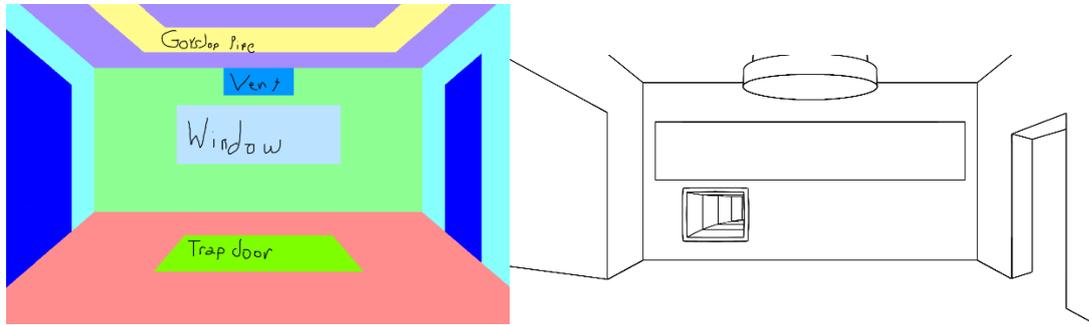


ONE NIGHT AT HUNKY'S MECHANICAL PROPOSALS

The office:



The office consists of:

- **Two doors**, ideally, they'd be as large as the one depicted on the right side, as meximutt has to get stuck on them, they close like in most FNAF games. If kept closed for far too long or closed on very quick succession, will break and remain unable to be closed until fixed.
Once a 'jak is at your doors, they'll pose on whatever camera they are to symbolize they're about to attack and will then be visible for a very short period at your doors before entering your office (no light system, you just see them).
- **The Vent exit**, can be used by the cucks and FNFpedo to jumpscare the player and for Mameson to enter the office. Doesn't close, but it has a sprinkler system that scares the 'jaks and Mameson (he's a cat). The sprinkler system will break quite often. Vents don't have cameras inside them but 'jaks that are about to enter a vent will show it by posing on the room where they enter the cams from and rooms that contain a 'jak passing through the vent will make a vent noise when looked at.

Jartycuck and Shemmycuck will use vents to move to SNCA hallway or try to jumpscare you. When about to jumpscare you, they won't make noise but will move rather slowly.

FNF Pedo will use the vents to go to the delivery rooms and hop on the omori bus or to try to jumpscare you. When about to jumpscare you, he makes a lot of noise but will move very fast (think of foxy running or the owl from ONAF 2).

Mameson will use the vents to De-Facto teleport between rooms and as his main mobility option, when entering the office, he won't make noise and will move very fast.

Multiple 'Jaks may use the vents at the same time. If several try to attack at the same time, the one with the highest priority will do so and others will reset to starting room, priority during vent attacks are (1 highest; 4 lower):

- 1- FNF Pedo
- 2- Shemmycuck
- 3- Jartycuck
- 4- Mameson

- **The window** showing the SNCA hallway, vital for gathering information about the 'Jaks' locations without having to use the camera. As the night goes on, Branigger will continually fill it with shit, rendering it less useful and forcing the player to focus more on the cameras. The more shit there is, the more active the jartyflies become.
- **The goyslop container** next to you that is refilled by the pipe, goyslop must be used to prevent the hunger meter from filling up and feeding Meximutt when he enters your office.
- **A large hole on the floor** where the "trap door" would have been, used by Meximutt, FNF Pedo (only when riding the omori bus) and Hubert T. S. Manchester to enter your office once they have entered a hole from a room that has one. You can't prevent them from getting in but they will stall for quite some time before jumpscaring you, conveniently covering Mameson if he's inside the office. Use the terminal's "Basement Suction" to get rid of them.

While stalling, FNF Pedo will start filling your screen with awards, like the minireenas in UCN. They will eventually fade away, with the speed depending on sanity level.



(This but with awards)

While stalling, HTSM will make your sanity decrease.

While stalling, Meximutt behaves exactly like at the doors, he's so fat that the "Basement Suction" won't work on him and you have to feed him goyslop.

ONCE A 'JAK HAS ENTERED A HOLE, OTHERS MAY NOT ATTEMPT TO ENTER UNTIL THE 'JAK THAT DID LEAVES THE OFFICE.

- **Repair Terminal**; see following section

REPAIR TERMINAL

Functions much like FNAF 3's repair terminal, allows for the following options:

- **Pipe repair**: repairs pipes broken by Mameson, the more pipes are broken, the longer it takes. (USAGE: 2 POWER)
- **Auto-Janny**: cleans up some of Branigger's shit on your window, still leaves a small stain, consumes some goyslop (hot pockets) as well as power. (USAGE: 2 POWER, NON-DETERMINED AMOUNT OF SLOP)
- **Door Patching**: Fixes doors that Meximutt makes holes on, doors with holes allow Mameson and Jartyflies to enter your office with no counterplay as well as having the 'jaks look at you which is heckin' scary. (USAGE: 3 POWER)
- **Door/sprinkler resets**: Use to fix doors that can't close or sprinklers that won't turn on, mostly meant to punish players that spam them or use them when no threats are around like smartasses. (USAGE: 3 POWER)
- *"Basement suction"*: Gets rid of 'jaks that entered your office via the trap door. (USAGE: 1 POWER).

A player with more than 60 IQ will realize that most of the threats the terminal deals with are not urgent, and as such the terminal should be used when the player is sure he won't get jumped by multiple 'jaks.

HUNGER

The most important manageable resource, the hunger meter fills up as time passes (gets faster as the night goes on) and is recharged by consuming goyslop. (VISUAL NOT FINAL)



0-10%: Sanity will slowly increase over time.

10-25% (not shown): Sanity will very slowly increase over time.

25-50%: No effect on Sanity.

50-75%: Sanity will very slowly decrease over time, slight input delay.

75-90%: Sanity will slowly decrease over time, larger input delay.

90%-100%: Very large Sanity decrease and input delay, at 100%, Pepe can no longer do anything.

“POWER USAGE”

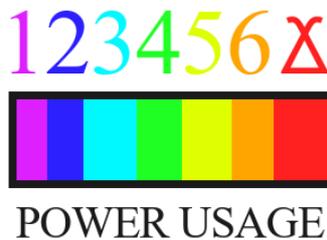
Under quotations as the game doesn't have a traditional power system, rather a “power usage” bar with up to seven levels, mechanics that require power usage cannot be used unless the player can afford them.

Closing doors: 3 power each

Sprinklers: 1 power, if spammed in quick succession will break damn near instantly because the player is being a faggot.

Camera: 2 power.

All repair terminal actions consume power, detailed in their section.



SANITY

The most standout mechanic, sanity will increasingly make the game feel less like FNAF and more like a living slopjak. As the night goes on, the main method of increasing sanity (low hunger) will become harder to achieve and the main causes of sanity decay (the jartyflies/high hunger) will become more common. If sanity becomes too much of a balancing issue, a onetime use “meds package” could be introduced to help balance the mechanic. Sanity, much like hunger, has different tiers.

Sanity



Effects of tiers are mostly examples, not definitive.

Tier 1: No visual hallucinations, minor ambient noises.

Tier 2: Very small visual fake-outs (shadows, 'jaks at the cameras sometimes turn to look at you, repair terminal language may randomly switch to Russian) and louder ambient noises.

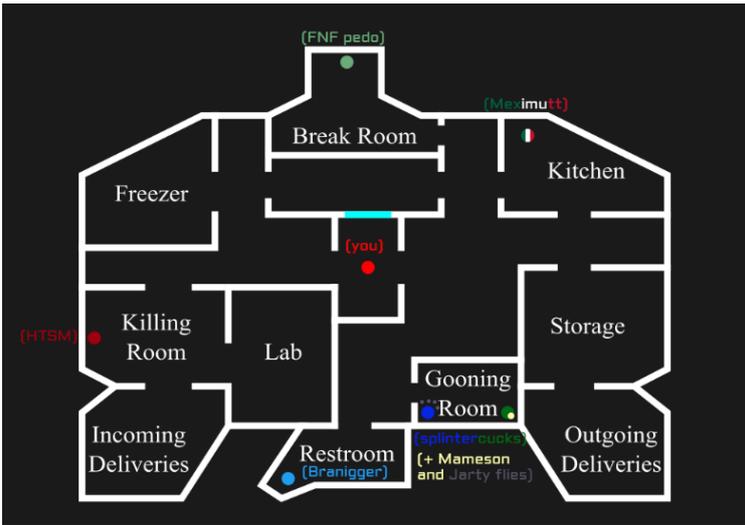
Tier 3: Basic visual hallucinations (posters on walls change, repair terminal may randomly open from the opposite side) auditory hallucinations begin, including footsteps and vent noises, very rarely will get a call that plays a brimstone creepypasta at an annoying volume until you shut it off, to end the call, you have to click on the "end call" button thrice, the button will change location every time you click on it.

Tier 4: The cams will be infected by the Lincoln Virus and might randomly change while looking at them. Might rarely hallucinate 'jaks walking through window. All visual and auditory hallucinations become more common. Repair terminal may randomly play a frog laugh instead of opening up the terminal menu. Occasional popups and nonsense

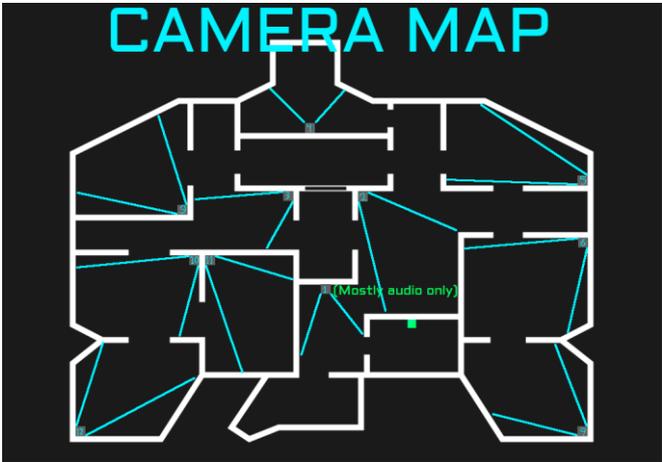
Tier 5: Game becomes niggerhell, Jartyflies' music plays everywhere, constant popups and nonsense, hallucinations are constant, calls become common and multiple might start at the same time. Sanity will start drifting back to 4 regardless of other modifiers.

THE MAP

Room names and 'jak placement:



Camera placement:



Mostly just meant to show what rooms have cameras, camera placement inside of rooms and their field of view is not final and will mostly depend on whoever decides to draw the rooms. The gooning room cam will only show a doctos face and interrupted feed whenever there's a 'Jak inside and will only be visible when nobody is inside as an easteregg.

Vents:

Red spots: Mameson's intrusions

Blue spot: Goyslop container

'JAK BEHAVIOUR

Jartycuck:

Active from the start and during the entire night with a steady increase in aggression/movement opportunities, similar to Bonnie, WILL ALWAYS ATTACK FROM RIGHT DOOR. Can use vents. Cannot use floor hole.

Starts in the gooning room, when he leaves, he releases the **JARTY FLIES**, and they remain active for the rest of the night.

MOVEMENT ONE: CAM IN FRONT OF BATHROOM

MOVEMENT TWO: EITHER BATHROOM OR NEXT TO OFFICE

IF BATHROOM: WILL GO NEXT TO OFFICE **OR VENT IF AFTER 4 AM**

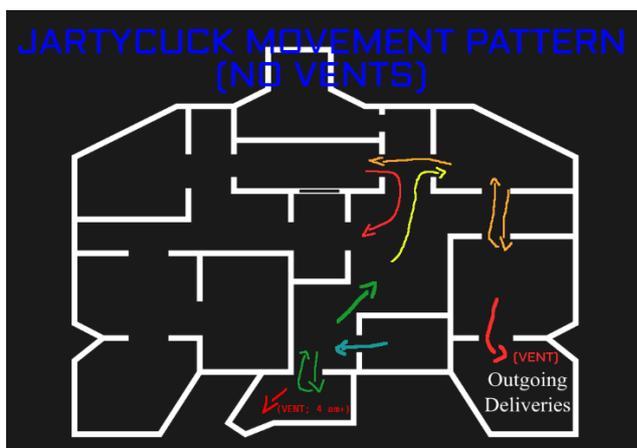
MOVEMENT THREE: KITCHEN

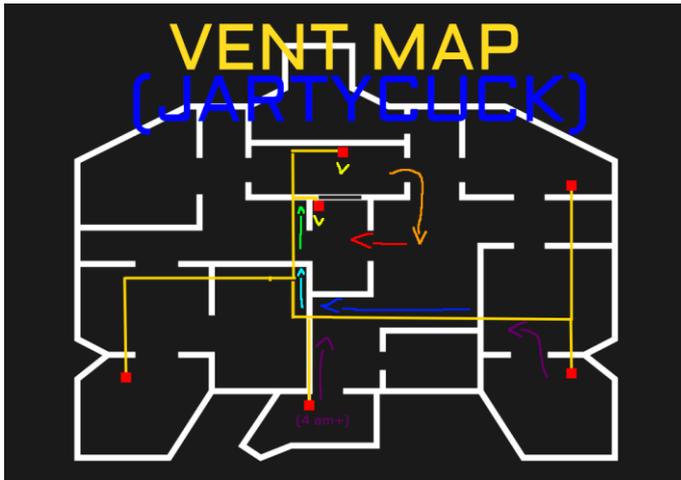
MOVEMENT FOUR: STORAGE OR WINDOW/SNCA HALLWAY

MOVEMENT FIVE: IF IN STORAGE, WILL ROLL FOR GOING TO THE VENTS OR RETURNING TO KITCHEN, LOCKING HIM FROM RETURNING TO STORAGE UNTIL HE HAS ATTEMPTED TO ATTACK PEPE.

IF IN SNCA HALLWAY, HE MAY ATTEMPT TO ATTACK PEPE FROM THE RIGHT DOOR.

After attacking, will instantly rush to the gooning room where he goons furiously on a cooldown, **IF NEXT TIME HE ATTACKS THE SAME WAY, HE WILL BE MORE HOSTILE.**





Vent behaviour:

Will start at right delivery room or bathroom (if after 4 am) and will then move room by room until eventually leaving to the office or the SNCA hallway, if SNCA hallway, will try to jumpscare via right door.

Shemmycuck:

Active a bit after Jartycuck, originally slower, as he carries **MAMESON** asleep on his back for the first hours of the night until after an undetermined threshold, when, after returning to the gooning room, **MAMESON** decouples and becomes active. After that, shemmycuck gets a large spike to aggression but it doesn't significantly increase afterwards. Similar to chica, WILL ALMOST ALWAYS ATTACK FROM LEFT DOOR, can use vents.

MOVEMENT ONE: CAM IN FRONT OF BATHROOM

MOVEMENT TWO: NEXT TO OFFICE

MOVEMENT THREE: SNCA HALLWAY

IF AFTER 6 AM (night ends at thrembo) MIGHT HAIL MARY AND ATTACK FROM RIGHT DOOR

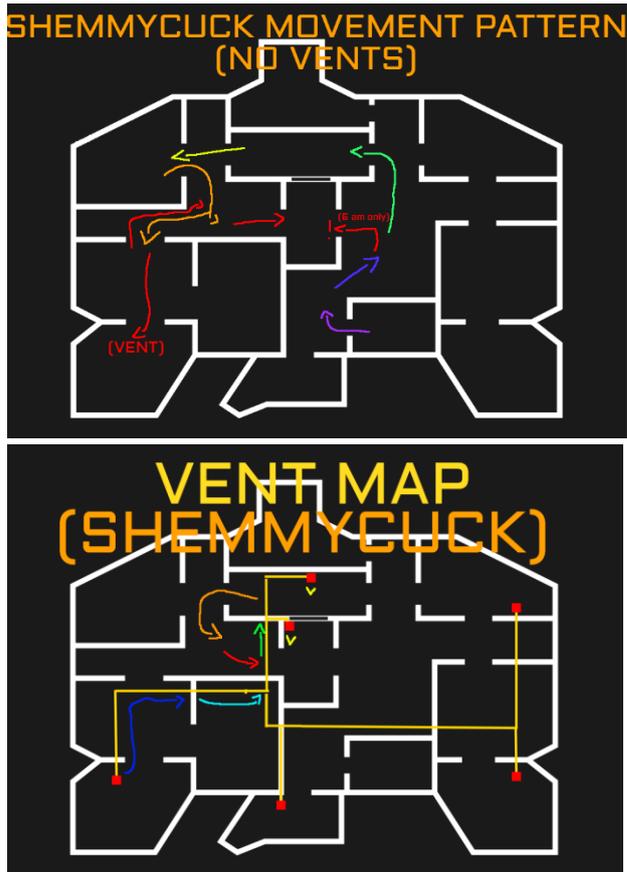
MOVEMENT FOUR: FREEZER

MOVEMENT FIVE: LEFT SIDE OF THE OFFICE OR KILLING ROOM.

MOVEMENT SIX: IF IN KILLING ROOM, WILL ROLL FOR GOING TO THE VENTS OR RETURNING NEXT TO OFFICE, LOCKING HIM FROM RETURNING TO KILLING ROOM UNTIL HE HAS ATTEMPTED TO ATTACK PEPE.

IF NEXT TO OFFICE, HE MAY ATTEMPT TO ATTACK PEPE FROM THE LEFT DOOR.

After attacking, will instantly rush to the gooning room where he goons furiously on a cooldown.



Vent behaviour: Will start at left delivery room and will then move room by room until eventually leaving to the office or the SNCA hallway, if SNCA hallway, will try to jumpscare via left door.

JARTYFLIES:

Become active alongside Jartycuck, main cause of sanity decrease. At start of night, move to any random adjacent room, but, every time Branigger stains the window with shit, they'll become more aggressive and will prioritize moving closer to your office or any camera you stay looking at for too long. Can only enter the office via the door, and once they enter, they'll try to leave via the door opposite by the one they enter from. If it's closed, they'll wait until it's open to leave.

The Jartyflies permanently play Jartycuck AI songs and looking at any camera where they are present will lower sanity, if they enter the office or pass by the SNCA hallway, your sanity will also decrease (very small amount for SNCA hallway).

MAMESON:

MOVEMENT THREE: MAY CHOOSE TO RETURN TO NEAREST VENT OR, IF POSSIBLE, GO SOMEWHERE MARKED WITH A LIGHT BLUE ARROW. IF OFFICE, CAN BE BLOCKED BY DOOR.

MOVEMENT FOUR: MAY CHOOSE TO RETURN TO NEAREST VENT OR GO TO OFFICE, CAN BE BLOCKED BY DOOR.

If he enters your office, will not make noise or be visible at first and when you pull up your camera will start eating your goyslop from the container. **If your goyslop container empties while he is in the office, HE WILL JUMPSCARE YOU.**

If anywhere he might move via arrows has an already broken pipe, he will go back to the vents instead. If he's at the vents, he won't go to exit points where his next move would lead him to a broken pipe.

BRANIGGER:

Becomes active around 1:15 am, he will only attack if he passes next to the office without shit on his hands, CAN ATTACK FROM BOTH DOORS.

MOVEMENT ONE: GOON CAVE

MOVEMENT TWO: FRONT OF BATHROOM

MOVEMENT THREE: NEXT TO OFFICE

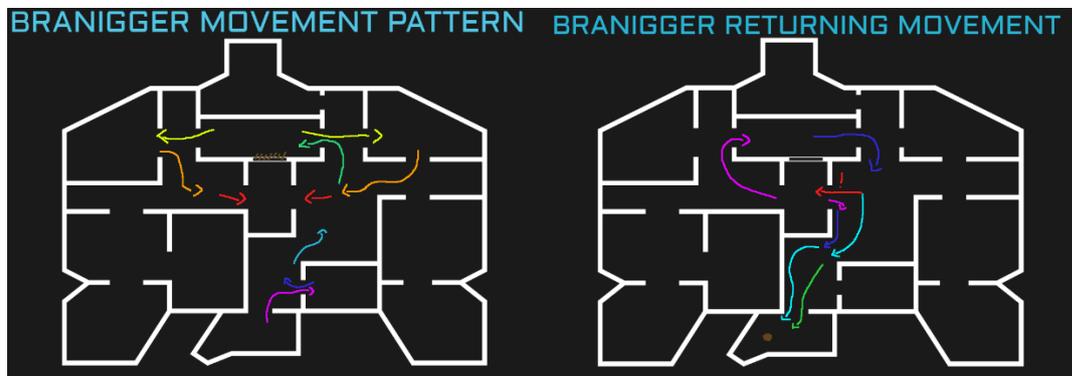
MOVEMENT FOUR: WINDOW, **WILL SMEAR IT WITH SHIT, REDUCING VISIBILITY.**

MOVEMENT FIVE: KITCHEN OR FREEZER

MOVEMENT SIX: NEXT TO OFFICE, EITHER SIDE

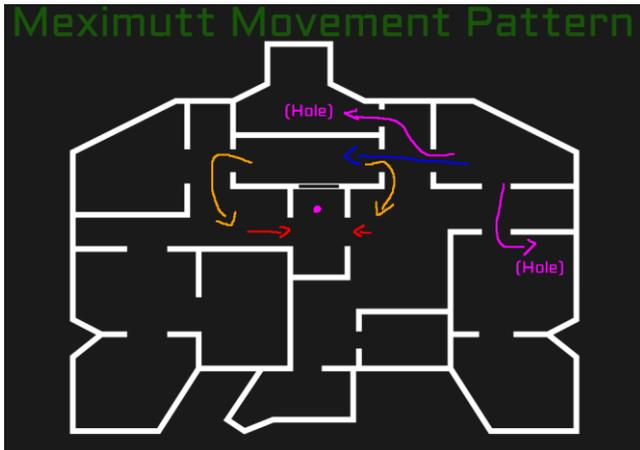
MOVEMENT SEVEN: ATTACK

After attacking, will move back to bathroom to load up more shit, if he attacked from left door, may attack from right door on the way back.



MEXIMUTT:

Becomes active around 2 am, moves little before attacking but enters a large cooldown after fed goyslop. Can use doors and floor holes.



MOVEMENT ONE: WILL GO TO THE STORAGE OR BREAK ROOM TO ENTER A HOLE OR TO THE SNCA HALLWAY

MOVEMENT TWO: IF IN THE SNCA HALLWAY, WILL GO TO EITHER SIDE OF THE OFFICE. IF IN A ROOM WITH A HOLE, WILL ENTER SAID HOLES.

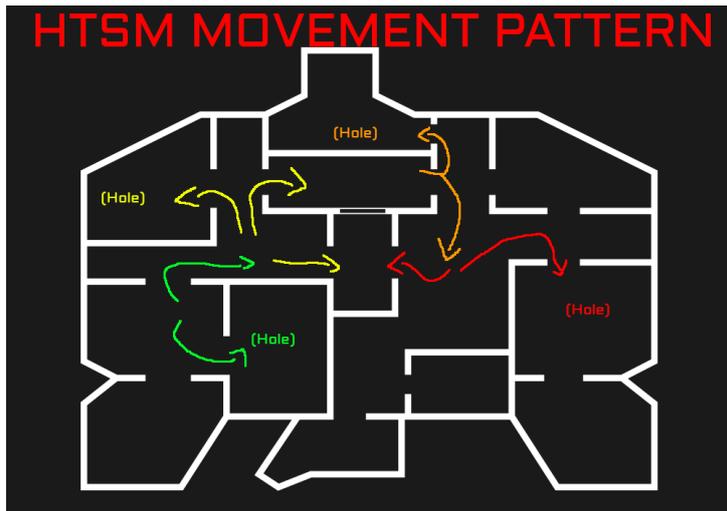
MOVEMENT THREE: WILL ATTACK FROM RESPECTIVE DOOR OR HOLE.

Wherever Meximutt attacks from, he will get stuck in and will start wriggling to reach you. You must feed him a significant amount of Goyslop for him to decide it's not worth it and return to the kitchen. If the door he attacked from was closed, he'll break a hole through it, allowing Mameson and the Jartyflies to enter unopposed until fixed.

If another 'Jak was about to enter through the same door, they'll be sent back to their previous position, as Meximutt's smelly BRAPS are too much to handle.

FNF PEDO

Becomes active around 2:30, mostly moves via vents and can attack from them or from the floor hole if he's riding the omori bus. The omori bus can start at either delivery room and will move to the other one once used. Will only attack after having used the gooning room.



MOVEMENT ONE: EITHER LEFT NEXT TO OFFICE OR LAB (if lab, will enter hole).

MOVEMENT TWO: EITHER ATTACK FROM LEFT DOOR, SNCA HALLWAYS OR FREEZER (if freezer, will enter hole).

MOVEMENT THREE: EITHER RIGHT NEXT TO OFFICE OR BREAK ROOM (if break room, will enter hole).

MOVEMENT FOUR: EITHER ATTACK FROM RIGHT DOOR OR STORAGE (if storage, will enter hole).

After attacking, will return to killing room.

Miscellaneous

- ***Expanded Lore:***

HTSM's goyslop factory was once part of a failed Soysylum project, conceived back when Dr. Soyberg was still alive. Its goal was to slowly assimilate patients back into Soyociety. The project quickly went to shit. The participants complained incessantly about it being a "DNB," and accused the administrator of both "rulecucking" and "not banning the things they didn't like". They eventually killed the administrator, a Soysylum employee known as "Quote."

In response, the Soysylum terminated the project and sealed the facility. The office was once the administrator's room. Now, Dr. Soyer (the FNAC protagonist) has restored a limited amount of power, allowing Pepe to defend himself while Soyer contacts the glowies in an attempt to shut it down for good. Meanwhile, the 'Jaks are closing in, intending to killing Pepe and steal his Soysylum employee ID so they can escape the facility.

- **Phone Calls:** Dr Soyer will talk to you from a walkie talkie at the begging of the night to explain basic mechanics and will then play audio recordings of Quote (voiced by any random nigger with a British accent) to explain a bit about each 'jak as they activate.