

## On the Subject of Bartending

*Time to mix drinks and save lives.*

It's been a fairly slow night at the KDANE Bar and the last customer requires a parting order.

To be able close the bar for the night, you must serve the final customer their drink of preference correctly and in the right order by inputting the proper ingredients in the correct slot(s) for each requested drink.

Failure to make the drink correctly or handing out the wrong drink first will make the customer throw the drink at you, leave the bar, and incur a strike for losing a customer. After this, your boss will present you with new orders until you get the drink(s) correct.

The module will display a variety of screens, five of which have colorful borders. These are the ingredient screens and are identified as position one through five from left to right.

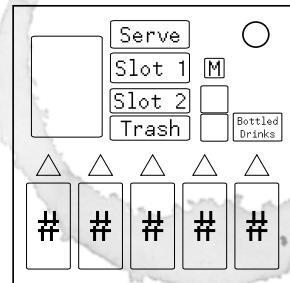
Using the calculations on the following pages, identify the patron and the requested drinks and input them into the correct slot(s) on the module and serve the drink(s). Making an invalid recipe will display a glitched drink on the screen and you will need to remake the drink for that slot. Attempting to serve an unmixed drink or a invalid recipe will result in a strike and the module will re-shuffle the ingredients.

The ingredients are as follows:

- Red = Adelhyde
- Green = Flanergide
- Yellow = Bronson Ext.
- White = Karmotrine
- Blue = Powdered Delta

The ingredient numbers that are used for the calculations are listed above each ingredient on the Drinktionary.

To finalize a drink that must be 'Mixed' or 'Blended', the bartender (the defuser) must mix the drink by pressing the button labeled 'M' to begin mixing the drink. If a recipe calls for a drink to be "Mixed", the drink must be mixed for 4-6 seconds or if a recipe calls for a drink to be "Blended", it must be mixed for 7-9 seconds. Mixing a drink for less than 4 seconds or more than 10 seconds will result in an invalid drink. These timings are counted in real time.



**"What'll ya have?"**

Listed in "The Patron" table are some of the regulars that frequent KDANE. Find who the drink(s) are for to serve the correct drink(s). The level of preference is ranked as 1 being the most preferred and 6 being the least preferred.

To determine who you are serving, identify first and second ingredients on the module. Take the first ingredient's number, multiply it by 2, and add the second ingredient's. The last digit of the result of this calculation identifies your customer with the first customer being "0".

Patron		Drink Preference					
		1	2	3	4	5	6
0	<b>Barbara</b>	Blue Fairy	Piano Man	Frothy Water	Piano Woman	Fringe Weaver	Absinthe
1	<b>Patricia</b>	Frothy Water	Piano Woman	Fringe Weaver	Grizzly Temple	A Fedora	Rum
2	<b>Karl</b>	Piano Man	Rum	Grizzly Temple	Mulan Tea	Absinthe	Frothy Water
3	<b>Konrad</b>	Mulan Tea	Frothy Water	Fluffy Dream	Bleeding Jane	Rum	A Fedora
4	<b>Vivi</b>	Fluffy Dream	Moonblast	Absinthe	Piano Man	Beer	Fringe Weaver
5	<b>Angelika</b>	Piano Woman	Blue Fairy	A Fedora	Absinthe	Bleeding Jane	Grizzly Temple
6	<b>Donna</b>	Beer	Sugar Rush	Piano Woman	Bloom Light	Moonblast	Mulan Tea
7	<b>Gabe</b>	Moonblast	Mulan Tea	Sugar Rush	A Fedora	Frothy Water	Bloom Light
8	<b>Clayton</b>	Grizzly Temple	Bloom Light	Bleeding Jane	Fringe Weaver	Piano Man	Beer
9	<b>Chip</b>	Bleeding Jane	Grizzly Temple	Moonblast	Sugar Rush	Blue Fairy	Fluffy Dream

## The Drinktionary

To determine the drink, apply the same operations as you did for identifying the patron, but use the forth and fifth ingredients respectively and modulo 6 the total from that calculation. If after that, your answer is 0, add 1. That is the preference column that is to be used.

- If the Serial number has at least 3 characters in common with “CH4S3R” The Customer wants two drinks. If a second drink is requested, using number of the third ingredient, count that many drinks from the first. That is the second drink.
- NOTE: Ensure that the highest priority drink is in “Slot 1” when you are making the drinks.
- For Mixed drinks, if the Serial Number contains any of the characters “BLG”, The drink's ingredients are doubled.
- For bottled drinks, simply slot the appropriate drink from the “Bottled Drinks” Drinktionary in the correct slot before serving.

The table below lists the intricate recipes needed to make each drink how the customer desires.

Ingredient #	1	2	3	4	5			
Drink	Powdered Delta	Flaner-gide	Adel-hyde	Bronson Ext.	Karmo-trine	Aged	Ice	Mixed/ Blended
Beer	1	2	1	2	4	No	No	Mixed
Fluffy Dream	3	0	3	0	2	Yes	No	Mixed
Bleeding Jane	3	3	0	1	4	No	No	Blended
Sugar Rush	1	0	2	0	4	No	No	Mixed
Piano Man	1	1	6	3	2	No	Yes	Blended
Moonblast	1	1	6	0	2	No	Yes	Blended
Fringe Weaver	0	0	1	0	9	Yes	No	Mixed
Blue Fairy	0	1	4	0	5	Yes	No	Mixed
Grizzly Temple	3	0	3	3	1	No	No	Blended
Bloom Light	1	2	4	0	3	Yes	Yes	Mixed
Frothy Water	1	1	1	1	0	Yes	No	Mixed
Piano Woman	2	3	5	5	3	Yes	No	Mixed

Bottled drinks are listed as follows:

A Fedora	Mulan Tea	Absinthe	Rum
			