

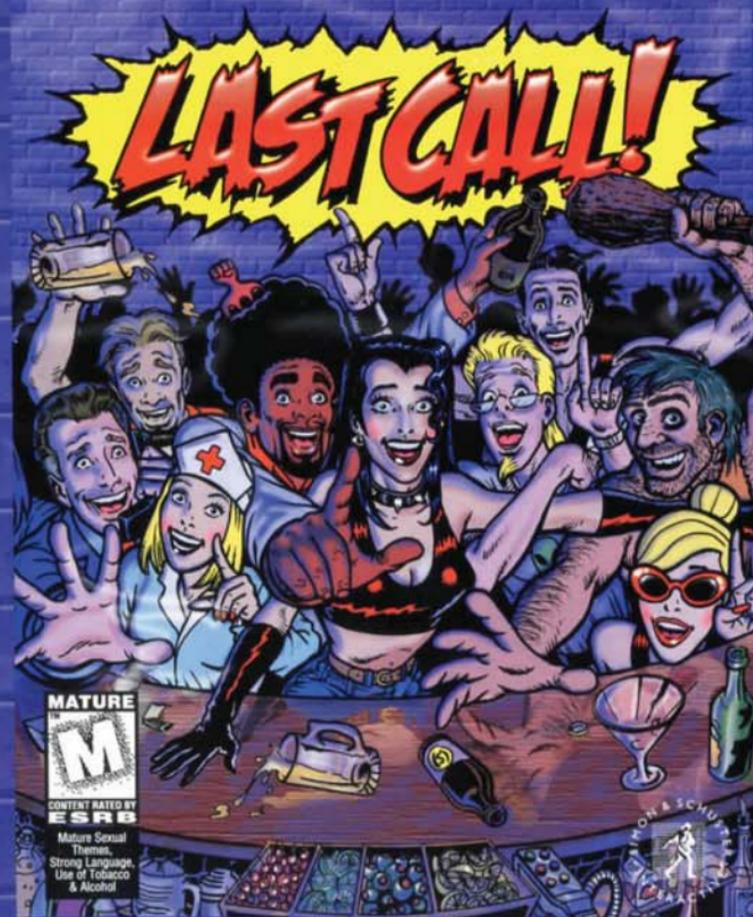
QUICK REFERENCE GUIDE

Pour Meter		Take Order		Old Fashioned	
Save		Time/Register		Highball	
Quit		Serve		Blender	
Empty		Drink		Shaker	
Help		Recipe		Mixing Glass	
Options		Bounce		Mixing Spoon	
Juke Box		Garnish Tray		Ice Scoop	
Check ID		Shot		Soda Gun	
Charm		Collins		Beer	
		Cocktail			

For short cut keys consult full text help accessible by clicking the help button on the main menu.

Visit our website at www.lastcallgame.com

9-671-31814-4





INTRODUCTION

Goal of the Game

Last Call is a realistic bartending simulation (“sim”) where the goal is to earn tips by quickly and accurately mixing drinks. Learn actual bartending techniques and over 100 drink recipes—from simple shots to Long Island Ice Teas to Screaming Orgasms—as you try to satisfy 20 quirky, demanding customers.

You have a full bar at your disposal, but to master this game you'll also need to manage your customers by taking orders, serving drinks, giving drink tickets, choosing the music, and flirting with, or even bouncing, your customers! Be sure to check IDs—serve liquor to anyone under 21 and you're fired!

Later shifts feature harder recipes, new outrageous customers, and over-the-top antics. In **Drink Specials** mode you can try any recipe and earn tips while learning the location of all the ingredients and tools.

Earn enough tips in a shift and you'll reach the **Bonus Shot Round** with its rapid-fire action. Work enough shifts and Bacchus, the God of Wine, will take you on a trip to Bartender Heaven.

Recipe Book and Help

The recipes and contextual help are shown in a small moveable Recipe Book window, which you access via the Recipe Book or Help buttons. The blue “Recipes” tab shows the current drinks on order. Click the red “A-Z” tab for an alphabetical list of recipes. The yellow “Help” tab provides contextual help plus details on any bar item you move the cursor over. See the **Last Call** ReadMe file or the Help button on the main menu for more comprehensive help.

Helpful “tooltips” show the name of each item as you move the mouse over it. Turn tooltips on and off using the “H” key. See the Options screen, which you can access from both the main menu and the bar interface, for additional configurable items.

MINIMUM SYSTEM REQUIREMENTS

- Macintosh®
- Mac OS 7.6
- Power PC 603e 180MHz or Faster (604e 200 recommended)
- 32 MB Free RAM (48 MB Recommended)
- 8X CD or Faster
- QuickTime™ 3.0 or higher (optional)
- Windows® 95/98
- Pentium-166MHz (Pentium-200 recommended)
- 32 MB RAM
- 6x CD or Faster
- Windows-compatible Sound and Video Card
- DirectX 5 or higher (recommended)
- QuickTime™ 3.0 or higher (optional)

STARTING LAST CALL

Auto-Run Enabled

Quit any open applications and insert the *Last Call* CD-ROM into the drive. *Last Call* will start automatically.

Auto-Run Disabled

WINDOWS®: Select START and RUN from the Windows® 95/98 taskbar. Type D:\LastCall.exe where "D" is your CD-ROM's drive letter. If your CD-ROM is not drive "D", use the appropriate drive letter in place of "D". Press ENTER.

MACINTOSH®: When you insert the CD, the top level window should open automatically. If not, double-click the *Last Call* CD icon (martini glass) to open it. Then, double click on the *Last Call* program (also martini glass icon) to start the game. The game will not run without the original CD in your CD-ROM drive.

USING THE TOOLS AND POURING

1. To pick up an item, position your cursor over it and click the mouse button. The item will follow the cursor until you drop it by clicking the mouse button again.
2. To place a glass on the bar, pick it up from below the bar, position it on the bar top in front of the customer you wish to serve (i.e. the active customer), then click again to drop it.
3. The Pour Meter (which looks like a clock) shows how much you have poured. The yellow "contents list" shows all the contents in the blender, glass or shaker you are currently using.
4. Ingredients can be poured into the mixing vessels below the bar or into glasses on the bar top. A bottle tilts when its tip is close enough to a vessel to be poured. Click and HOLD to pour. Hold the mouse down until the Pour Meter shows that the correct amount has been poured.
5. To return an item to its original place, press the space bar, or move the object away from any vessels and click the mouse button. If you drop something accidentally, use the space bar to pick it up again.
6. If you hear a beep, the current glass may be full, or you may be doing something else incorrectly. Pause and check to see where you are going wrong.
7. Consult the chart below and to the right for item-specific instructions.

BOTTLES

- Pick up
- Move near glass, shaker, or blender until bottle tilts
- Click and hold to pour
- Consult pour meter and contents list
- Drop with space bar

SHAKER

- Fill with ingredients
- Place target glass on the bar
- Pick up shaker
- Move mouse back and forth to shake
- Move near glass until it tilts, then click and hold to strain (pour)
- Drop with space bar

ICE SCOOP

- Click to pick up or use "I" key
- Move near bar top glass, mixing glass, shaker, or blender until it tilts
- Click and hold to dispense ice
- Drop with space bar

GLASSES

- Pick up
- Move to bar top near appropriate customer
- Click to place glass
- To remove—pick up, move below bar top, and click again or use Empty button at left of screen

MIXING GLASS

- Fill with ingredients
- Place target glass (highball, etc.) on the bar
- Pick up mixing glass
- Move near target glass until it tilts, then click and hold to strain (pour)
- Drop with space bar

MIXING SPOON

- Pick up (click on it or use the "m" key)
- Move to glass
- Click and hold to stir
- Drop with space bar

GARNISHES

- Pick up
- Move to glass
- Click once to place in glass
- To add a twist, hold down ALT (PC)/OPTION (MAC) when clicking

BLENDER

- Add ingredients to blender
- Click red button to blend
- Place target glass on the bar
- Pick up blender jug
- Move to desired glass
- Click and hold to pour
- Drop with space bar

SODA GUN

- Click and hold to open menu or press "J"
- Select an ingredient using mouse or keyboard
- Move to glass, shaker or blender
- Click and hold to squirt
- Drop with space bar

EXTRA BOTTLES

- Click and hold any bottle or ALT(PC)/ OPTION (MAC) click to view pop up menu
- Select ingredient
- Click and hold to pour
- Drop with space bar

COMMONLY USED SHORTCUT KEYS

TOOLS

SPACE	Drop Item or pick up last item
I	Ice Scoop
M	Mixing Spoon
E	Remove active glass
Shift-X	Alternate liquor menu

SODA GUN

J	Open Soda Gun Close-up
C	Cola
G	Ginger Ale
L	Lemon-Lime soda
S	Soda Water
T	Tonic
W	Water
X	Sour Mix

BUTTON BAR

1, 2, 3	Make patron 1, 2, or 3 active
Tab	Make next patron active
Shift-I or Ctrl-I'	Check ID
F	Flirt / Charm

COMMONLY USED SHORTCUT KEYS

BUTTON BAR CONTINUED

O	Take Order
R	Open or Close Recipe Book
Ctrl-S'	Serve Drink
A	Bounce
Esc	Quit or Pause game

WINDOWS

P	Toggles Pour Meter and Contents List
?	Toggle Help Window
H	Toggles rollover "tool tips"
R	Toggle Recipe Book

ANIMATION AND POURING

\	Speed up animation
 	Slow down animation
` (quote)	Speed up pouring
~ (tilde)	Slow down pouring

TROUBLESHOOTING

Please consult the Troubleshooting section of the Read-Me file on the CD-ROM or <http://www.lastcallgame.com> before contacting technical support at support@ssi.teksupport.com or **1-303-739-4020**.

'On Macs, use the "⌘" key instead of CTRL. For shortcut keys consult full text help accessible by clicking the help button on the main menu.

SERVING A CUSTOMER

Click on a customer to make him/her active (as indicated by the red dot on the bar). To make a different customer active, click on him/her or use the Tab, 1, 2, or 3 keys.



1. Click the ID button to check a character's ID. Don't serve liquor to anyone under 21 years of age.



2. Take a customer's order using the **Take Order** button.



3. Open the recipe book using the **Recipe Book** button. The blue "Recipes" tab gives instructions on making the active customer's drink.



4. Glasses are on the left side beneath the bar top. Place a glass on the bar top before pouring. The **Empty** button removes a glass from the bar top.



5. Ice may be listed in a recipe's description even though it may not be listed in the ingredients list. (The ice scoop is in the ice bin just right of the bar's center.)



6. If called for by the recipe, pour ingredients into the shaker, mixing glass, or blender (the "mixing vessels") first, then strain (pour) into a glass on the bar top.



7. When you are finished mixing the drink, click the **Serve** button to pour.

For a full description of the recipe book and other tools, see the "Read Me" file on the CD-ROM.

