinSecret of the Mimic Entertain David (During The Mimic)Tear apart old Endoskeletons (Epilogues, initially) Alive (most endings)Destroyed (Scooper Ending) After 2035 (Scooper Ending) The Mimic is the main antagonist of the Steel Wool era of the Five Nights at Freddy's franchise. An intelligent animatronic endoskeleton created by Edwin Murray, and the main antagonist of the new Five Nights at Freddy's games. Appearance[] The Mimic[] The Mimic endoskeleton stands at 7 feet tall. Its entire body is discolored as if it has survived a fire, aside from its shiny hand. It has long antennae atop its head that resemble rabbit ears, and it is filled with pistons and moving parts to expand and contract its body at will, as well as a metal ribcage. It has white eyeballs with black pupils, which glow orange in the first epilogue. It has a large mouth full of white teeth, which was made from a pair of novelty chattering teeth. It has sharp, pincer-like claws on its hands. It has wires along its body including wires that connect to its mouth and ears. When Edwin Murray first created it, it had no legs. The Storyteller[] The Storyteller is a large animatronic white tiger head with no stripes and four arms protruding from its neck, two angled upward and two angled downward. It has one eye painted green and the other one blue. History[] The Mimic[] The Mimic was created as an attempt to create an AI that would learn by mimicking what it observed, the program it ran on being called Mimic1. It was also built with the secondary purpose to entertain and befriend Edwin's son, David, with him being the Mimic's main role model.. During this time, the Mimic picked up several traits, including having his arm bent to hold a plushie, as Edwin's son usually carried one. When the boy dies after running in to traffic to get his ball, Edwin attacks him due to him reminding him of his dead son. Edwin then runs leaving mimic deactivated. Two teams of Fazbear Entertainment employees go to the factory Edwin worked and lived in after he abandoned it. The first team repaired the Mimic after it was abandoned. The second team were violently murdered by the Mimic after it had inherited Edwin's violence from his attack against it. It also wears various costumes, something it had learned from David, while it kills the Fazbear Entertainment employees. At some point, Fazbear Entertainment got ahold of him, mass producing the Mimic endoskeletons for other animatronic costumes. One of the Mimics saw something that resembled a game of Hide and Seek, which turned violent, implied to be either the Missing Children's Incident or the kills from SAVE THEM. For unknown reasons, likely because of this game of hide and seek, these mass produced Mimics were deactivated. The original Mimic, however, remained active. Epilogues[] He was later used for The Pizzaplex. At first, he was intended to be the guitarist of the Glamrock Animatronics, being given a new head and a voice box. An employee took him and reprogrammed him to clear out endoskeletons in a museum. He was working fine at first, tearing the heads and arms off of the endoskeletons and putting them in a pile. However, he ended up malfunctioning, killing most of the employees. The entrance was sealed off, but The Mimic remained active underground. The Storyteller[] Wanting to cut corners in their creative department, Fazbear Entertainment aims to replace its human writers with an AI program called The Storyteller. They put a giant baobab tree in the middle of the Pizzaplex atrium meant to house the Storyteller animatronic, which uses the Mimic1 program, inside. They let The Storyteller decide what it should look like, and it takes the form of a white tiger head, mimicking the white tiger head David carried with him everywhere. The Storyteller is connected to many wires, being the "roots" of the tree, that are connected to animatronics all throughout the Pizzaplex. The Mimic1 virus infects the animatronics in the Pizzaplex, majorly amplifying their worst personality traits to make them not act how they're supposed to. RUIN[] Following the events of Security Breach, The Mimic somehow finds a way to contact Cassie, luring her to the Pizzaplex. He uses the voice of her friend, Gregory, and makes it seem like Gregory is trapped, and that Cassie has to save him. Throughout the game, he guides Cassie through the Pizzaplex, instructing her to disable security nodes to progress through. He presumably also communicates through the Helpi AI in the V.A.N.N.I. system. The Mimic is reluctant, as Roxy is her favorite animatronic, but ends up deactivating her anyway. Once Cassie descends into the sinkhole, and through the charred remains of Freddy Fazbear's Pizza, Cassie finds herself below where Gregory once battled Burntrap. She disables the final security protocol, and M.X.E.S. appears behind her, only to get pulled into a machine nearby. Cassie then activates a forklift, destroying a concrete wall where The Mimic was sealed. Cassie walks inside, calling for Gregory, and The Mimic reveals himself using his voice. Cassie quickly realizes it's not Gregory, as The Mimic stands over her, his eyes glowing. Roxanne Wolf suddenly shows up, in an attempt to save Cassie from The Mimic. When the fight between the two is initiated, it gives Cassie a chance to escape the room. The real Gregory manages to contact Cassie through her Roxy Talky, and he guides Cassie through the tunnels as The Mimic begins chase, after defeating Roxy. If Cassie went through the sewers, she takes the elevator down as The Mimic, locking him out. It's unclear what happens to him after this incident. In an alternate ending, the Mimic chases Cassie through a series of doors. He follows her into what appears to be the Scooping Room. Cassie then locks herself behind a door and the Mimic is dismantled by the Scooper. Gallery[] An animatronic head seen in the FNAF VR teasers, which may represent the Mimic's original head.The Mimic in the Lobby. RUIN[] With Gregory's voice[] "Is someone there? Help! Can you hear me? " " Are you there? Are you there? I'm trapped. " " Help! Something grabbed me... It... won't let me... go! You have to find me. I'm trapped in the sinkhole under the raceway! " " Don't stop looking for me. I need your help. " " If you can hear me. Turn off all security. Turn it all off. " " Security nodes! Find them and turn them all off! I can't get out until that happens! " " Cassie! Stay away from that thing! It's sending out some sort of distress signal and Monty is responding. " " I figured it out. That signal was leading Monty to your location. You got out of there just in time. " " If you see it again, keep your distance " " The Gator Grub door is open. You should be able to find a path to the Daycare through the security office. " " Get to the Daycare Theatre. There's a way down to the catwalks. Should help you get to the Raceway... " " Cassie? Where are you? " " Hold on... The schematics say there's a way to redirect the Gondolas to the Maintenance room. " " Deactivate the security node. Then use the track controller. " " The security system won't let you leave until you deactivate the child nodes first. " " Yeah, with MY help. I upgraded Helpi with a signal jammer. That child thing is here again. I gotta hide. Save me, Cassie. Please. " " Cassie! I'm ok. I found a spot to hide. " " Turn off the nodes in the Salon to follow Roxy. " " I can hear you. Can you hear me? " " Something tunneled out... Down there. Sinkhole under the raceway. " " Almost. There is still one more node left that's keeping the animatronic sealed. " " Roxy is the final node. You need to deactivate her. " " Deactivate her and save me. Save me Cassie. Please. It's so dark down here. " " The stupid door won't open. " " You saved me! You saved me! " " It's not your fault. I know you did it for me. To save me... But we can't risk being followed. I'm sorry. " " Cassie, I hope you get this message. I'm trapped here at the Pizzaplex, or... what's left of it. I don't have time to go into how I got here, but you've got to help me out. Save me, Cassie... Please. It's so dark down here. " " Don't give up on me. " " With Roxy's voice[] NOTE: Most of these lines play faintly while Roxy fights The Mimic, and are spoken over by Gregory and Cassie " Give up. You can't win. " AR Messages[] The Mimic communicates to Cassie though both taking over and impersonating Helpi, and leaving messages in the game's pause menu in the latter part of the game. As Helpi[] " New user detected. Pairing occipital transponder. Stay calm. This won't hurt a bit. " " Fun trick, huh? I created it using samples of your voice. " " "Helpi" on creating the fake Cassie voice " There is nothing to worry about. Everything appears to be perfectly normal. You must be seeing things " — Helpi responds to Cassie's scepticism about being transported to Superstar Daycare. Missions[] " Don't you care about Gregory? Why aren't you trying harder? " — "Find Gregory before Roxy does." " I'm lonely. " — "Deactivate the Bonnie bowl parent nodes" " Happy birthday, Cassie. " — "Deactivate the final node in Roxy Raceway" " Don't think, just do it! " — "Deactivate the final node in Roxy Raceway" " Don't feel bad. It was for the best. " — "Deactivate the final node in Roxy Raceway" " You're getting warmer. " — "Find Gregory under Roxy Raceway" "Warmer... " — "Find Gregory under Roxy Raceway " Hot! Scalding! " — "Find Gregory under Roxy Raceway "You're burning up! " — "Find Gregory under Roxy Raceway Trivia[] The Mimic is heavily implied to be the basis of what would later become Burntrap. The Mimic's model in the Ruin DLC is made with Burntrap's, and also features some remnants of Burntrap's suit. According to the epilogues, the Mimic was intended to be the Glamrock Bonnie's endoskeleton, before being replaced with the actual Glamrock Bonnie. The Mimic is heavily associated with white tigers. In the past, he mimicked the poses David had, which was due to holding a white tiger plush. Because of the above, The Mimic was given his own white tiger plush. His second form, The Storyteller, was a white tiger head. Because of this, Sun's pause menu in the latter part of the game may suggest it can attract prey by mimicking the call of other animals. Several "alert lines" for Springtrap in Special Delivery seem to be from The Mimic and directed to Edwin. Additionally, one of Springtrap's voice lines in Special Delivery reference The Mimic's actions in the Epilogues. Said line is, "Hide if you want. It did not save the others. It will not save you." While this line has no direct association with William Afton, multiple characters have died to the Mimic while hiding. It is theorized that while The Mimic was originally it's own being, it may have been taken over by William Afton although The Mimic was made under Edwin's ownership, Fazbear Entertainment. The Mimic was unused lines in Security Breach. It is unclear if these were intended for Glitchtrap or Burntrap, however. In addition to his identities in Help Wanted, Security Breach, and Tales from the Pizzaplex, The Mimic has several other theorized identities. These include: The AnomalySpring Bonnie ManMalhare (fan name)Spring BonnieMimic1 Brad (Implied alias used to buy Vanessa flowers)BurntrapHelpiHelptrap (HW2 files)VRabbit(fan name) Five Nights at Freddy's: Help Wanted Yellow (As Glitchtrap)Dark Greenish Yellow (As Burntrap) Virus Rabbit (As Glitchtrap)Animatronic Rabbit (As Burntrap) VannyGregory (Formerly / During GGY) JeremyTape GirlGregoryGlamrock FreddyTangleFazbear Technician Freddy Fazbear Virtual Experience Matthew Curtis (Scrapped) Glitchtrap is a branch of the programming of the Mimic which was scanned into the Freddy Fazbear Virtual Experience, which would take inspiration from Afton and continues his murder spree years after his death, essentially working to replicate his crimes to the point where it 'becomes' him. Appearance[] The Anomaly / Glitchtrap[] Glitchtrap takes on the form of a man wearing a Spring Bonnie costume - who is a grinning, bipedal, golden-yellow rabbit. He is wearing a purple star-speckled vest, a purple bow tie, and two black buttons near the top of his chest. He also has stitches stretching across his waving hand. He also possesses vivid purple eyes with small pupils, which are the first thing visible when he starts to appear to the player's right. In Blacklight Mode, his eyes will turn blue with white, circular pupils. He also has large whiskers on each side of his face, three eyelashes on both of his eyes, and large arching eyebrows. Burntrap[] Burntrap's appearance is that of a Spring Bonnie animatronic, similar to Springtrap, with his lower jaw, upper arms, hands, right leg, and lower left leg all missing their suit entirely. What suit he does have is torn apart, with only his left foot being mostly intact. Wrapped around his endoskeleton is stretched human flesh, with the corpse's head entirely covering his endoskeleton head. His eyes are dark, with only two glowing purple dots being visible. History[] The Anomaly[] Circuit boards from The Mimic were scanned into the game to serve one programming the animatronics' AIs. As a result, The Virus materialized while the Fazbear Virtual Experience was in its beta stage. It was encountered by Tape Girl, who was unnerved by it. At first she simply believed he was bugged so continued playing, however she later found it staring at her through the window, and unlike Chica or Bonnie, it actually looked like it was watching what she was doing. Tape Girl then begins making tapes to document her time testing the game, but most importantly to attempt and isolate the Virus on her next person who tests the game will have a chance of getting it. This backfires later though, as the Virus attaches itself to her tapes. Tape Girl attempts to destroy her logs to destroy the Virus with it, however due to her placing her logs under the VR games radar, she accidentally gave the Virus a safe place to hide from deletion. However Tape Girl uses this to its own undoing by fragmenting the logs apart, tearing apart the Virus with it and disallowing him from gaining a physical form in the game world. Tape Girl fears that if a beta tester were to reassemble her logs, it would retrieve the Virus. So she makes one final log explaining a risky way to destroy the Virus for good. Five Nights at Freddy's VR: Help Wanted[] The Virus becomes more visible and approaches the Player the more tapes and Faz-Coins they collect. He also appears as the main antagonist in all three endings. Pizza Party Ending[] Also known as the Bad Ending, if the Player manages to get to the Pizza Party on time, the Virus will appear and motion for them to follow him. Doing so will reveal that the Player has become Freddy Fazbear and is on the stage. This is likely in reference to how the missing children were stuffed into the suits. It's theorized that while The Mimic was originally it's own being, it may have been taken over by William Afton although The Mimic was made under Edwin's ownership, but doing so allows it to become more visible and use a smoother animation. Mimght Ending[] If the Player fails to stop the Virus from merging with them, then the screen will glitch before the Player enters the Virus' body. After a while you will find yourself in front of a Game Over screen. It can be shown through this ending that instead of actually merging with the Player the Virus presumably switches bodies with them. Locked Away Ending[] If the Player successfully stops the Virus from merging with them. They will find themselves in front of a steel door with a key hole, two handprints surround the hole. If the Player slides the key hole to the side, the Virus will appear, showing that it survived the memory wipe. It will put its finger to its mouth before shushing the Player and backing away into the darkness. The Player will be rewarded a Virus Plushie, which looks like a Springbonnie Plushie but with a glitching texture and is casually warping, after entering the game. Curse of Dreadbear[] The Virus can be found dancing on a Hill in the Hud. This doesn't have any gameplay impact. Help Wanted: Mobile[] Glitchtrap re-appears in the Mobile release of Help Wanted. Seen in the main game, he appears as a full antagonist, being the main threat in the minigame Princess Quest, although his original role was removed. Several shadowy clones of him appear as enemies, some biting onto the player's head, some following the player to slap her. In addition to this, he has a couple voice lines. This minigame reappears in Security Breach, with Glitchtrap having the same role. Special Delivery[] In Five Nights at Freddy's AR: Special Delivery, Glitchtrap was mentioned in the E-Mails. In the e-mails, Steven Wilson, one of the employees for the Fazbear Funtime Service, stated that he got kicked off the system and is now locked out after finished scanning the last set of circuit that his co-worker Daniel Rocha gave. Dan later realized it was not a glitch but instead a virus, and informed all crews to stop the virus. In one of the unused email, after receiving an e-mail from Vanessa's fake credential, "pizzaplex", it is revealed that Vanessa used them to override security protocols and allow a data packet containing Glitchtrap into the Fazbear's systems through after it was flagged as a virus. Security Breach[] Under unknown circumstances, Glitchtrap ended up being uploaded into the animatronic body that would become Burntrap. Burntrap stayed in the recharge station positioned deep under the Pizzaplex, within the ruins of Freddy Fazbear's Pizza Place, though it is currently unknown how he got there. Multiple reports from employees mentioned something underneath Freddy Fazbear's Mega Pizza Plex draining large amounts of power, implied to be the time being to be dealt with some other time. The Glitchtrap virus would go onto infect the systems of the PizzaPlex, turning the Glamrocks and other animatronics hostile. This is represented by a purple-painted outline of him on one of the murals of a Glamrock Endo in the endoskeleton warehouse. In the Princess Quest ending, Gregory led the Princess to Glitchtrap within the game, and at the end of Princess Quest 3, it could be heard screaming, freeing Vanessa and the PizzaPlex from it's control. Burntrap Ending[] In the Burntrap ending, after reactivating, he saw two intruders, Gregory and his companion Glamrock Freddy. Burntrap, somehow retaining his power from the digital realm to corrupt humans and objects, attempted to take control of Glamrock Freddy and sent the damaged Glamrock Chica, Roxanne Wolf and Montgomery Gator to kill Gregory. Gregory was able to reactivate the burning room trap in the old pizzeria that Henry used to kill William beforehand. Burntrap attempted to leave the building, but before he could escape, the Blob, an amalgamation of the animatronics from the Fazbear Funtime Service, grabbed him by the neck and dragged him away into the ceiling, heading to the surface and leaving his fate unknown as of now. Help Wanted 2[] Glitchtrap appears in a couple levels as a distraction. After completing all levels, a cutscene plays where Glitchtrap opens a Recharge Station in the AR world. After his hand appears, the scene changes to feature several S.T.A.F.F. Bots moving toward the player. The scene then changes again to show Mask Bot giving Glitchtrap's perspective, controlling Mask Bot. Gallery[] Glitchtrap[] Glitchtrap in Pizza Party, motioning for the player to follow him.Glitchtrap attempts to merge with the player.Glitchtrap dancing in Curse of Dreadbear. Burntrap[] Voice Lines[] Five Nights at Freddy's VR: Help Wanted[] Princess Quest[] " I always come back. Let me OUT. " — Glitchtrap's decoded message at the end of Princess Quest Security Breach[] " When I first found you, you were nothing. You were small, pathetic. But now, you are more. Are you ready? " Trivia[] Both Glitchtrap and Burntrap were stated to be temporary names used in pre-production, which were intended to be replaced later on. However, as Steel Wool used these names in the source code, once they were found in the code, Scott deemed their names as out of his control.[1] Glitchtrap[] It is theorized that the Virus was a digital version of William Afton used to kill the children. Similar to Lefty before Ultimate Custom Night, the Virus' only voice line is a shush. One of the Virus' nicknames, Malhare, is a combination of malware (malicious software) and hare (a mammal resembling a rabbit) Though there is no confirmation, people theorize that the room he locks the player in is a Safe Room. However, others theorize that the room is a sealed away section of the protagonist's head. There are some people theorizing that some of Tape Girl's tapes were actually fakes, made by Glitchtrap. Specifically, these include tapes 1 and 16. When looking closer at the textures of Glitchtrap, tears and drool can be seen around the eyes and mouth. This matches up with the last thing The Mimic had seen of Edwin Murray before being reactivated. It has been theorized that after his removal from the Pizzaplex's systems, Glitchtrap became the entity referred to as "anomalous" much like Tape Girl, and hostility towards Cassie. This was later debunked, as in the 10th anniversary interview, Scott Cawthon directly referred to the entity as M.X.E.S., confirming the entity and security protocol are one and the same, and as a result, confirming the entity isn't Glitchtrap. Burntrap[] Burntrap was first teased when his hand was seen in Security Breach's trailer. Burntrap's design is very similar to that of Ignited Springtrap from The Joy of Creation. There are various references to The Joy of Creation throughout Security Breach, indicating that Burntrap's design may have been based off of Ignited Springtrap. Given how the flesh in Burntrap's body seems to be growing around the metal endoskeleton, this has led to speculation that Burntrap is the combination of Glitchtrap and Afton's leftover Agony. While Burntrap does not speak, he can be heard chuckling. These are presumably performed by Matthew Curtis. Both Burntrap and the Mimic use the same musical sting during their respective boss battles. Burntrap was originally never intended to move. Instead, his role was intended to be more as a randomly generated spectre, occasionally being visible while walking past corners or past gaps in the machinery.[2] This role makes him more akin to a stalker antagonist, always following the player, though without being an actual present threat. References[] † † Glitchtrap is one of the main characters and antagonists in Five Nights at Freddy's: Help Wanted. It is counted as William Afton's developed digital virus.It is a part of the mind of William Afton that lives inside the video game FNaF. William is the murderer of most of the kids killed in FNaF. But he doesn't even appear there, who is represented as the guy in purple. Who is Glitchtrap5o, who is Glitchtrap? Is he a human? Here I am going to give the possible explanations about him. Glitchtrap is the spirit of William. This spirit of humanity doesn't count as human. In the game, we see William as a special place and is being persecuted in the afterlife by the one he should not have killed. Is Glitchtrap a Vanny? Vanny is another character in FNaF known as a reluctant follower. She is a human in a white bunny suit and abides by the order of Glitchtrap. Also she is one of the returning characters who don't technically use in the FNaF game. At the end of the FNaF: Help Wanted, Glitchtrap attempts to possess the protagonist and will stand influence over her as a source in her mind. However, vanny shows up as one of the biggest antagonists after Gregory in Security Breach. It is not SpringtrapNo, Springtrap is not Glitchtrap. In Fact, it is the physical body of William appears when he tries to escape from the kids' ghost and gets trapped. Springtrap, known as Spring Bonnie is another main antagonist of FNaF: Help Wanted purposely possessed by William Afton. How does he lookGlitchtrap wears a Spring Bonnie costume which is a bipedal, golden-yellow rabbit. Also, he wears a purple star-speckled vest, two black buttons on his chest, and a purple bow tie. Though he initially appears to be translucent, it becomes less spectral with the progress of the game. photo: redditFurthermore, Glitchtrap has vivid purple eyes, which come with small pupils. In the dark or blacklight mood, his eyes turn blue with white. The large whiskers on both his cheeks and large arching eyebrows make him look not funny at all. Personality of GlitchtrapHis personality is quite unknown and mysterious in the FNaF. Glitchtrap is nearly a silent character, and his only dialogue is "I always come back." But the fact is, he has the same personality as William Afton, such as malicious, cruel, sadistic, and arrogant. However, the game shows his high intelligence and manipulating ability. In the conversation with vanny, William wanted to show her his threatening manner as he spoke to her. Glitchtrap's presence in the early game is rare. So early in the FNaF: Help wanted you'll get very little information about him, and information will be scattered throughout the game. In the first tape of the game, he comes to the doorway at the player's right side and stares at the player. So the player has to collect more tapes within several segments; Glitchtrap goes close to the player. He starts to look less translucent in his appearance. How does Glitchtrap Always Come BackThis is completely related to William Afton's past remaining even until the afterlife. Afton's spirit is persecuted in the afterlife by the one he should've not killed. The actions externally that we have impacted by our life choices. Is Glitchtrap Afton's brother?No, Glitchtrap is not William Afton's Brother. he is the spirit of William. However, this spirit of humanity doesn't count as human. In the game, we see William in a special place and is being persecuted in the afterlife by the one he should not have killed. Is Glitchtrap a virus? Glitchtrap is counted as the main antagonist of the FNaF: Help Wanted game. The character is a totally weird and sentient virus built by the programming of ancient animatronics.In short, Glitchtrap is related to William Afton/ Springtrap. he is responsible for players dying in the game and causes nightmare animatronics which have physical forms. In the twisted and enigmatic world of Five Nights at Freddy's, Glitchtrap stands out as one of the most disturbing and mysterious characters. Introduced in FNaF: Help Wanted, Glitchtrap quickly became an iconic villain, representing a digital incarnation of the infamous William Afton, the serial killer who haunts the franchise. A unique mix of malevolence and eerie charm, Glitchtrap's physical appearance, personality, and behavior contribute to his role as one of the most terrifying figures in the FNaF lore. Glitchtrap's physical appearance is unsettlingly peculiar and evokes a mix of nostalgia and horror. He resembles a humanoid rabbit costume, a direct reference to Spring Bonnie, the animatronic suit from the earlier Fazbear Entertainment restaurants. However, unlike the familiar animatronics, Glitchtrap's appearance is not entirely mechanical or even fully animatronic—it's a digital avatar, which makes him appear glitchy and otherworldly. Color: His suit is a dull, sickly yellow, reminiscent of faded old animatronic costumes. This color choice enhances the eerie factor, making him look like a decayed relic from the past. Eyes: His eyes are striking—purple and unsettling. They often appear lifeless, yet they convey a sinister intent. The purple color is significant as it ties him to William Afton, also known as the "Purple Guy," a recurring symbol throughout the series. Smile: Glitchtrap sports a perpetual, unnerving grin. His mouth seems fixed in this smile, which is both playful and menacing, contributing to his deceptive charm. The smile gives him a falsely friendly appearance, which contrasts sharply with his malevolent nature. Body Structure: His humanoid form is lanky and tall, with exaggerated limbs that appear too long for a typical animatronic suit. His fingers are particularly elongated, resembling claws, giving him a predatory air. The design of his body, while somewhat comedic, also hints at the design of his body left in files/ingame. Vanny was heavily based off how William stalked and killed them, she had her history changed. It is truly known. At this time, there is little explanation for Glitchtrap's appearance other than the small pieces of information scattered throughout Help Wanted. According to the various tapes that can be found within the game, Glitchtrap began to materialize after the game's beta testing began in full. Although it is not confirmed to be the case, it is highly implied that Glitchtrap may have come into the game through the scanning of old animatronic programming into the video game code to create complex AI systems. One of which may have belonged to a Mimic endoskeleton or the old Spring Bonnie suit that William Afton was trapped inside of for decades and later burned to death in. That same circuit board may have contained the Mimic1 program or William's ghost, which burrowed into the video game code to become a complex and sentient digital entity known as Glitchtrap. Glitchtrap first appears in the doorway out of the player's reach, watching from there. As the player progresses by collecting more tapes found in the main games, he gets closer and closer, eventually looming directly behind the player. Pizza Party Ending[] The "Pizza Party" Minigame on Night Terror's Hard/Nightmare mode appears to be Glitchtrap's reenactment of one William Afton's previous murders. Upon entering the backstage, Glitchtrap will come out from the curtain, giving the player a signal to follow him. Upon following him, the player will appear on the stage holding a microphone attired to Freddy Fazbear. In the background, Glitchtrap is seen dancing near the printer corner. 16 Tapes Ending[] Once all the tapes have been collected, Glitchtrap will attempt to merge with the player and escape the game in their body. When this happens, Glitchtrap appears on the main stage. If the instructions from Tape 16 are not followed the player's vision will slowly fade into a glitchy, purple screen. Once it clears, the player will be standing in the game-over room with the option to return to the menu. If the instructions from Tape 16 are followed the player appears before a metal door with a sliding lock and bloody handprints. When opened, Glitchtrap will look through the hole in the door, make a hushing gesture to the player, and then

subsequently step back into the darkness. When the player appears back in the main area, a Glitchtrap plushie will be on the floor to their right. Curse of Dreadbear[] Glitchtrap makes a minor appearance in Help Wanted's DLC, Curse of Dreadbear. When going into blacklight mode there is a button on the side of the monitor that wasn't there before. Push it and return to the non-blacklight area by repulling the switch, then look at the car for a few seconds then look at the hill close to The House. You will see on the empty hill Glitchtrap dancing the same way he did at the end of Pizza Party. This Easter egg replaced the Looming Dreadbear and purple car headlights easter eggs when the full Curse of Dreadbear package was released. Princess Quest[] This quest is only accessible in the mobile version. The player is tasked with exploring a castle, and will encounter versions of Glitchtrap, who are hostile. Upon entering the room at the end of act 1, the player meets Glitchtrap, who is heavily disfigured. A code briefly appears at the bottom of the screen, which was deciphered to saying "I always come back." William Afton's infamous quote, before subsequently crashing the game. Five Nights at Freddy's AR: Special Delivery[] An 8-bit version of Glitchtrap appears briefly in the trailer. This and multiple other pieces of evidence also suggest that Glitchtrap is the main antagonist of the game and the reason the animatronics are malfunctioning. Five Nights at Freddy's: Security Breach[] Glitchtrap appears in Princess Quest 1, with his other versions appearing in games 2 and 3. 3 also ends with a sound that may be his death scream, though this is unclear. A purple-painted outline of his appearance in Help Wanted is shown on one of the murals in the endoskeleton warehouse. It is also possible he was transferred into Burntrap's body in an attempt by Vanny to give him a physical body. In the RUIN DLC, Glitchtrap appears in his Princess Quest form in the AR world on the wall of the Vanny office over Fazer Blast, with one of his other versions on the opposite wall over the vent to the Winner's Lounge. In the real world, the outline of his Help Wanted appearance can be seen in the grime of the wall where his Princess Quest 1 image was in the AR world. Implying that he survived being killed by the Princess. Five Nights at Freddy's: Help Wanted 2[] Glitchtrap's hand puppet. Glitchtrap returns with a more active role. Parts of his code reside inside a Fazbear security terminal containing AR minigames that employees can play while wearing the Security Mask. Glitchtrap has a hold over the various minigames, separating the files with normal levels from the hard mode ones. He appears prominently in the S.T.A.F.F Makeover, Roxy Makeover and Roxy Repair levels of Backstage. Glitchtrap corrupts the screen showing instructions, obscuring them for a brief period of time. Glitchtrap appears in Bonus Round, the hard mode variant of Bonk-a-Bon. In round 3, his eyes appear through the various holes to distract players from getting points. During the bonus round, the eyes move around themselves as Glitchtrap hand puppets. If any of them are hit, the Bonk-a-Bon machine breaks down and the player has to repair it. There is a 4 digit code, with wires corresponding to each number that must be placed in the correct order. If it's in the wrong order or the player takes too long, the Glitchtrap puppet will attack. Faz Force Ending[] Glitchtrap appears once again in the game's normal ending. After collecting all of the FazForce figures, his hand emerges from inside of Burntrap's charging station before several S.T.A.F.F. Bots disassemble the player. Princess Quest IV[] Glitchtrap also appears during the "Princess Quest IV" ending after collecting his memory dolls. He is seen in plush form when the player enters the large crane game machine. Afterwards, the player hands the plush to Moon, who flies it over to Vanny via the machine's prize chute. Vanny appears to invoke Glitchtrap from the plush before crushing Glitchtrap with the palms of her hands. Secret of the Mimic teaser update[] Upon inserting 1-9-7-9 on the keypad in a Sister Location level, Glitchtrap gives the player a White Tiger plush in the same way he gives the player the memory dolls. Gallery[] The following section is rather large and has been truncated for ease of page viewing.To view it, click the [show] tag. The first appearance of Glitchtrap in-game.Glitchtrap, closer to the player.Glitchtrap in his transparent green state.Glitchtrap waving, animated.Glitchtrap once the player has collected all 30 coins.Glitchtrap standing instead of his usual waving pose.Glitchtrap behind the player in the Tape RoomGlitchtrap waving and beckoning the player at the end of Pizza Party, animated.Glitchtrap, before he tries to merge with the player.Glitchtrap attempting to possess with the player in the 16 Tapes Merge Ending.Glitchtrap looking through a lock in the 16 Tapes Trapped Ending.Glitchtrap's plush left behind after the 16 Tapes EndingGlitchtrap dancing in the background in the Curse of Dreadbear DLC. Glitchtrap's "true form" seen at the end of the mobile-exclusive "Princess Quest" minigame.Glitchtrap Blocker/Chaser.Floating Glitchtrap Head.Glitchtrap Blocker/Chaser walking, animated.Glitchtrap Blocker/Chaser attacking, animated.Floating Glitchtrap Head moving, animated.Floating Glitchtrap Head attacking by biting the Princess's head, animated.Floating Glitchtrap Head's death, animated. A reference view of Glitchtrap's model.A render of Glitchtrap's model, waving.An animation of Glitchtrap waving, animated.An animation of Glitchtrap shushing the player, animated.An animation of Glitchtrap merging with the player, animated. Glitchtrap in the Five Nights at Freddy's AR: Special Delivery trailer. Graffiti of Glitchtrap on one of the Glamrock Endo posters.Texture for the GlitchyMaze arcade cabinet. Glitchtrap's silhouette on the wall of Vanny's room.Glitchtrap in their Princess Quest form on the wall of Vanny's room in the AR World.A Glitchtrap Blocker/Chaser on the wall of Vanny's room in the AR World. Glitchtrap's glitched icon.Icon for a file locked and corrupted by Glitchtrap, animated.Glitchtrap attacking the player, animated.Ditto, but a Princess Quest enemy. Glitchtrap's action figure.Glitchtrap's Youtooz figure.Glitchtrap Chibi Youtooz PlushGlitchtrap and Springtrap "Stuffing" poster.16" Glitchtrap Plush (Gamestop Exclusive) A render of Glitchtrap posted by Steel Wool Studios.Ditto but with no background.Glitchtrap in the Curse Of Dreadbear banner on Steel Wool Studios' website.Glitchtrap PAX West 2024 card.Youtooz teaser featuring a Shoulder Rider of Glitchtrap.Ditto, exclusively for Shoulder Riders.Youtooz Shoulder Rider artwork. Trivia[] Five Nights at Freddy's: Help Wanted[] Glitchtrap's original appearance was that of a semi-transparent (presumably would get more visible with each collected tape) Springtrap with a couple of stitches and a glowing, swirly purple eyes. Glitchtrap's appearance when in blacklight mode. While it is clear that Glitchtrap shares a lot of similarities to William Afton, it is unclear what this entails. Some fans believe that Glitchtrap is the result of the Mimic's code getting scanned in The Freddy Fazbear Virtual Experience, allowing the code to form a digital version of William Afton due to the game being about the history of the franchise. This is due to similarities between their behavior and appearances, like infecting animatronics with a virus or having tears and drool - as The Mimic got that from Edwin's agony, and his connections to Burntrap. Some fans believe that Glitchtrap is simply William's spirit trapped inside The Freddy Fazbear Virtual Experience, and is the same William Afton that has been present throughout the Five Nights at Freddy's franchise. Some speculate Glitchtrap is a fragment of William's past, essentially a memory. The Freddy Files Ultimate Edition seems to confirm that Glitchtrap was the villain in Fazbear Frights: The Prankster. An unused animatronic in Help Wanted called "Leftover Glitchtrap" was an untextured model of Springtrap with a stitch on his torso. It is unknown if this is a placeholder model but it also shares Springtrap's jumpscare which suggests otherwise. An unused tutorial card for Princess Quest IV shows a glitched version of Springtrap's head. In Dawko's second interview with Scott Cawthon, Scott claims that he's always trying to keep the saga supernatural in some way, bringing up the example of "[souls] possessing circuitry," going on to say that's why he loved the concept of Glitchtrap so much. This directly confirms that something is possessing the circuitry that Glitchtrap came from. Glitchtrap appears to be the official name for the character, found by data-mining. The name "Glitchtrap" was later confirmed to be his official name.[5] Steel Wool Studios also mentioned the fan-name "Malhare" also works as an alternative alias, since it is still commonly used by fans in favor of Glitchtrap. The name "Glitchtrap" is in keeping with the tradition of Afton's iterations using the suffix "trap". Glitchtrap is the first antagonist in the franchise to be seen as a regular costume made of felt and stitches rather than an actual animatronic. The noises that Glitchtrap makes are all distorted voice clips of the Tape Girl. Glitchtrap's suit could possibly be one of the temporary costumes that were mentioned in the tapes in Five Nights at Freddy's 3. It's implied in the Pizza Party minigame that Glitchtrap's appearance is based on the costume William Afton used to lure the five kids in the missing children incident. This is unlikely, however, as Afton in the "Fruity Maze" minigame is shown wearing the Springlock suit to lure children. However, this could either be an oversight or it's equally possible William used two different suits during the murders. It could also be Fazbear Entertainment changing the suit's appearance to avoid controversy. Even though it is still unknown who did the voice for Glitchtrap's "I Always Come Back, Let Me Out" dialogue. The IMDb page for Help Wanted says that it was Tim Simmons. Five Nights at Freddy's AR: Special Delivery[] Glitchtrap's sprite in the launch trailer. In the launch trailer for Five Nights at Freddy's AR: Special Delivery, a minigame sprite version of Glitchtrap's figure appears for a split second. It's speculated that Glitchtrap may secretly be the overarching antagonist of the game and the virus causing the animatronics in Fazbear Funtime Service to go haywire and attack costumers. In one of the hidden mails the player can get, Steven Wilson emails the player and tells them that they finished scanning the last set of circuit boards their co-worker Dan brought them, but now they are getting an "unknown error". This may be a hint to Glitchtrap, as he was added to The Freddy Fazbear Virtual Experience through scanning the circuit boards. General[] When asked his opinion on Glitchtrap, Scott answered that he loves the character but isn't a huge fan of the name. He added that Glitchtrap's and Burntrap's names were temporary names. Those names would get embedded into the source code; someone would find those names in the code, and then it turns canon.[6] Appearances[] Game Title Role Description Five Nights at Freddy's: Help Wanted Major character First appearance; main antagonist. Five Nights at Freddy's: Security Breach Minor character Appears in graffiti and the Princess Quest arcade machines. Five Nights at Freddy's: Help Wanted 2 Major character Main antagonist. Audio[] Five Nights at Freddy's: Help Wanted[] Five Nights at Freddy's: Security Breach[] Five Nights at Freddy's: Help Wanted 2[] References[] ↑ Nexie | Page 162 | Edwin was panting, his chest heaving. The spittle that had shot from his mouth when he'd scream at Mimic was now a froth that jetted from Edwin in great gushes. ↑ "The Curse of Dreadbear features an Easter egg that turns the whole prize screen purple, complete with a banner that says, "IT'S ME," alluding to William Afton." -Five Nights at Freddy's: The Ultimate Guide | Page 13 ↑ "Defeat Afton, and this ending is yours." - Security Breach Files | 6:00 a.m. | Page 94 ↑ ↑ "On Today's Jimmy Kimmel Live, @jackblack wears an awesome Glitchtrap headpiece -- We're really speechless" - Steel Wool Studios. April 14, 2020. Twitter ↑