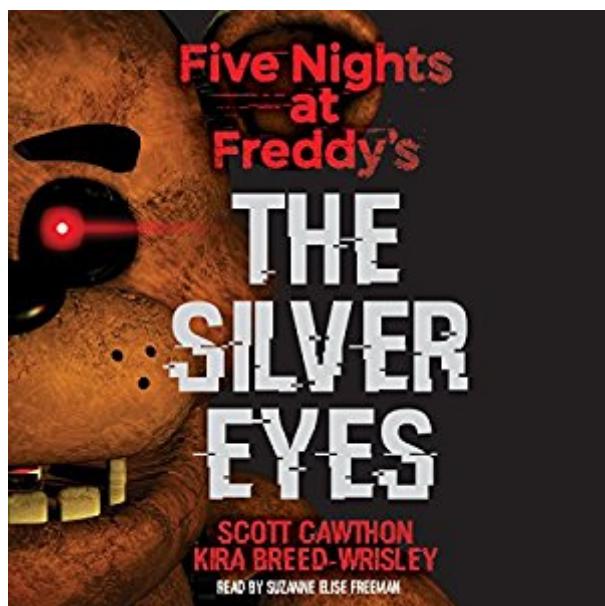


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Five Nights At Freddy's: The Silver Eyes: Five Nights At Freddy's, Book 1



Synopsis

Based on the best-selling horror video game series, Five Nights at Freddy's. It's been exactly 10 years since the murders at Freddy Fazbear's Pizza, and Charlotte (Charlie for short) has spent those 10 years trying to forget. Her father was the owner of Freddy Fazbear's Pizza and the creator of its four adult-sized animatronic animals, and now Charlie is returning to her hometown to reunite with her childhood friends on the anniversary of the tragedy that ripped their town apart. Curiosity leads Charlie and her friends back to the old pizza place, and they find it hidden and sealed, but still standing. They discover a way inside, but things are not as they once were: the four mascots that delighted and entertained them as children have changed. The animatronic animals have a dark secret, and a murderous agenda.

Book Information

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Customer Reviews

It is a rather fun book. It answers many questions left by the games and also turns one thing from the games on its head. The characters were mildly flat but well developed and it was very well written. Can get a tad gruesome at points though.

An amazing book to help discover the lore inside. I flew through it and was at the edge of my seat. Also it was a great stress relief from the stress of college finals! Because everyone knows killer robots are the best to combat stress.

As I'm unable to play the actual FNAF games due to epilepsy, I engaged with the storyline via Game Theorist videos and wiki entries. With a full understanding that "The Silver Eyes" is a bit of an alternate universe and written so that even non-fans can engage, I went in hopeful. From a story standpoint, I was not disappointed. Someone could easily read this, with no knowledge of the games, and get the entire gruesome story (or at least a version of it adapted to read well within a single narrative). The story was predictable to me largely because, well, I knew the original story already. It might still hold a bit of predictability as it holds to some typical horror tropes, but that doesn't harm the story at all -- just makes it a good addition to the genre. While the plotting and pacing and characterization were all extremely enjoyable, I couldn't help but feel that I was reading a first draft. Perhaps it comes of having two writers, but the tightness of the writing seemed to vary, with some scenes dragging and others word-perfect. It's not a deal-breaker at all, since when it's good it's very good, and the plot and anticipation of what comes next kept me hooked closely enough to it that I read it over the course of a day. I knew I was reading something quite special, but I felt it could benefit from a slightly firmer editor's hand. What I like most of all, though, is that while it's a cohesive story that answers all its questions, it seems to have left itself open for more stories. If it took his fancy, I could see Cawthon branching out into more books, or even multi-author anthologies. There's definitely room to grow in this new medium, and while I know the games are the primary storytelling medium for FNAF, I wouldn't mind seeing more books hit the shelves overtime.

Well, that was certainly a waste of time. I've been an apologist for the FNAF games since the start. While cynics were decrying the game for being little more than a sloppily thrown-together slideshow, I was praising the game for its creativity, tension, monster design, and most of all the brilliant drip-feed presentation of its lore. I went into this book with the expectation that it would play off of the same appeals as the games did. It didn't. First off, the proofreading was shoddy. There are typos everywhere. It's distracting and it doesn't speak well of the thought and effort that went into this story. Secondly, if you're looking to explore the lore from the games, don't hold your breath. This story isn't canon to the games, or vice versa. Essentially, this is an alternate universe fic which is content to just play around with some of the settings and ideas introduced in the games. This isn't the big reveal-all FNAF bible that everyone wanted. Thirdly, it isn't even a very good AU story. The characters are dull and unlikable; Charlie is a lifeless camera with no soul who just drifts through the story's events with a deer-in-headlights gaze and has sudden childhood flashbacks as they are convenient to the narrative. There are about four characters too many, and all of them are pointless

and one-dimensional with no defining characteristics except for the kinds of jokes they occasionally crack to one another. In fact, the entire angle of the story was just a bad idea; the author ditched the immediate, fascinating intensity of the games and instead tried to write a corny Stephen King novel, giving more attention and backstory to the town and the characters than the titular restaurant and its evil robots. Granted, when the story actually got around to showing the animatronics at work, it was a load of fun, but we see them for all of maybe 3 chapters out of 13. The rest is just a long, mundane slog through descriptions of driving, eating at restaurants, and sleeping at hotels interlaced with vague childhood tales. Many of the story's "scares" are so contrived that you can almost see the seams. The character development and backstory is uninteresting and ultimately goes nowhere, as even the final chapters are content to remain ambiguous and not explain themselves. But here's the part that really rubbed me the wrong way: it was the astounding lack of self-awareness to the prose. A huge part of FNAF's appeal, if not the most important part, was how it slammed you upside the head with cognitive dissonance the moment you turned on the game. You start out trapped in an office while a bored voice drones on and on about the company's horrifyingly inadequate safety regulations. He explains how there are killer robots wandering the halls at night, but it's just business as usual and you have nothing to worry about. Oh, sure, they'll stuff you into a suit if they see you, but it's okay, you'll be fine! For some reason, doors require power to stay shut?! And there's limited power due to budget cuts? WHAT?! AM I THE ONLY ONE HERE WHO SEES ANYTHING WRONG WITH THIS?! That's how the game hooked you, and it was awesome. The book, on the other hand, takes itself dead seriously. It doesn't provide a wink and a nudge when it does something blatantly illogical, but expects you to accept it as normal. For instance, there's a scene where a character gets kidnapped, and his friends not only leave him behind, but the very next thing they do is drop by a cop's house for a friendly chat and a cup of hot chocolate, acting as though nothing's wrong. Any sane reader who's the least bit genre savvy should be pulling their hair out at the characters' stupidity, knowing from the source material alone that the robots are evil (and, y'know, because you're reading a freaking horror novel). But... nope! The book plays it completely straight, expecting the reader to feel genuine tension from the fact that the crew just left one of their members alone with the killer for a whole night over hot cocoa and a good night's rest. Adding insult to injury, the only rational character who realizes the truth is a bratty kid. You know how in supernatural stories, the adults are always dense and useless and refuse to believe the kids when they try to explain what's really going on? Well, this book tells the story from the point of view of the useless adults. That's about as enjoyable as it sounds. If you're willing to wade through the creepy animatronic romance crap, you can find higher-quality takes on the FNAF

universe on fanfiction.net. For free.

I can see why some people didn't like it, the story is a little slow going at the beginning, but it pays off. The story telling is very detailed, even poetic in some instances. Sure, it makes the timeline a little more complicated, but Scott said to enjoy the book for what it is, and not to judge it based off of its "secrets" and whatever. You get a good look at all of the characters personalities, including purple guy himself. Scott's pretty good at portraying him, and not over exaggerating the villain. The story really escalates towards the end, so make sure you get to it! It may not be for people who were expecting a super fast paced and dramatic book, but it's a pretty great read, it kinda fits into the "slice of life" genre in some areas, minus all the paranormal stuff, of course.

This book was amazing! As a dedicated fan of the Five Nights at Freddy's game series I knew that the book would be good. I'm not much of a reader but this book had me on the edge of my seat as I turned every page. With specific details that emersed me in the world I felt like I was Charlie and the rest of the characters. There is a great deal of mystery surrounding this series and I know that I will be reading through this book many times, like I have done for the games to find out every little detail that there is to offer. I say even if you haven't played the games read the book! It's a thrilling story that will leave you wanting more!

OK, I wanted NOTHING to do with Five Nights at Freddies, but... my son checked out a library book and wanted me to read it. I liked it so much I bought it on Kindle. Good, well written book.

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