

## Introduction

*-Intro sequence in widescreen on CRT, zoom it out afterwards and cut to analog horror montage-*

Oh yeah, I missed analog horror. Old-school. Rough around the edges. And by every account - disturbing.

*-music drop-*

What if I told you that there was a series out there that's recently stood out to me as one of the creepiest that I've ever covered on this channel? What if I told you that it's nearly neck-and-neck in quality with the revered Local 58 that we know all too well? And what if I told you that... tonight, we're going to be pressing through that very series while dissecting its secrets and piecing together its grim lore?

Well, as you can tell by the title and length of this video, that's because we are.

*-zoom cut in from CRT filming to "normal" footage-*

## Background

Enter *The Walten Files* – a show birthed on April 26, of 2020 by an online creator named *Martin Walls*. Inspired by the hit indie classic *Five Night's at Freddy's*, combined with a clear love for analog horror storytelling, Walls has crafted an insanely engrossing narrative surrounding four animatronics that were assembled for a burger restaurant named *Bon's Burgers*. The place opened in 1974 and was known to host birthday parties, school events, and even animatronic concerts for the public. .... *Was...* known to host these things... because due to a few... specific incidents, *Bon's Burgers* is no longer open for business.

You see, *The Walten Files* is structured through just three videos at the time of writing that each contain numerous tapes, jumping back and forth between the day *Bon's Burgers* first opened in 1974, and eight years later in 1982. A mysterious person named "*Anthony*" seems to reside in each video's description, and claims that these tapes were all made by an extinct company named "*Bunny Smiles*".

Now, *Bunny Smiles* is somewhat of the foundation here, the – *Fazbear Entertainment* of this entire ordeal, and the root of nearly every event that takes place, both good and bad. [slow] Deception, curiosity, loss, trauma, and regret have all found their home as cornerstones of this series, and ultimately leave us questioning what exactly is happening with the *Bon's Burgers* restaurant, and who had started this chain of events that ended up going so terribly wrong...

As you can tell by the length of this video, this series is gargantuan, with a disturbingly convoluted story that reflects that. It's something that's fascinated me for quite some time, so I'm incredibly eager to press through this side-by-side with all of you. So, without further ado, let's dig in, from the top – *The Walten Files*.

*-title screen, fade out-*

*-DO CHAPTER TITLES ON CRT-*

## Walkthrough

### The Walten Files 1

-silent page flip, pixelate/stylize the descriptions-

"Tape 1:

*This is a compilation of Tapes created by the already extinct Bunny Smiles Company*

*I tried to get as much info as I could about what these tapes are, all I could find was that these tapes were handed to new employees back in 1974-1979 the rest of the tapes seem to be recorded by a new "Facility Caretaker" in the year 1982, Hopefully, I can find more tapes soon. - Anthony" // NICK CROWLEY*

-slight pause, start up VCR-

-simple CRT black background with VCR text – make it like an archive, loud VHS hiss-

//COMPANY INTRODUCTORY TAPE - ARCHIVE ONE - 1974

Company Introductory Tape. Archive One – 1974.

-music and visuals drop-

Serving as the pilot episode for The Walten Files, the first archive within this *Company Introductory Tape* understandably takes a more direct initial approach at introducing you to the main cast. [distort voice] **And yeah, that's all it is!** [pause] **Just an ordinary employee training vide-** [cut out]

-play first 40 seconds-

As we've established, this first Employee Training Video seems to have been created sometime in 1974. We're applying for a job in Technical Support and Maintenance, and, so far, it seems legit. After this brief introduction, the video goes forth to introduce us to Bon's Burger's main animatronic characters that make up a group called *The Showstoppers*, consisting of the eponymous *Bon the Rabbit*, *Sha the Lamb*, *Boozoo the Ringleader*, and *Banny the other Rabbit*. The four lovingly perform a couple songs for us before we get onto the nitty-gritty about what our new job actually entails:

-play Facility Caretaker part – 1:51 to 2:48, then STOP-

Alright, hold up. [mumble] 1975... Closed for Good Bon's Burgers Restaurant...

Hm.... this video seems to have cut to an information catalog from a year later, giving us some insight into the fate of Bon's Burgers. Before we get into what's new, though, I wanted to back up and highlight something that stood out to me. That photo of the founders seems... oddly uncanny. I can't quite put my finger on it, but with Jack Walten especially, something definitely seems off...

Anyway, that catalog houses a ton of information and context, and appears to read the following:

*Save, Restore, Secure! The BSI Storage Facility, also known as K-9 is a Company Project to Storage all valuable items from the Closed for Good Bon's Burgers Restaurant. Given the Situations about the incidents inside the 1974 Bon's Burgers Location, any type of props, animatronics, and arcade machines will be carefully moved, inspected, and secured inside a bunker located deep down in the Saint Juana's Forest **for good**. A FACILITY CARETAKER will take care of securing the facility and keeping it safe and working properly.*

Hm. Considering the fact that the initial role of the facility caretaker was to keep the restaurant clean, maintain the animatronics, and to learn BSI technology, I find it strange that they're now in-charge of securing this top-secret

facility in order to “*keep it safe*”. Honestly seems like a pretty damn big job, and it leaves me questioning what they’re keeping it safe *from*. If that’s what they’re doing, that is...

*-emphasize “FOR GOOD”, fade to black-*

//COMPANY INTRODUCTORY TAPE - ARCHIVE TWO – 1979

Archive two. 1979.

Here, we’re presented with a children’s cartoon created by a “Sarah Evelyn”. It’s titled *Bon’s Super Sleepover* and appears to convey a night where little Bon the Rabbit had invited each animatronics younger counterpart over for a night of movies and fun. Initially, everything seems fine, however when the narrator begins running through the guest list, we’re promptly informed that this cartoon is not what it seems:

*-play 3:30 to 4:11, maintain static hiss-*

*Haaaaaahaha.... Heyyyyyy Jack, Is that you? How are ya buddy..?*

*-music drop-*

So, this definitely didn’t help the initial uncanniness of the original Jack Walten photo. Clearly he or someone he knows has inserted his face into these tapes for some reason, leaving us to wonder why this was done...

After this, we get back to the main story which involves little Bon eagerly preparing the movie for everyone to watch. Weirdly, the VHS has that same creepy Jack face on it, and when it actually starts to play, the TV merely shows the text “*let me out of here.*” Interestingly, if we take a look around the TV set, we can notice something suspect – a pill bottle, with the name *Sophie Walten* written on it. This will be important later, so keep this in mind.

Later on, everyone heads to bed. We’re able to observe each character snoozing away, however little Bon seems to be awoken by something making noise in the middle of the night:

*-play 5:00 to 6:01 then keep it at black static-*

Alright, so little Bon glitches into a cartoon depiction of Sophie Walten, the girl whos pills we saw earlier by the TV. As we could see, when she lit the lighter, Bon appeared behind her, looking as if it had a massive hole in its chest. Furthermore, we can observe that Sophie’s dressed up in some sort of work uniform with a nametag that seems to resemble the one we saw earlier. This hints at the potential of Sophie being an employee of either Bon’s Burgers or Bunny Smiles Inc. Considering the fact that she seems to be Jack Walten’s daughter, then it would make sense.

Another thing that I’d like to highlight was that missing poster, which confirms two things: One – that the image from earlier during the guest list indeed was Jack Walten’s distorted face, and two, that something happened to him, leading someone to litter his photo throughout these tapes. Also, while the missing poster date is illegible, the captions confirm that the date reads *June 11<sup>th</sup>, 1974*, meaning that his disappearance occurred during the same year that the Bon’s Burgers restaurant opened. Could this have been the incident that caused it’s closure? Considering that he was one of the two founders, it honestly wouldn’t surprise me...

*-full fade-*

//COMPANY INTRODUCTORY TAPE - ARCHIVE THREE – 10/10/1982

Archive three.

-music drop-

Taking place just after midnight on October 10<sup>th</sup>, we're heading down a forest trail. It's hard to make out in the footage itself, but the person filming this can be heard in the background saying the following:

*So, this is the brand new caretaker for the old Bunny Smiles Facility. I'm recording this because the company requires some type of archive for the work history. Something like that. I, uh, I just started working here. I'm going there right now, but they gave me this weird location that's somewhere in this forest to work at. I've been driving for 20 minutes and I can't find the place. // PROX*

About a minute and a few video cuts later, they eventually make their way to that K-9 bunker. I'm not entirely sure why they have him working during the ass-crack of night, but hey, let's hope they're making some overtime. Anyway, upon their arrival, they venture inside and observe the following:

-play to death then fade-

*I can't feel anything... He thought I was her...*

...Brian's... paralyzed.... He isn't dead.... Yet.

*He thought I was her, though... Is he referring to Sophie? Considering that she seemed to be dressed up in a work uniform that resembled Brian's, it would make sense, but that then leaves us wondering why. Why would Bon seemingly awaken and react so violently, mistaking another employee for what we can assume to be Sophie Walten? Why was he programmed to do this?*

-slight pause-

Backing up to the beginning of that scene, we can overhear Brian talking about how the facility wasn't open for "three or four years". For that entire length of time, the bunker was derelict and abandoned, banished to mother nature and forgotten. Interestingly, once he made it inside, we can recall that he made a passing reference to something called a "Relocate Project", that he claimed "Bon would be good for". It seems that after this long hiatus, someone at Bunny Smiles made the call to open K-9 back up – which I find a bit strange considering that the information catalog had claimed that it would be closed "For Good".

For what reason they're reopening it though? I couldn't tell you at this point. But what I do know? Is considering the fact that Bon had chased Brian out of the facility, eventually catching up to him, mangling his entire body, and leaving him for dead, this so-called "Relocate Project", just might be the worst idea that Bunny Smiles has ever had...

-long fade-

At least... as far as I know...

**The Walten Files 2**

-page flip; show description-

*Tape 2:*

*"This is another Compilation of Tapes from Bunny Smiles Incorporated, I was able to contact people Via forums and Threads that have some Information on The Company. These tapes revolve around some 'Relocation Project' that*

*was being executed during the late 1970s (1978), A B.S.I. Ex-employee mentioned that these tapes were really Private and only a few people had a copy of them, once the company vanished during the Early 80s (1983) all tapes regarding the Project were Banned and Destroyed, These are Super rare and I'm really lucky to have them.*

*-slight pause-*

//THE RELOCATE PROJECT - ARCHIVE ONE – 07/02/1978

The Relocate Project. Archive One. July 2<sup>nd</sup>, 1978.

The footage opens up with an informational segment about the closure of Bon's Burgers and the purpose of the Relocate Project. The same narrator that voiced the Company Introductory Tape is back, and seems to be eager about the future of Bunny Smiles Inc. Oddly, though, if we look closely during this segment, we can notice bits and pieces of visuals that don't quite fit in... have a look:

*-play 0:45 to 2:08, then fade-*

So, clearly Jack Walten's sunk his little tendrils into this tape as well, interrupting what seems like a self-aggrandizing segment about Felix Kraken. Admittedly, this does appear to be symbolic, especially when we consider the fact that earlier, Felix was labeled as the foundER. Singular, with Jack cropped out of the original photo that the pair had taken together. To me, this notion combined with the aforementioned "four years of legal paperwork" makes it seem like there might've been some bad blood between the two after this so-called "incident" that occurred back in 1974. Further supporting this is the fact that when the Bon's Burgers merchandise is being shown, we can spot a VHS about the disappearance of Jack Walten hidden behind the others, and if we head back even further to the file section, we can spot something a bit odd...



*-slight pause with VHS hiss-*

It's cut off and hardly legible, but the words on the file box appear to read "JACK'S STILL HERE". Seems a bit deliberate, doesn't it? Given that these were so-called "internal company tapes", that means that *someone* within Bunny Smiles knew something they probably shouldn't have when they were putting this footage together. So what *actually* happened to Jack? Considering the fact that the Relocate Project appears to have been in planning since sometime in 1975, merely a year after his *long-time friend and business co-founder went missing*, to me, Felix Kraken is beginning to seem more and more suspicious as time goes on...

*-fade-*

...but, that's just a theory.

//THE RELOCATE PROJECT - ARCHIVE TWO – 08/13/1978

*-play short snippet-*

Jumping forward a month, we're greeted with what appears to be an internal company tape regarding animatronic reprogramming.

Banny appears on screen and, for this example, is used as the test subject. The footage initially shows their mouth opening and closing, with captions claiming that this is a so-called "Pre-Relocate feature" that "requires checking since reprogramming could've affected this". Afterwards, they move on to a new "relocate project exclusive!" which involves blinking. Ominously, the captions claim that employees would "always" need to keep their eye-

sockets clean, which I find odd considering that they're mechanical. With what we know so far about Bon and what he did to Brian Stells, I do wonder if Banny's "alive" per-se, in the same way.

Anyway, after this brief test sequence, a distorted face becomes overlaid onto Banny's head, implying that they're either representative of a human counterpart, or that someone's locked within her somehow.

Once this brief section passes, the footage cuts to a top-down view of what appears to be the inside of Bon's Burgers, showing Banny helplessly trying to escape.

*-play footage to the missing poster-*

*"The bunny rabbit needs to get out, the bunny rabbit is starving".... Starving for what?*

At the end of that entire sequence, we were greeted with a shrouded missing persons poster. After brightening it, it doesn't appear to be Jack's, but that of a *Susan Woodings*. The missing date is hard to make out, but it appears to be on the 30<sup>th</sup> of an unknown month, in 1974...

*-fade-*

*So, two missing posters, and two animatronics that appear to be... alive...*

//THE RELOCATE PROJECT - ARCHIVE THREE - 07/09/1978

*-play 5:25 to 5:47-*

And so we make our way to the new, updated, and revised technical support tape made specifically for the K-9 Facility. Sha the Lamb is our host in this one, and states that she'll be takin' us through an orientation and area tour inside the bunker.

*-play 5:57 to 6:25-*

Barring how uncanny Sha's mouth movements are, this small section confirmed that the costume that Sophie was wearing back in the Introductory Tape was indeed a facility caretaker uniform.

*-slight pause-*

The next segment takes us outside of the storage facility. We make a quick check for all the necessary equipment for the job – a lantern, snacks, a key, and a camera before we make our way inside. Once we do, Sha begins to annoy us because... wow, it's pretty dark here.

*-overlay pretty dark part with my vocals and play to 8:15-*

The third door is used to hide what, Sha? THE BODIES?! [dramatic boom]

Hahahahaaaaa..... yeah anyway so that silhouette, you saw that too? At this point we have no context or clues about who that could be, but let's keep them in mind.

*-play 8:15 to 8:29-*

No, no hold on a second run that back. Backwards.

*-play backwards audio-*

Interesting. Given the context, it's a no-brainer to assume that Rosemary is Jack's wife. The ending to that quote, though, implies that something lured her backstage...

*-play 8:30 to 10:15, black hiss, fade to black-*

Alright, so what just happened there? Right after Sha finished showing us the basement, we briefly see a photo of Bon and Sha together, almost like they're a couple. Sha appears to enter the backstage area, notifying us that only Facility Caretakers should be shining lights on the robots, before leaving that room, only to make her way back to the basement. Afterward, she expresses confusion claiming that we visited this room already, utters the words "*Sophie, where am I?*", and then walks southbound once more into what appears to be that silhouette figure from earlier...

We then see a cartoon version of what we can assume to be Rosemary, with a strange voice giving more context into that reversed audio from earlier. Instead of finding her husband, they claim, she found a rabbit. *Bon* – the rabbit.

After claiming over and over that "*You will beautiful*", and "*you're broken, will fix you*", Bon appears to dismember Rosemary before stuffing her corpse into Sha's body. Sha wakes up, and expresses that she looked beautiful, before we witness yet another shrouded missing persons flyer. After brightening *this* one up, we can clearly see that it's for *Rosemary Walten. July 19<sup>th</sup>, 1974.*

...I'm beginning to see a pattern. Here, we have a poster for Rosemary who we know was killed and stuffed into Sha. Earlier we witnessed one for a Susan Woodings, who appeared to possess Banny. And at the very beginning of the first episode, we saw one for Jack Walten. Considering that he's been missing this entire time, the fact that Bon was one of the first "alive" animatronics that we witnessed in this series, and the implications that came with that photo of Sha and Bon, I'm beginning to get the impression that Jack Walten corpse is, in actuality, stuffed inside of Bon the rabbit. This is of course just a theory, but it leaves us to wonder, if it's true, who *exactly* did that? Perhaps that silhouette figure had a hand in it, but at this point we're unsure of who it represents...

Let's move on.



//THE RELOCATE PROJECT - ARCHIVE FOUR – 07/12/1978-07/14/1978

*-play 10:15 to 10:45-*

So this fourth tape involves the experience that three facility technicians had during a three-day stay at K-9.

For the first part of this tape, we can overhear them gossiping in the background while they're getting their work done. According to them, they're on a three-day deadline to get these animatronics reprogrammed for the relocate project, and are hastily workin' to complete it before then. During their conversation, they discuss the fact that they overheard "cases" that occurred back at Bon's Burgers. Allegedly, the place played music from midnight to 2-3 in the morning, and closed down after people reported screams from an adult woman inside. They go forth to explain that the place had to close down so the police could check it out, and on the very last day that the restaurant was open, they had only let two families in. That day, the animatronics were missing, and all of the curtains were closed.

The next scene takes place two days later. Going by their conversation, they weren't able to get the robots reprogrammed due to what they describe as "highly damaged endoskeletons", and as a result, they declared their efforts a failure, before getting ready for their last night of rest in this facility.

But, Ashley wasn't quite ready to pack it up. She begins inquiring on the small key that they were told to bring with their other supplies, and how it doesn't seem to have a purpose... Everyone else discounts her curiosity, and they all head to bed...

Well, except Ashley. She grabs the camera, and sets out to explore, finding her way to a door labeled BACKDOORS. After realizing that her key fits the lock, she heads back there to ease her curiosity.

*-play 14:39 to 17:25, maybe shorten it a bit with editing-*

Alright, let's unpack this.

Ashley ventures off into the BACKDOORS area of the facility, something that, given the context, doesn't get explained to new facility caretakers that take on the role. This entire scene is the epitome of "curiosity kills the cat", since when she went snooping, she encountered Billy the Clown who went forth to become her new eternal jail-cell. What I find strange is that the tape she located had the word DISCARD written on it, with Jack's disappearance date below it. Why would this tape need to be discarded? Could it potentially be activating the animatronics making them kill people? Speaking of killing, the names that were read-off from the tape are definitely cause for concern: JACK, SUSAN, CHARLES, ROSEMARY, and SOPHIE. Now, we know that Jack, Susan, and Rosemary had all gone "missing", and we have the suspicion that their corpses have all been stuffed into these animatronics in order to make them "beautiful". Considering that Jack, Rosemary, and Sophie are all part of the Walten family, this leaves me to wonder who Charles and Susan are? What's their relation to Bunny Smiles, and why they included in this ominous list of names?

*-slight pause-*

Moving forward, right before the video ends, we get two quick bits of text. Pausing on the latter text gives us a code, which we'll come back to in a second. And pausing on the former, reads the following:

*They left the next day. They thought Ashley left early, but she was in the backdoors, screaming as much as she could, but no one heard the screams. The following days, the caretakers would complain about an awful smell coming from the backdoors. Company decided to shut down the facility until new advice. The relocate project was unsuccessful. Ashley is still there, but she's not screaming anymore. She saw something she wasn't supposed to see, and now she's beautiful.*

Admittedly, this really drives home just how large this K-9 facility really is. Ashley was left there, screaming for help while Bon presumably injured her so badly that she couldn't fight back. ...and nobody heard her. Nobody noticed she was gone. At least, until the smell of her rotting corpse within Billy filled the air days later...

And so it appears that we now have four victims. Jack, Susan, Rosemary, and now Ashley. Four victims. Four animatronics, and a whole bunch of talk about becoming "beautiful".

*-slight pause-*

Now, back to that code. You know what it is... A YouTube link – so let's head there.

*-fade-*



**Hidden Video – LUCKY YOU!**

*-page flip; show description-*

*"The story of Bon's Burgers goes back to 1958, where 2 college students Had the same idea of Animated performers, The names were Jack Walten and Felix Kraken.*

*it took them 16 Years to actually execute this concept, By that time Kraken and Walten had built their own Families, Felix Married a beautiful lady and Walten was not only a great Husband but also the Happy father of 3 Beautiful children"*

*-slight pause-*

*Lucky You* is a bit easier to follow than the others. It's one tape, with one archive.

The video opens by showing us various dates and highlights from Bon's Burgers short tenure. The opening day is shown to be on the 28<sup>th</sup> of June, with the first birthday party hosted just two days later. Interestingly, this is the same day of the month that Susan Woodings went missing.

Anyway, the video then shows us the dates of the final Bon's Burgers shows, followed by the actual duration that the restaurant was open. *It was only 22 days* – not even *one month* before it was shut down. Also, it seemed to open *17 days after* Jack Walten went missing... A bit strange to open after your co-founder goes missing, isn't it?

Moving forward, we can then see that the restaurant was boarded up and abandoned by Halloween, and by January, the K-9 facility was in full-force. I don't know about you, but construction of a top-secret bunker in the middle of the woods seems like it would take longer than six months *at maximum*. Seems a bit like this move was pre-planned, but, hey, for all I know, Bunny Smiles could've had this facility in-place already for other purposes...

About mid-way into the video, we can observe it cut to the day that Jack went missing. A voice greets us, and states the following:

*-play middle section-*

*Safety in pills, Sophie.*

Strangely, this voice keeps repeating that exact phrase while the video cuts to prior death scenes. On top of this, if we fast-forward to the very end, we can observe a message to Sophie herself – claiming that *"they will see you soon"*. Given all of these direct messages to her, it's beginning to seem like this tape might've been made for her... Considering that she was Jack's daughter and is confirmed to have worked for BSI at some point in her life, perhaps she witnessed something she shouldn't have... like Bon gruesomely murdering someone... Because of this, we can assume that she may have obtained a prescription somehow to make her feel *"safe"*. Whether that *"safety"* is to help her cope or to forget it entirely, is to be seen, but – perhaps we'll gather some more context down the line...

*-fade to black-*

*I just wonder why they're so prevalent.*

**The Walten Files 3**

*-page flip; show description-*

*Tape 3:*

*"Hey! loooong time no see heh, the following footage is about a 1980s videogame created by the company, reason it took me so long to get this footage was because the game never really released to the public, and all footage*

*available was from the Beta Version of the videogame. during october 1982 a few test bunnyfarm machines were distributed around Brighton, MI (the city where Bon's opened in june 28th, 1974) this footage was from the arcade machine sent to Entfernt Hotel. The two girls playing the game seem to have lived there. the particular thing about these machines was that all footage from the game was recorded and then revised by BSI technicians to see if the game was ready to be published, this was one of them and quite possibly the only footage remaining of this game. The footage itself was extremely corrupted however, and it took me weeks to be able to piece everything together with the help of a friend of mine, but I'm glad you've all been patient for this, seems to be a huge one anyways.*

*-Anthony*

//BUNNYFARM - ARCHIVE ONE – 10/15/1982

Bunnyfarm.

*-play Bunny Smiles intro-*

Being one of the more... streamlined - episodes in the series, you'd be surprised to know that it's also the longest. By far.

The video opens up with the Company Introductory Tape intro sequence, followed by numerous cuts to various points in the Walten Files series. Strangely, we can see a sad girl overlaid onto this footage, and if we look closely, we can also spot a brief news sequence from a... *Local 57* – about an incident that occurred in *the St. Juanas Forest*. The same forest in which Brian Stells was left for dead by Bon. After this, we're notified that the photo of this girl is Sophie, before we're presented with that of another, named Jenny Lettersen, and the date this footage was taken. Interestingly, this was just *five days after the Brian Stells incident, making it the most recent footage in this series thus far.*

The game launches. Jenny explains to Sophie that the machine they're playing on was recently installed in the basement of the building they're living in, and was just one of a few units that Bunny Smiles Inc created to test out. Curiously, if we head back to the title screen, we can see that development on this game started in 1975, a year after Bon's Burgers shut it's doors. The exact reason why they closed is still mostly unclear, but I find it interesting that they proceeded with development nonetheless.

Anyway, the two joke around a bit before Sophie makes a file and begins the game. Before she can actually play, though, we're greeted with a brief intro sequence that sets the premise for the Bunnyfarm storyline. Apparently, a fruit festival is occurring, however none of the characters have any fruits around. Luckily, though, a Pete the Hippo has a barn full of *"any fruits you need"*, and will grant you access to it if you help out around the farm.

Seems simple enough eh? Let's see how it played out.

*-play 4:22 to 5:50-*

So here, Jenny explains to Sophie that the game's super unfinished, hammering home it's potential for... glitches [show] and bugs [show]. Strangely, though, Sophie seems to be unaware of anything she's doing or who the characters even are in this game, which I find incredibly suspect considering that she worked for BSI in some capacity, and is one of the founder's daughters. You'd think that if her father were to go missing after having pretty substantial involvement with Bon's Burgers, that she'd at least acknowledge their existence? It's like she doesn't even know them. Like she's forgotten everything and shut it out completely...

I just wonder... if something might've helped with that. Interestingly, a few moments later, Sophie puts these suspicions to bed, making passing references to the *pills* that we've seen throughout the previous tapes:

*-play pills part-*

So her memory's confirmed to be suppressed, but that opens an entirely new door of questions. Like, remember that phrase Sha spit out in the Relocate Project tape? Remember how... out of place it was?

*-play Sophie where am I? part-*

Something lured her backstage, but what if it wasn't Bon... but Sophie? If we think back to the Company Introductory Tape, we can recall that one brief segment where little Bon lit the lighter and glitched into Sophie in a work uniform. What if this is what greeted Rosemary when she went backstage, meaning Sophie had a direct hand in her death? If *this* is the case, then that leaves us wondering if she did this willingly or was coerced into doing so? ...Just a few thoughts, but perhaps we'll gather some more answers later on.

The two go forth to discuss a bit more about the company and the events that recently happened involving them. Jenny explains that a person named "Brian" had recently gone missing, and how the case is similar to that of this "other girl named Ashley" who met the same fate.

*-play Brian Stells part-*

Clearly, word has gotten around about these mysterious disappearances, and I find it strange that Sophie discounts it so heavily. I dunno, if I were to be playing a game that were tied to so many peculiar incidents, I'd be a bit apprehensive. But, that's just me...

*-slight pause-*

After this, Jenny then claims that she needs to head out to finish a paper, leaving Sophie alone in the basement to play the game herself...

*-play 9:31 to 10:03-*

And so Sophie presses on, occasionally expressing confusion and apprehension at the glitches that appear on screen. It weirds her out, but it doesn't stop her. Anyway, she eventually makes her way to the end of Billy the Clown's level and plays a game of Tic-Tac-Toe. After beating him at it, Jack's face appears before the game begins to glitch out, showing Ashley's mutilated face within the Billy character.

*-play short segment to 13:12-*

Sophie hangs it up for the night. She's seen enough.

*-fade-*

//BUNNYFARM - ARCHIVE TWO - 10/16/1982

One night later.

Sophie decides to play the game again, however realizes that her save file has been corrupted by a... "third party". This screen proceeds to warn us that *if we continue*, then the machine could suffer major changes and even a complete shutdown. A bit tense, she agrees, and begins to play again.

Her mood is... almost a complete 180 from the previous night. And the game reflects that. Sophie goes forth to interact with a signpost that previously mentioned Pete the Hippo running the farm, however this time, for a fraction of a second, we're able to read that it's been altered:

*He promised to take care of the 2 kids during that day, he told the parents everything was okay. It's sad that we can't really remember you, Sophie. But soon we'll be together, forever and ever 😊 RIP. - The two lovely red children.*

*May 11, 1962 – May 2, 1974 ; August 22nd, 1965 – May 2nd, 1974.*

It doesn't appear that Sophie actually read it because she carries on as usual, but, let's keep this bizarre message in mind.

A few moments later, she begins Bunny's game called Hippo House. The premise of this one involves rallying up the pigs that Bunny mistakenly let out.

*-play brief segment of Bunny's story-*

And so we carry on to solve this problem. Thanks Bunny. You... **bunny.**

So Sophie continues, making passing references to the glitches she's been encountering thus far. She mentions how it seems like the faces she's seeing in the game are trying to talk to her somehow, before the game cuts out, playing the following technical support audio from Susan Woodings:

*-play audio to 22:32-*

Given what we just watched, we're able to establish the connection between Susan Woodings and the BSI animatronics. She built them, and noticed irregularities in Bon. It seems that as a result, soon after this was recorded, she set out to repair him, however was mangled and paralyzed in the process. *I am still alive. But I can't move. And I'm having trouble breathing. And my stomach feels weird.*

This establishes the fact that Susan Woodings was placed inside of Bunny, but that leaves us wondering if it were due to Bon always having irregularities, or if someone tampered with him. Considering that this was filmed on the 30<sup>th</sup> of June, 19 entire days after Jack Walten went missing, that notion wouldn't be out of the realm of possibilities...



Sophie continues.

She makes her way around the farm a bit, expressing confusion and concern about what she just witnessed. Soon after, she makes her way to the mailbox, encountering a strange sequence of messages from a *Linda Kranken*, who's name was oddly scratched out and replaced with "Thompson".

Unfortunately, most of the narrative on these pages are redacted, however we can piece together the story through the ones that aren't.

*October 30th, 1964: Felix has been acting weird lately. He's been drinking more than usual. I'm very worried about him. I don't know what to do.*

*August 23, 1965: I know I haven't talked here as much as I used to. This month has been so so so so crazy. I moved in with Felix last week he was very happy about it. Yesterday Jack and Rose had their third child. A little girl! Her name is Molly, Molly Walten. Jack and Felix have been pitching up the restaurant idea with a company that's interested in the project. The name's Cyberfun Tech.*

*December 26, 1970: Christmas was nice, they built a doll, a gray rabbit for Edd and Molly, Molly named it Rocket. Felix drank a lot yesterday. This has been a problem for a while. He's a good person but he doesn't wanna address this. It's getting worse and worse but he doesn't notice, he feels bad about it but doesn't try to change.*

*January 3, 1973: It's getting worse, he's so submerged with their project that he doesn't realize how much damage he's doing to himself, how much damage he's doing to me. He keeps going places only to drink, sometimes he even stays at the warehouse for the sole purpose of drinking, he doesn't listen. He never listens. I don't know what to do.*

*I DON'T KNOW WHAT TO DO! I AM SO WORRIED. I [BLANK] MAKE IT I JUST CANNOT HAD.*

*May 2, 1974: DEAR FELIX – by the time you're reading this, I shouldn't be home. I know you're confused. I'm confused too. What you said to me last week hurt me a lot but it opened my eyes. Hopefully this opens your eyes too. Our relationship isn't healthy. It never was. I'm leaving Brighton this morning. You're in the warehouse with Jack and the others as I'm writing this. By the time you're reading this, I'll already be in Hurricane.*

*I Know you are busy today doing Jack a favor. (Something related to a school party. I can't remember but please go there when you have the time. As to me, I'll try to build my own life while I still can, you should do that too. I love you. Goodbye. – Linda*

Here, we gain our first bit of insight into the backstory of Felix Kranken, someone we've had our suspicions about from the very beginning. As it turns out, he struggled with alcoholism, ultimately leading to the separation between him and his now-ex-wife, Linda Thompson. On top of drinking, allegedly Felix was overworking himself, causing damage to not only himself, but to those around him. It seemed that, as an act of good-will, he built a rabbit doll named Rocket for Jack's youngest two kids, Edd and Molly. Keep these names in mind as they'll be important shortly.

Moving onward, Sophie eventually makes her way to Boozoo the Ringleader's minigame, called Lily's Birthday. The premise of this one involves winning matching minigames against Boozoo to test the entertainment for the upcoming party. Sophie obliges, however things don't quite go as planned...

*-play 30 seconds of game-*

The next minigame after this is called "Spot the Difference", and is pretty self-explanatory. After a few rounds, though, the game glitches, displaying the face of an alive man, next to one that appears to be dead. *Jack Walten, perhaps?*

*-play snippet 32:30 to 33:30-*

*Missing 07-14.* It seems to me that the face we saw isn't actually Jack Walten like I initially assumed - since he went missing on the 11<sup>th</sup> of June, *not* the 14<sup>th</sup> of July. With *this* in mind, if we think back to the end of the Relocate Project video, the names on that list were...

*-play names-*

So we know that this isn't Jack or Sophie, and we also know that Susan and Rosemary's corpses are stuffed inside other animatronics. So, could this be that Charles person? If so, it leaves me wondering how they're related to BSI or anyone in this entire saga as well.

*-slight pause-*

Back to the farm, Sophie continues.

Ominously quiet and littered with missing posters, she explores a bit while expressing concern that she *just might* know the people within the posters the game's been showing her. A short while later, she approaches the Pete's barn before the game glitches, displaying one last minigame for her to complete – that of Sha the Lamb, the same animatronic we know to represent her mother.

The minigame this time is simply hide-and-seek, and initially has Sophie's character finding Sha.

*-play 20 or so seconds-*

After she eventually does, we can observe the game switch sides to where *Sophie's* the one hiding, leading things to quickly turn dour.

-38:08 to 39:51-

As we could see, when Sha approached us, the screen cut to what I can assume to be the night that Rosemary went missing with text that reads *"I know where he is, Rosie. Follow me"*. Now, initially I'd assume that this were someone else like the voice of Bon since they're referring to her as *"Rosie"*, however thinking back on that scene from The Relocate Project tape...

-play Sophie where am I?-

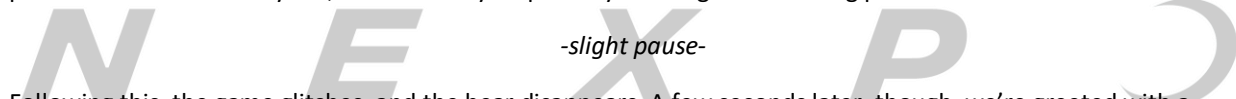
Perhaps this text could represent the voice of Sophie...

After this, we're greeted by another countdown, and when it finishes, we observe the following:

-play 40:00 to 41:54-

It seems to me that that entire section seemed to represent the night Rosemary Walten went missing through the eyes of Sophie. With the bloody Sha animatronic right up in our face, screaming and pleading for mercy, it really seems like we're experiencing things in first-person. This scene is undisputedly traumatic, and witnessing something like this in the real-world would undoubtedly leave someone scarred for life. With that being said, considering that Sophie's name was uttered by Sha earlier, that Sophie is actively taking pills that we know suppress her memory, and that in that Lucky You tape, the voice claims *"Safety in Pills"* over and over, it's safe to assume at this point that Sophie *must have been there*. So the question remains – did she willingly lure her mother back there, or was she forced to?

Jumping ahead, we encounter a gray Bear character emerging from their so-called *"fountain of memories"*. Sophie proceeds to ask who they are, to which they respond by drawing the following picture.



-slight pause-

Following this, the game glitches, and the bear disappears. A few seconds later, though, we're greeted with a picture of a house, labeled MAY 2<sup>ND</sup>, 1974, and on the doorstep? Two children. Sophie claims to remember it –

-play *"that's my old house"* to ringing-

That phone call is from Jack Walten, to Felix Kranken. Jack asks Felix a simple favor – to take his kids Edd and Molly to their school event since he has to take Sophie to the dentist.

-play snippet of call-

Admittedly the task is... simple. Pick them up at 5pm to take them there, and return to bring them home at 9. Reluctant, Felix agrees, before the call ends. And so, the game leaves us back in the farm area once more. After poking around a bit, Sophie eventually encounters the two red children, and upon interacting with them, we gain a bit more context about the night of that favor.

-play 46:44 to 47:35-

After this brief segment, we begin playing in the school at what appears to be 9:37pm. Rocket the rabbit approaches us, and says to follow them. After poking around a bit, we glitch through a wall and become the two red children who, surprisingly, haven't been picked up yet, and soon after, we encounter Rocket and are greeted with a scene involving the two kids expressing that they're ready to leave - since *"the school looks creepy at night"*. *"Where's uncle Felix?"* They claim. And so we set out to find him.

-play 50:20 to 51:00-

Shortly after, the scene cuts to 9:53pm and involves Felix and the two children in the car. The kids inquire on getting home safely, before pressing Felix about drinking before this trip...

*-slight pause-*

The speed of the car picks up, with Felix becoming more and more erratic. The children forgive him for his behavior, however ominously, the text on screen states that *"It's all your fault"*, before the following takes place:

*-play 52:32 to 52:55-*

Now I believe this, right here, marks the beginning of the end of the relationship between Jack Walten and Felix Kranken. Jack's children... are dead. And it was due to his own irresponsibility in getting them home safely. Even more bizzarely, soon after this bad-ending sequence plays out, we can observe a scene with Rocket the rabbit in the woods, with a voice ominously claiming that *"They didn't go home that night. He buried them here. He was too scared, but they found a way out eventually."*

*-play 54:30 to end of call-*

And to cap off this last entry in the Walten Files saga, we're left with a message -

*-play message-*

Before we're greeted with four animatronics - Rocket. Boozoo. Sha. Bon. Considering that this series is very much in-progress, this message could be hinting at the future. Is this little girl Sophie? Or is it someone else that we haven't seen yet? For all we know, this could even be some sort of warning, given that so far, this game's done nothing but help Sophie remember the past that she's been forced to forget...

She's the last alive member of the Walten family... and I'm not entirely sure if remembering and re-experiencing the deaths of her entire family are a good or a bad thing...

*-full fade-*

It looks like we'll have to see...

#### Hidden Video

*-page flip-*

*"In memory of Edward Walten - Molly Walten:*

*- Ed (12) and Molly (9) died Thursday, May 2nd, 1974 in a fatal car accident, they were leaving a party made by their school to celebrate Spring. Jack Walten (father, husband) couldn't take the kids to the celebration because of work. A friend of Mr. Walten would take the kids instead. On the way back home, Jack's friend was driving in questionable conditions, thus crashing his car near the road next to Saint Juana's forest. Instantly taking both Edward and Molly's lives. You will be remembered, our little angels, our little red children."*

Now, you might be wondering where this hidden tape came from, and conveniently, the answer's simple. It was left in the Walten Files playlist on Martin Walls' channel implying that it's canon.

The premise of this one appears to be an audio archive of former events surrounding Felix Kranken, with the first segment taking place on April 15 of 1967.

Within it, we can hear Felix briefly and enthusiastically discussing Bunny Smiles and how he has a positive outlook for the company. Following this, we get another log from 1972, explaining how his company made a deal with

Cyberfun Tech to continue on with the Bon's Burgers project, and after *this* one, we can observe one last audio log from May 2<sup>nd</sup> of 1974 – the day that Molly and Edd died in that fatal car accident. Within this one, Felix expresses his guilt, contemplating on what to do-

*-play snippet-*

And to close this episode, we're greeted with a photo of Rocket, a pan out, and a fade... to black...

*-pause-*

### *Analysis so Far*

And that, my friends – encompasses the Walten Files. Dark. Complex. Disturbing...

*-show recap snippets on the previous words-*

So, in review...

This entire series appears to revolve around Jack's eldest daughter, Sophie Walten. She's the – core. The one that can maintain this ongoing status quo that Felix Kraken's established, or burn it all down if she so chooses. She was born into a family of three, with her mother being Rosemary, and her father being the elusive Jack. A few years later, two more siblings named Edd and Molly would be born into their family, however, due to events that Felix Kraken had a hand in, they would never, ever, experience their coming-of-age.

Felix Kraken was a family friend, someone that the Waltens could trust with everything, yet, ironically, is also the main antagonist and the one that ended up killing all of them. On May 2<sup>nd</sup> of 1972, after being asked to do a simple favor by Jack Walten, Felix Kraken had become heavily intoxicated at the school party. As we know by now, due to this intoxication, the three become involved in a car accident that ends up killing Edd and Molly. Beaten up and unable to bear the weight of his actions, Felix decides to bury them in a forest... The – *St. Juana's Forest*, in hopes of hiding his mistakes entirely. As we know, though, the children wouldn't rest there eternally, since a few moments later we observe them merge into that Rocket doll, utilizing that as their medium to get their fate across to the viewer.

One month and nine days later, on the 9<sup>th</sup> of June, Jack Walten goes missing. We can observe his missing flyer littered throughout every episode, however at this point, we're unsure of exactly what happened to him. We have our sneaking suspicion that he could be stuffed into Bon the Rabbit, but as of right now, that's merely a theory.

Another month passes and Rosemary Walten is grieving over her missing husband and two children at Bon's Burgers. She was likely... desperate. Weak. And open to anything, *any* lead that she could get on where her family might be. She hears a voice coming from backstage, mentioning that "*I know where he is, Rosie*" - a voice that we now know was most likely that of her eldest daughter Sophie... She heads back there. Hoping to gather any sort of answer to ease her mind, yet is greeted with the face of death. She becomes dismembered, as some unknown figure observes from the sidelines. It appeared, at least to this silhouette, that Bon's actions were going as planned. As programmed, and everything was falling perfectly into place.

But that's not to say that these actions didn't go unnoticed, since Bon's builder, Susan Woodings, had realized irregularities in Bon just nineteen days prior. It's clear to us that he wasn't programmed to behave this way, and likely was altered in some form or fashion. Whether that was by Felix or someone else, is to be determined, but there was ostensibly a notable change before Bon's Burgers ever opened. ...And we all know what else happened before it opened [*show Jack poster*]... And so - Susan Woodings is killed because of her realization. *She knew too much*, and was silenced before she could ever get the truth out there.

Just two weeks after Susan's death, we observe yet another – occurring on July 14<sup>th</sup>. *Five days* before that of Rosemary Walten. We're unsure of the exact identity of this person, however considering the list of names that



Ashley discovered, it's safe to assume that his name is Charles. For now, his relation to the story's unclear, however I'm betting that his job was in the same vein as that of Susan Woodings – either a builder or a programmer of some sort. Perhaps we'll find out more information about him soon, but right now, that's what we can roll with.

July 20<sup>th</sup> –Bon's Burgers closes after "*hearing a woman's screams*" around 2am. Given the fact that Rosemary Walten was killed on July 19<sup>th</sup>, it's safe to assume that these screams... were most-likely her desperately crying out for help...

It seems to me, that, due to the publicity that the restaurant was getting, Felix Kraken decided to pull the plug on Bon's Burgers, storing every animatronic inside a top secret facility in the Saint Juanas Forest. He likely placed it there because that's where Jack's two children died and were buried. Either, he built the facility over the spot where he buried them, or placed it nearby so he could check up on it whenever he were working. These are, of course, just theories, however I think it makes a bit of sense. Anyway, Felix, from the very beginning, had *always* planned to reopen Bon's Burgers, moving forward with the past quite literally buried behind him. Most likely, the *only* reason why he shut everything down and locked it up was to lay low for a bit. To let it all pass. And when the coast was clear? To bring it right back.

Four years later. The Relocate Project is introduced. Facility Caretakers are tasked with the most dangerous job out of all of them – reprogramming the robots themselves. Considering the lack of knowledge that came with Brian and Ashley, it's safe to assume that this Facility Caretaker job was a sketchy one. They likely received little to no orientation, no tours, no heads-ups on what their supplies were actually intended for. I personally think that the extent of their "training" was to simply watch the numerous BSI tapes. Watch the Company Introductory Tape to learn about Bon's Burgers. Watch the numerous archives within the Relocate Project to become acquainted with our new mission, and listen to Sha as she gives you a virtual tour of the facility. Because, you know, there's no-way-in-hell that any higher-ups are risking *their* lives for this. That's what the Facility Caretakers are for, of course! ...And so, after all of this is said and done, we're left with one. *Sophie Walten*. Someone that we know was convinced to take a set of pills to forget that her family had ever existed.

And this is where our mystery – continues. To me... I really believe that Felix had a hand in suppressing her memories. He just... couldn't stomach it. He couldn't kill her. Why? Well at this point we're unsure, but it's safe to say that he's had numerous opportunities after the fact – yet didn't. And so, with Sophie, after the rapid succession of major losses in her life, she likely didn't know where to turn. She was lost, and was plummeting into an ever-darkening mindset due to the onslaught of tragedies she's had to endure. Felix noticed, and to shut her up, he decided to bring her under his wing since he's "*Uncle Felix*", remember? ...He gives her a job at Bon's Burgers to keep her busy, pushes her to obtain a prescription that he likely claimed would "help", made her watch these so-called "*internal BSI tapes*" that were littered with hypnotic vernacular,

*-play snippet of Safety in Pills-*

...and convinced her that, eventually, it would all go away. And it did. It did all go away.

To me, that list of names now seems like it was some sort of a hitlist. Just one piece in a breadcrumb trail that Felix was trying to bury. He wanted to move on from this entirely. He continued with the Bon's Burgers project years into the future, touting himself as the only founder of the company, and quite literally cut any mention of Jack Walten out of ever existing. The thing is, though, that whoever created these tapes knows something. They want Sophie to remember, and now that she has, at least as of *October 15<sup>th</sup> of 1982*, it leaves us to wonder If she'll be next-in-line to meet her demise at the hands of Felix Kraken's "reprogrammed" animatronics...

Just like that ominous Facility Technician key, Sophie is left as *the* sole survivor, and sort of a key herself, that can open and expose the metaphorical BACKDOORS into Felix Kraken's secrets. Doing this would allow her to finally expose his wrongdoings, ultimately leading to much-needed accountability for everything he did to her family...

*-fade-*

That is, of course, *unless* Felix Kraken gets to her first...

#### *Closing Remarks*

Loss. Betrayal. Suppression. Curiosity. Death.

These are the major cornerstones of the Walten Files tapes, something that I've become absolutely enthralled by in recent months. It's been quite a while since I've seen a series this well-constructed, and I'm immensely eager to see how each lingering question becomes answered... like, how did the Bon animatronic become violent to begin with? Who's inserting Jack Walten into these tapes? What actually *was* the fate of Jack Walten at the end of it all? Where the hell does Anthony fit into all of this? And will Felix Kraken ever answer for the murder coverup of nearly the entire Walten family?

As it stands, and considering that there are more episodes planned, it looks like only time will tell... When these videos do come out though, you can bet your ass that I'll be dropping everything to tune in. And when the time is right? You know that I'll be back... and I'll be ready...

...For part two.

*N*

*E*

*X*

*P*



*-roll credits-*