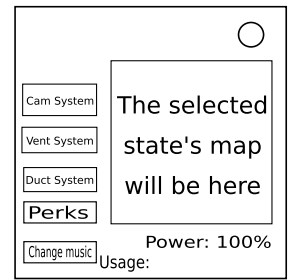


On the Subject of Ultimate Custom Night

Sad fact: no pineapple animatronic exists in FNAF.

- This module consists 3 states based on the original Ultimate Custom Night game: Cameras, Vent system, Duct system and Perks
- You can switch between them using the buttons on the left.
- After every other non-ignored module on the bomb is solved, the module will automatically disarm.



Camera system

- Every time you solve a module the vacuum cleaner (Mr. Hugs) will move to another camera. Your job is to find him and close the door below that camera
- *One door can be closed at a time.*
- If you solve a module and that door isn't closed you'll get a strike.

Vent system

- Two animatronics are in the vent. Mangle is the white fox; Withered Chica is the duck.
- There are 3 routes which they can move on. Your job is to snare that route with the light squares on the end of them before they get trough it.
- *One snare can be active at a time.*
- Withered chica always goes on the right route, but Mangle always goes on a random route.
- If any of them gets to the end of the route you'll get a strike. (And the animatronic will go to the start again)
- You can also prevent them from getting into your office by closing the front vent door by pressing "W" (this consumes power)

Duct system

- Two animatronics are in the duct. (Pink is Pigpatch; Purple is Mr. Hippo).
Your job is to prevent them from reaching the end.

Perks

- They can only get through the duct that is open :P
- ~~Perks are small utilities that help you get through the night.~~
- ~~Press the "Open Duct" button that is lit to open that duct and close the other!~~
- Select the one you wish to enable by clicking on the correct button!
- You can place audio lure in every corner to lure the animatronics there.
- If there's an active perk, more power will be consumed!
- *Audio lure can be only in 1 corner at a time.*

Other animatronics

- If any of them reaches the open end of the duct you'll get a strike.

Afton

~~Note:~~ You don't see the power nor can change the music while the duct system is selected!

- Afton will attack when the lights in the room start flashing
- Quickly close the side vent door by pressing "F" to prevent him from striking! (Keeping it on consumes power)
- Afton won't attack more than one time per UCN module

Chica

- Chica is constantly making noise with pots and pans in the kitchen.
- However, she might get bored of the music playing. If you hear her noise stop, you have a short time to click on the Change Music button before she gets mad at you and strikes.
- The Global Music Box perk calms her down.

Power management

- You can see the available power and current consumption on the bottom-right corner of the module (except on duct state)
- If there's a consumption (bar after "Usage:") the available power starts decreasing with its speed depending on the consumption.
- If the power counter reaches 0, the bomb will detonate instantly.