

The Lazy Lounge

The first in a series of ambitious expansions, the management decided to target an adult audience. The Lazy Lounge is 'manned' by Lady Leopard and Lord Lion, the two animatronics that inspired its creation.

The LL offers a variety of activities. The main stage and catwalk is often used for showing off models and even fashion, as well as letting artists present their work, be they musicians, painters, comedians or anything. Strangely enough, successful human entertainers are known to vanish, before being replaced by reliable robots with similar styles.

A well lit bar offers drinks and snacks, while an upstairs area permits smoking without bothering other patrons. Behind the bar is storage and is where the maintenance machines are located.

A rear section allows for more dicey activities. Slot machines, risque animatronic dancers and more provide plenty of entertainment. This area requires a membership and is strictly moderated for anomalies. Despite many people finding it 'weird', few active patrons seem to complain about the robotic seduction.

This location is also less strict on substance use, earning it the name of a cheap drug heaven. An oddity, as the rear section still forbids use of more powerful or addictive substances, only allowing a few, usually 'less legal' items to 'enhance' the experience.

A further deep section is for VIPs only. Ludicrously expensive, this area allows for more physical engagements. According to some, ascending through these three 'ranks' is inevitable, while others believe debt often scares people away.

Those strange enough to engage the machines sexually find themselves energized and full of life. Some vanish shortly afterward, while others spend more and more on the machines, seeming to be addicted to the superior form of satisfaction. Due to complaints, the Freddy Fazbear franchise no longer accepts responsibility for divorces and other relation problems.

A strange surplus even lead to the selling of the machines. Some are taken as wives, others as cheap labor. The ones bought for labor, however, are known to return quite quickly, with more machines in tow. Due to overcrowding, the management is trying to create 'robot villages', as robots stored for extended periods of time without activity are considered highly dangerous.

Some see the LL as the first step to a robotized world, others merely as a sign of hubris and a good indicator that the franchise might be looking to sell before the bubble bursts. Despite continuous inspection, each 'mysteriously new' robot is shown to have proper acquisition papers. The only anomaly is that the location of construction is 'redacted'.

Current investigations regarding corruption are hazy at best.

The management assures all patrons that, regardless of their strategy, the LL offers a no-strings fun time. No purchase required on entry, toilets are free and every robot is willing to lend an ear, hand or hug.

As is to be expected, the LL is operated only by machines shown to remain passive during night-time work hours. While the machines mostly operate outside of work hours and when an order is present, a few have shown to strictly adhere a 24-6 hunting schedule. Your safety is guaranteed as long as you leave when the place closes down, as there's a small, 3-6 gap in which cleaning and restocking is performed.

Management assumes no responsibility for accidents occurring between the hours 3 AM and 6 AM.