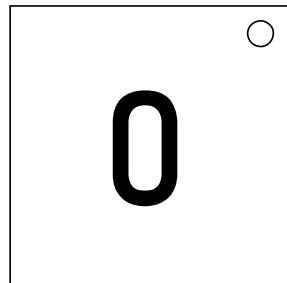


On the Subject of Ultra Custom Night

And what makes you think they won't kill you?

An Ultra Custom Night module will initially present you with a list of animatronics. These animatronics can be enabled or disabled at will. An enabled one will be green, and a disabled one black. Some will be red, and will automatically be enabled. Choose animatronics such that their difficulty rating totals to at least 20. If fewer are chosen, the module will choose randomly until this condition is met. Start the module by solving any other module. The enabled animatronics will begin to attack until the module is solved. The module will automatically solve when every other non-ignored module is solved. Good luck.



<u>Freddy Fazbear</u> 3	<u>Bonnie</u> 2	<u>Chica</u> 3	<u>Foxy</u> 4
<u>Toy Freddy</u> 3	<u>Toy Bonnie</u> 5	<u>Toy Chica</u> 5	<u>Mangle</u> 2
<u>Nightmare Freddy</u> 2	<u>Golden Freddy</u> 2	<u>Funtime Foxy</u> 5	<u>Nightmare Foxy</u> 4
<u>Scrap Baby</u> 4	<u>Nightmare BB</u> 3	<u>Funtime Freddy</u> 3	<u>Ballora</u> 2
<u>Springtrap</u> 2	<u>The Puppet</u> 3	<u>BB</u> 2	<u>JJ</u> 2

General Instructions

Navigate between the cameras and vents with the buttons on the bottom.

Cameras:

Use the square buttons on the screen to switch between camera views. Press a round door button to close that door. Only one door may be closed at a time.

Vents:

Use the square buttons on the screen to switch between vent views. Press a round seal button to seal that vent. Only one vent may be sealed at a time.

Freddy Fazbear

Freddy will appear on cam 1 and slowly make his to cam 3, then cam 4, then cam 6. Once at cam 6, he will then attempt to enter your office. Make sure the left door is closed when he does. Freddy will always laugh when he moves.

Bonnie

Bonnie does not appear on the cameras. Instead, he will knock on your door. He will knock once, then twice, then three times. On the third knock, he will enter your office. You will have fifteen seconds to turn on the alarm clock to stop him from attacking.

Chica

Chica will appear on cam 2 and slowly make her to cam 3, then cam 5, then cam 7. Once at cam 7, she will then attempt to enter your office. Make sure the right door is closed when she does. Chica's movements are silent.

Foxy

Foxy will always be at the back of cam 3. He will slowly become more aggravated, made worse the more you look at his camera. Once he is completely gone, you will only have a short amount of time to close the front door.

Toy Freddy

Toy Freddy will wander between cams 1, 2, and 3. At cams 1 or 2, he may crawl into the vents. (Vent 8 is above cam 1 and vent 9 is above cam 2.) He will then proceed to move the shortest path to your office. Make sure the correct vent is sealed to stop him. Toy Freddy is silent.

Toy Bonnie

Toy Bonnie will occasionally appear at either cam 6 or cam 7. This is accompanied by a loud banging sound. Ensure the correct door is closed to stop him.

Toy Chica

Toy Chica acts identically to Toy Bonnie, except she appears at either vent 10 or vent 11.

Mangle

Mangle does not appear on the cameras. They will become more aggravated the more the alarm clock is blaring. Once it has been going for at least one twentieth of the bomb's total starting time, they will attack. This attack cannot be otherwise prevented.

Nightmare Freddy

Nightmare Freddy will wander the vents. He will never pass through an unsealed vent, but might pass through a sealed one. When he reaches your office, he will attack. Nightmare Freddy's movements are accompanied by a low, distorted laugh.

Golden Freddy

Golden Freddy can appear in any camera when you select it. Quickly move away from that camera or he will attack.

Funtime Foxy

Funtime Foxy will always be at cam 2. He will have a sign with a time on it. He will attack exactly when the alarm clock shows that time. His attack will fail if you are looking at his cam.

Nightmare Foxy

Nightmare Foxy will always be at the back of cam 1. He will slowly become more aggravated, made better the more you look at his camera. Once he is completely gone, you will only have a short amount of time to close the front door.

Scrap Baby

Scrap Baby will always be in your office, to your left. You can look at her by turning your head. Occasionally, her eyes will turn upwards to look directly at you. You will then have exactly thirty seconds before she attacks. Her attack will fail if you are not holding the bomb.

Nightmare BB

Nightmare BB always be in your office, to your right. You can look at him by turning your head. Occasionally, he will stand up. You will then have have to click on him to sit him back down. If you click him while he is sitting, or fail to click him in time, he will attack.

Funtime Freddy

Funtime Freddy will occasionally announce a direction (up, left, or right), sometimes preceded by the phrase "Simon Says." He will then attack in fifteen seconds. If he said "Simon Says," he will attack from the direction he announced. Otherwise, he will attack from the direction **clockwise** from the one he announced. Be sure the correct door is closed when he does.

Ballora

Ballora will not appear on the cameras. However, you can hear her attacking from the left or the right. When she does, ensure the correct door is closed.

Springtrap

Springtrap will wander the vents in a **clockwise** direction. If he encounters a sealed vent, he will be reset to vent 10. His movements are silent and rapid.

The Puppet

The puppet is always in your office. Occasionally, she will slowly appear in front of your cursor. If she fully appears, she will attack. Move your cursor away from her to stop her.

BB

Occasionally, BB will turn a random module on the bomb blue. This will be accompanied by a high-pitched laugh. Select that module within thirty seconds to make BB go away. Otherwise, he will attack.

JJ

Occasionally, JJ will turn a random module on the bomb pink. This will be accompanied by a high-pitched laugh. Do not select that module for thirty seconds to make JJ go away. Otherwise, she will attack.

Additional Notes

- Only one animatronic will ever attack at a time. If nothing is happening, that means someone is currently attacking!
- There are six exceptions to the above rule: Golden Freddy, Nightmare BB, Funtime Foxy, The Puppet, BB, and JJ can all attack at any time.
- Some animatronics will be forced to be inactive if certain conditions are met.
- BB and JJ will only attack modded modules.
- If you have more than 20 Difficulty Rating selected, the animatronics will attack faster.
- Something special might happen if every animatronic is active at once...