**Last Meal**

**Intro**

In Last Meal you play as a security guard for a restaurant that is run almost entirely using Animatronics, the cooks are Animatronics, the bartender is an Animatronic, however for the sake of customer service LastMeal (trademarked) still employs human waiters and security guards

**Gameplay**

You play the game in a security office, you can free roam inside the office but you may not leave the office (you wouldn’t want to).

In the office you have control over 7 cameras, some lights around the office, and control over the main systems of the restaurant (lights, air ventilation).

The animatronics experienced a shortage leading them to attack you which the restaurant’s manager claims was simply an electrical fault which leads to one of the animatronics being taken away from the restaurant after night 1, (they return in night 5)

You can defend yourself until the restaurant opens again in the morning.

Power is a limited resource, the restaurant will draw a small amount of power to have the restaurants lights in low-power mode, activating the lights outside the security office will draw a further amount of power, using the door will also draw power.

You are able to close Air vents to prevent yourself from being hunted by some of the animatronics who are able to travel through the vents, you can tell when they are inside the vents with the alarm system placed in the vents.

**Story**

**Night 1**

At the start of the night, you read a letter given to you which welcomes you to your new job and gives you a rundown on what you need to do in that night.

**Night 2**

In night 2 the chef is no longer present in the restaurant, however you aren’t safe, in this night the singer and the bartender are now aggressive towards you, the Bartender will be the most aggressive whilst the singer will slowly attempt to enter your office using the ventilation system.

At the end of the night, you get a voice call from your manager who sounds worried but pleas that you can keep working as the animatronics now need to be monitored to make sure they don’t leave the restaurant.

**Night 3**

At the end of Night 3 the manager now sounds calm and informs you that they have decided to trial a new security bot in the restaurant that “will ensure all the animatronics behave”, this however does not work.

**Night 4**

At the start of night 4 there is very loud sounds of metal being thrown around and what sounds like sparks, looking at the bar camera shows the destroyed security bot on the floor with the bartender animatronic stood over it with all 4 arms extended.

Night 4 is the first night where every Animatronic is active.

At the end of night 4 the call with the manager is replaced by a voice message which is spoken by the chef animatronic, it warns you that it will return.

**Night 5**

Night 5 brings back the Chef Animatronic who is now heavily covered in blood, the kitchen now features a corpse in one of the corners of what appears to be a human chef intended to temporarily replace the chef.

**Night 6**

Night 6 is intended to be the last beatable night, it is however very difficult, the Animatronics are now very aggressive and will focus purely on killing you.

Beating night 6 starts a minigame which shows how the chef bot was able to escape the repair crew and facility.

**Night 7**

Night 7 plays a lot like night 6 in terms of difficulty, but when the time hits 3am all Lights will go out and the chef will begin taunting you as he begins closing into your location, he stands at the door and begins to enter, the game cuts to black and returns with you stood on the stage in the animatronic of the security bot.

**Custom Night**