

## Instructions

Welcome, Lead Investigator. Your mission is to analyze the "Mascot Horror" genre by comparing two of its most famous cases: **Five Nights at Freddy's (FNAF)** and **Poppy Playtime**. Follow these steps to complete your report:

- Analyze the Data:** Complete the Comparative Analysis table to identify similarities between Freddy Fazbear's Pizzeria and Playtime Co.
- Decode the Themes:** Answer the deep-dive questions regarding the dark subtext of these stories.
- Character Connections:** Match the character tropes common to both franchises.
- Theory Crafting:** Use your findings to design a concept for a new mascot horror scenario.
- Challenge Level:** Complete the optional "Advanced Theory" section at the end if you finish early.

## Section 1: Comparative Analysis

Fill in the missing details to compare the two franchises. Look for the "common thread" that connects these two dark worlds.

Category	Five Nights at Freddy's	Poppy Playtime	The Common Connection
Primary Setting	A closed, decaying 80s-style family pizzeria.	An abandoned 1950s-90s toy factory.	<b>Example:</b> Both use places meant for children that are now empty and rotting.
Plot / Mystery			
Time Period			
The Mascots			
Dark Secret			

## Section 2: Deep Dive - Dark Themes

**1. The Perversion of Innocence:** Both games take things that are usually comforting (toys, pizza, singing robots) and make them terrifying. Why do you think creators use "childhood joy" to create horror?

*Response:*

**2. Corporate Negligence:** Both Fazbear Entertainment and Playtime Co. are portrayed as greedy corporations that ignored safety or ethics. How does this "Evil Company" theme add to the story's tension?

*Response:*

**3. The Ghost in the Machine:** In FNAF, souls possess suits; in Poppy Playtime, biological experiments turn humans into toys. What does this tell us about the theme of "Identity" in these games?

*Response:*

### Section 3: Character Parallels

Draw a line (or list the pairs) matching the character from FNAF to their thematic "echo" in Poppy Playtime.

- **Freddy Fazbear** (The Leader)  $\rightarrow$  **Haggy Waggy** (The Face of the Brand)
- **The Puppet** (The Guide/Protector)  $\rightarrow$  **Poppy Playtime** (The Catalyst)
- **William Afton** (The Villainous Creator)  $\rightarrow$  **The Prototype / Elliot Ludwig** (The Architect)
- **The Crying Child** (The Victim)  $\rightarrow$  **The Orphaned Children** (The Test Subjects)

**Question:** Which of these characters do you find more sympathetic (someone you feel sorry for), and why?

*Answer:*

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### Section 4: Project - The New Mascot

Imagine you are a game designer. You want to create a mascot horror game that uses the same themes found in FNAF and Poppy Playtime.

- 1. The Setting (Must be a place of former joy):**
  - 2. The Mascot (Something meant to be cute but now scary):**
  - 3. The Dark Secret (What went wrong here?):**
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### Section 5: Advanced Theory Challenge (Optional)

**The "Nostalgia Trap":** Many fans of these games are too young to remember the 1980s or 90s, yet they feel a strange connection to the retro settings. Explain how "nostalgia" can be used as a weapon in horror storytelling.

*Response:*

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## Answer Key

### Section 1: Comparative Analysis (Suggested Answers)

- **Plot/Mystery:** FNAF: Finding out what happened to the missing children; Poppy: Finding out what happened to the missing staff. *Connection:* Solving a cold case involving disappearances.
- **Time Period:** FNAF: Heavily rooted in 80s/90s tech; Poppy: Industrial 50s-90s aesthetic. *Connection:* Using "Retro" or vintage technology to create a sense of being outdated.
- **The Mascots:** FNAF: Freddy, Bonnie, Chica, Foxy; Poppy: Huggy Wuggy, Mommy Long Legs. *Connection:* Oversized, colorful characters with sharp teeth and wide eyes.
- **Dark Secret:** FNAF: Remnant/Possession; Poppy: The Big Body Initiative/Human experimentation. *Connection:* Using living beings to power "inanimate" toys.

### Section 2: Deep Dive

1. *Example:* It creates a "contrast" or "juxtaposition." We feel safe with toys, so when they turn evil, it breaks our sense of security.
2. *Example:* It makes the player feel small and helpless against a giant system that doesn't care about them.
3. *Example:* It explores the idea of being "trapped" in a body that isn't your own.

### Section 3: Character Parallels

- Student responses will vary on the sympathetic character, but usually focus on the Puppet or the orphans due to their lack of choice in their fate.

### Section 4: Project

- Evaluate based on the use of "Innocence vs. Horror" and "Corporate Mystery" tropes.