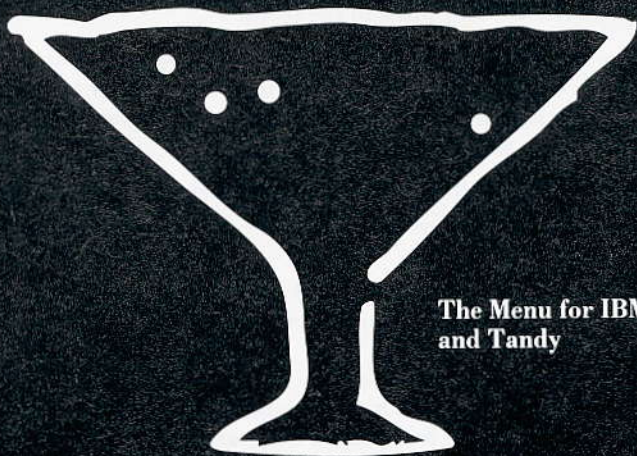


# Bar Games™



The Menu for IBM PC  
and Tandy

# Bar Games

Ah, the tavern. Since time immemorial, it has served mankind as a place of solace, camaraderie and entertainment. Joe the Bartender slides you a beer, you tell him your troubles, maybe have a pickled egg, a few beer nuts. Some buddies show up. You buy a round. Next thing you know, you're on the faculty at M.I.T.

Yeah, bars are amazing sociological phenomena. They can be quiet or loud, cozy or cavernous, dark dives or trendy pyrotechnic palaces.

But they all have one thing in common: Games. Bar Games.

Let's face it: Bar Games are what made America great. If, as the Britons say, the First Great War was won on the playing fields of Eton... well, then the Second Great War was won in Harry's Tavern, somewhere between the pool table and the dart board.

We need it. We crave it. Competition. The thrill of victory, and the agony of an Air Hockey puck in the teeth.

You know what I'm talking about. Maybe you've lost a buck or two at Liar's Dice. Or lost your innocence to some Pick-up Artist. (The keenly competitive mating rituals of your common bar patron can be a sight to see. Somebody oughta do a PBS documentary.)

Yeah, BAR GAMES. The *real* American pastime.

Designer: Gene Smith

Additional Programming: Tim Wilson

Pick-up Artist design: Steve Cartwright

Producer: Sam Nelson

Graphics: Roseann Mitchell

Additional Graphics: Whitney Caughlin and Amber Denker

Music: Paul Webb, Sculptured Software

Pick-up Artist dialogue: Jerry Pape, Excalibur Software

Liar's Dice barmaid model: Nancy Davis

Manual: Rick Barba



## How to Install Bar Games onto a Hard Drive

- 1 Insert Disk 1 of Bar Games into Drive A and type **A:** (or **B:** if your floppy is Drive B), then press **Enter**.
- 2 Type **INSTALL C:** (or **D:** etcetera, depending on which hard drive you want to use), and press **Enter**. This creates a directory called `\ACCOLADE\BARGAMES` which contains Bar Games.

## Getting Started

### From a Floppy Drive System:

- 1 Insert Disk 1, label side up, into Drive A and type **BG**. Then press **Enter**.
- 2 When asked what type of video mode you have, type in the appropriate number and press **Enter**.
- 3 Following title screen and credits, you'll be asked to identify a glass on the screen.
  - Find the glass on the Bar Games Glassware Chart (enclosed in the box) that matches the glass on the screen, then type in the name of the glass and press **Enter**.
  - A correct answer takes you to the Bar Games Menu. If you type an incorrect answer, Bar Games returns you to DOS. (Restart and try again.)

### From a Hard Drive System:

- 1 To run the game once it has been installed, type **C:** and press **Enter**.
- 2 Type `CD\ACCOLADE\BARGAMES` and press **Enter**.



# Bar Games

- 3 Type **BG** and press **Enter**.
- 4 Following title screen and credits, you'll be asked to identify a glass on the screen.
  - Find the glass on the Bar Games Glassware Chart (enclosed in the box) that matches the glass on the screen, then type in the name of the glass and press **Enter**.
  - A correct answer takes you to the Bar Games Menu. If you type an incorrect answer, Bar Games returns you to DOS. (Restart and try again.)

## Choose Your Poison

After you successfully identify the bar glass, use the Up/Down arrow keys to highlight your selection from the Bar Games Menu, then press **Enter**. Your menu choices are as follows:

### Single Event

If you choose this selection, a new screen asks you to enter player names (maximum name length = eight characters). Up to four players may play. Once you've entered the names, press **F1**. Bar Games will ask you to confirm the number of players, then take you to the next step, the Events Menu. The Events Menu selections are:

**Liar's Dice**

**Wet 'n Wild**

**Last Call**

**Air Hockey**

**Pick-up Artist**

**Bar Games Menu**

Again, use the Up/Down arrow keys to highlight your selection, then press **Enter**.



## Tournament

If you choose this selection, a new screen asks you to type in the names of up to four tournament players (maximum name length = eight characters). After entering the names, press **F1**. Bar Games will ask you to confirm the number of tournament players, then take you right into Tournament mode.

Players face each challenge in succession, starting with Liar's Dice, then Wet 'n Wild, etc. Player #1 always plays each game first. (No "honors," where the highest score goes first.)

## High Scores

If you choose this selection, you go right to the High Scores Menu. Use the Up/Down arrow keys to highlight your selection, then press **Enter**, and Bar Games will show you the Top Five Scores for tournaments as well as for each tournament event.

**Note:** Only high scores from Tournament play are saved. Single Event scores are not recorded on the disk.

## Leave The Bar

Takes you back to DOS.

## Controls

You can use either the keyboard or a joystick to play Bar Games. Keyboard controls are always active, but you must press **Ctrl J** on the keyboard *during a game* to activate your joystick.

# Bar Games

## Notes About Joysticks

After you press **Ctrl J**, a screen will appear. Follow the on-screen instructions to calibrate your joystick.

- With some models, you must plug your joystick into the port *before* booting the machine.
- With some computers, plug it into the right port. If that doesn't work, switch ports. If that doesn't work, reboot with the joystick in another port. And if that doesn't work, call our Technical Support maniacs (phone number is on the outside back cover).
- The keyboard still works when the joystick is activated, and the joystick will continue to work on subsequent games.

### Keyboard Controls

#### Key(s)



#### Function

During a game, takes you to a Help screen; **space bar** resumes the game.

Pauses the game

Activates the joystick

During a game, voids the game and returns you to the Bar Games Menu; during a tournament, voids the game and the entire tournament, and returns you to the Bar Games Menu



## Events

Rowdy nonstop action is the essence of Bar Games. Of course, in any evening's festivity, there are those occasional moments when one must answer the call of nature... or perhaps some other, equally urgent imperative. To pause the game at any time, press Esc. To restart, hit the space bar.

OK, here's the lineup:

## Liar's Dice

Each player begins this game with 100 chips. There are ten rounds. If, however, your chip total becomes zero at the end of any round, the game is over. Each round opens with your first WAGER (in increments of five, from 5 to 500 chips – although, of course, you cannot WAGER more chips than you have.)


To WAGER, use the Up/Down arrow keys (or forward/back on the joystick) to increase or decrease your wager, then press **Enter** (or the fire button). The POT is then set to twice your wager (because your opponent, the “bartender,” matches your wager). The dice are automatically shaken, thrown. Your five dice appear on the bottom left corner of the screen, and the word **BID** is highlighted.

Now someone must make a **BID**. The object is to guess the best possible hand that combines your dice with those of your computer opponent. The higher the number of dice of the same face value, the better the hand. For example, six Twos beats five Twos.

But if the number of dice in opposing bids are the same, the higher hand is the one whose die value (pips of the dice – a pip, in this case, is a dot on a die, not a backup singer to Gladys) is higher. For example, a bid of six Threes is higher than six Twos. Bluffing, and calling bluffs, are important elements of the game – hence the name, Liar's Dice.

# Bar Games

In Round 1, you BID first. In Rounds 2-10, the first bidder is whomever won the previous round. To BID, use the Left/Right arrow keys to highlight:

- The NUMBER (1-10) of dice bid,
- the DIE 
- or the word BID.

When BID is highlighted, you can use the Down arrow key to highlight the word CALL. If you decide not to CALL, use the Up arrow key to Enter the BID.

When the NUMBER is highlighted, use the Up/Down arrow keys to increase/decrease the number of dice (1-10) in your bid. When the DIE is highlighted, the Up/Down arrow keys will cycle the die to show from 1 to 6 pips. Once you've got your "number of a kind" ready to bid, highlight BID and press Enter. Your opponent will then either bid higher, or call your bid.

If she bids higher, and you wish to call her bid, highlight CALL and press Enter.

## Scoring

**YOU WIN** if: You CALL your computer opponent and her bid is higher than the actual combination of hands; or Your opponent CALLS your BID, and the actual combination of hands is equal to, or greater than your bid.

**YOU LOSE** if: You CALL the computer opponent and her bid is equal to or less than the actual combination of hands; or Your opponent CALLS your BID, and the actual combination of hands is less than your BID.





## Things to Keep in Mind

- To speed up the game, press **Enter** or the **fire button** when the computer opponent is “thinking” during her turn to **BID**. She will then instantly make her bid.
- **Aces** (dice showing one pip) are “wild” – that is, counted as the same die face value as each bid.
- The pot automatically doubles when a bid of six or more of any die face is made. Don’t worry – this happens without you wagering more chips.

## Tournament Mode

Player One plays ten rounds, then Player Two plays ten rounds, etcetera, until all players have played ten rounds – unless any player’s chip total hits zero at the end of any round.

## Wet ‘n Wild

Better known as a **Wet T-Shirt Contest**, the object of this lubricious entertainment is to dunk as many buckets of water as you can from a catwalk onto a contestant on a stage below. You get a maximum of 16 buckets and one minute per round to get the hardbody below at least 80% wet. Each time you do, you move on to a comely new contestant.

There are 8 possible **ROUNDS**. A **ROUND** is over when all your buckets are empty **OR** the timer hits zero **OR** you have gotten a contestant 100% wet. The **GAME** is over when you fail to get any contestant at least 80% wet, or when the timer hits zero in the final (8th) round.

There are two possible **CONTESTANTS** – one male, one female – per round. To select the contestant, use the **Left/Right** arrow keys or the joystick to highlight your choice, then press **Enter** or the joystick button. After a few seconds, **Bar Games** will ask you to press the **space bar** or **fire button** to start the round.

# Bar Games

To **MOVE YOUR MAN** along the catwalk, use the **Left/Right** arrow keys or the joystick. Press the **space bar** or **fire button** to dump the **BUCKET OF WATER** that your **MAN** is standing above. Each bucket can be tipped only once per round.

## Contestant Interference

In Rounds 3, 4, 7 and 8, the previous round's contestant will walk out onto the catwalk and try to kick off your buckets. Once a bucket is kicked off, it is lost for the game. (See **Scoring and Extra Buckets** below.) To stop interference, bump the interlopers with your man – they will immediately retreat. But they'll be back, so keep on your toes.

## Heads Up

In Rounds 5 and 6, a malicious little man randomly appears through trap doors above the catwalk. He will gleefully try to drop **BOWLING BALLS**, **1-TON WEIGHTS** and **BARBELLS** on your head. If he hits you, your head will literally spin... putting you out of commission for precious seconds.

At the bottom of the screen is a bank of 20 **LIGHTS**. If you dump a bucket onto any **LIGHT** that is on – and you don't hit the contestant below – your man will get the **SHOCK** of his life. (Indeed, his hair will stand on end.) He will also be frozen in place until the shock is over.



## Scoring and Extra Buckets

You earn one point for each percentage point that you get any contestant wet. Check the WETNESS GAUGE, a horizontal bar above the contestant's name, to see how wet you've gotten the contestant.

<b>Direct Hit</b>	=	25% Wet
<b>Near Hit</b>	=	12% Wet
<b>Marginal Hit</b>	=	6% Wet
<b>Miss</b>	=	0% Wet

For every 200 points you score, you earn one **EXTRA BUCKET**. These appear only at the beginning of succeeding rounds, and only replace those buckets kicked off by earlier contestants.

If you get any contestant 100% wet, you earn 5 **BONUS POINTS** for each second remaining in the round, as well as 10 **BONUS POINTS** for each unused bucket remaining. (No bonus points for unused Extra Buckets.)

## Tournament Mode

The game alternates between players after each round (or contestant).

## Last Call

You are the bartender. Your job: Slide mugs of beer down a long, slick, 3-tiered bar to thirsty patrons. Precision throwing is a true art – too weak, and the mug slides off the bar short of the mark; too strong, and the mug goes tumbling over your customer's outstretched hand.

Each of the four Rounds consists of a one hour shift, and the rounds take place on four consecutive "nights" – Tuesday, Wednesday, Thursday and Friday. Naturally, as you head into the weekend, each night is a lot tougher than the preceding one.

# Bar Games

## Beer Quota

Each shift has a quota of beers that must be served successfully. The BAR is a single connected surface, but on the screen it is divided into 3 tiers. Thus, if you slide a beer to the far end of the bar, it will move left to right across each tier in succession from the bottom of the screen to the top. At full capacity, your bar seats sixteen patrons – seven on the top tier, seven in the middle, two on the bottom (closest to the bartender).

Along the bottom of the screen are a DIGITAL CLOCK, a POWER BAR, and a SCOREBOARD.

The DIGITAL CLOCK, surprisingly enough, keeps track of the time remaining in your shift.

The POWER BAR lets you determine how far you want to make a mug slide along the bartop. You do this by pressing the space bar or joystick button, which starts the “mercury” of the POWER BAR moving from left to right. When the mercury hits what you think is the appropriate spot on the POWER BAR, hit the space bar or fire button again to send the beer down the bar. The first segment of the POWER BAR lets you see the mercury begin to travel. The next three segments represent the three tiers of the bar. The fifth and final segment represents “too far” – that is, past the upper tier of the bar.

## Scoring

You start out the first night with 32 beer mugs. If you break one, it's gone for good. However, you earn additional mugs for every 100 points. How do you score points? Accurately served beers are worth 25 points each. You also earn five bonus points for each minute left on your shift after you've served your quota.

All patrons raise their hand to order a beer. It's important to note the order in which the patrons raise their hands – because that's the order in which you must fill their requests.





More patrons will appear on each succeeding night, which means that you will have to fill more orders in the same amount of time. After the first night, patrons are more thirsty as well; each wants two beers (not at the same time) instead of one.

And, just to make things a bit tougher, on Thursday night the first measuring line on the POWER BAR disappears, and on Friday the first measuring line reappears, and the second line is gone.

## **Tournament Mode**

The game alternates between players after each shift. All players serve a shift on Tuesday, then Wednesday, etc. A player must meet his nightly quota in order to advance to the next shift.

## **Air Hockey**

A simple game that requires complex motor skills, always present in any bar situation. On screen is a standard air hockey table. The object is to score goals by using your PADDLE to knock the PUCK into the slot (goal) on the opponent's end of the table.

Press the **space bar** or **fire button** to start each new round. Move your PADDLE with the arrow keys or the joystick. You can also press the **space bar** or **fire button** – the paddle will move forward a bit, then back to its original position. If you score, the PUCK reappears at the center line, then moves toward your opponent; if your opponent scores, then vice-versa. The first to score seven goals wins the round.

## **Scoring**

You play four opponents – Clyde, Nina, Willard and Barbi – in that order. Each new opponent is tougher, and you must beat each of them two out of three rounds in order to advance.

# Bar Games

## Scoring (Continued)

As you advance, goals are worth more points and the bonus “constant” is higher (see chart below). Here’s how the bonus structure works, using Barbi as an opponent: You get a bonus of 75 points for each goal in the margin of victory – that is, if you beat Barbi 7 to 4, the margin of victory is  $7 - 4 = 3$ , so you get  $3 \times 75$  or 225 bonus points.

Name	Points/Goal	Bonus Constant
Clyde	25	25
Nina	40	40
Willard	60	60
Barbi	75	75

## Tournament Mode

The game alternates between players after someone (computer player or human) wins two out of three rounds.

## Pick-up Artist

The bar game to end all bar games – and probably why bars were invented in the first place.

In our version of this not-so-trivial pursuit, you first spy three lovely ladies sitting at the bar on a Wednesday night with their backs turned to you. From one of these three lovelies, you receive a secret message, the upshot of which is that she wants to meet you and that she is wearing a flower. Thus you have the...

## The Overriding Objective

Employing your best pick-up lines, find the girl with the flower on Wednesday night, so that you can take her on a series of three dates. If you can satisfy her conversational desires on Thursday, Friday, and Saturday as well – then you receive the big Weekend Reward.

If that sounds easy, you haven’t been riding the dating circuit in a while.



## **How it Works If You're Infallible**

Once you gather enough gumption to strike up a conversation, there are some basic conversational guidelines. No matter which girl you choose to talk to on the first night (Wednesday), the computer will ask you a series of three questions, and you have three possible replies to each question. (See The Mechanics section below to learn how to select girls and replies.)

If you select the correct replies to all three questions – AND she is the one with the flower – then you earn the right to take her on a date Thursday, the next night.

On Thursday, it's just you and her, one on one. But again, you are asked three questions, and you have three possible responses to each one. If you select the right one each time, you get to take her on another date on Friday night. Once again, you'll face three more questions, have three more potential replies, and if you're 100 percent right, it's on to Saturday's dream date.

On Saturday, the formula continues. Three successive questions from her, three ripe responses for you to choose from for each question, and if you dazzle her all three times – you win.

## **How it Works if You're Human**

However, if you don't select the right response to each question, things are not so simple. Like love and life, final success in Pick-up Artist takes time and training. Let's examine the price of failure.

### **The First Night**

As we said, the goal on Wednesday night is to find the girl with the flower. You fail in this quest if you do not find the girl with the flower and answer all the questions correctly.

# Bar Games

For example, you choose a girl to talk to. The computer asks you a question, you select a response, but she rejects it. You'll know this immediately by her withering reply, and she disappears. Now two girls remain and you must select one to talk to. If you select an incorrect response for this girl, she disappears, leaving you with the last girl. If you select a wrong response for her, then your first night is a blowout.

But remember, the goal on the first night is to find the girl with the flower. So even if you select three correct responses for any girl, if she isn't the one with the flower, you don't go on your first date.

What do you do if you don't find the flower girl on the first night? Like any red-blooded American male, you come back the next night, and try again with the same three girls in the same bar with the same questions and responses. (Be careful, however, a different girl could be wearing the flower on the second night than was wearing one the first night.) If you strike out on the second night, too, you must return the third night. And so on, until you find the girl with the flower. You only get four nights (Wednesday through Saturday), however, to find the flower girl.

## The Other Three Nights

Once you find the flower girl, the following night becomes your first date. And the goal now is to answer all questions correctly to become eligible for another date. If you fail to answer all the questions correctly during any date, then you strike out and are returned the next night to the bar – to find the flower girl all over again.

Remember, there's only four nights in this game. So in order to score the ultimate, you must find the flower girl on the first night (Wednesday), then succeed on three successive dates (Thursday, Friday and Saturday).





## The Mechanics

- 1 To select a girl to talk to:
  - Press the **space bar** to stop the pointing fickle finger of fate at either the **left girl**, **middle girl**, or **right girl**.
  - After the selection, a question will appear and you are prompted to press the **space bar** whenever you're ready to select a response.
- 2 Press the **space bar** and three responses are revealed – along with the pointing fickle finger of fate.
- 3 To select one of the three responses:
  - Press the **space bar** to stop the pointing fickle finger of fate at the desired response.
  - If she responds positively, then you get a second question and three new responses appear. And so on.

## Scoring

There are two ways to score points in *Pick-up Artist*. The first concerns the on-screen timer, and the second concerns how successful you are at enticing your date or would-be date.

### Timer Points

The timer counts down. On the first night (or any night in which you're looking for the flower girl in the bar), you have 15 seconds in which to select a girl to talk to and 15 seconds to select a response to each computer question. On date nights, you get only 10 seconds to select your responses. If you don't stop the finger within the given time, the computer makes a selection for you.

# Bar Games

The sooner you press the space bar to stop the pointing fickle finger of fate on a selection, the more points you may get. Points range from a maximum amount on any given night (see chart) if you select immediately, to 0 if you wait until time runs out. Only correct responses earn points, however.

When	Timer Points (max.)	Bonus Points
Flower Girl Night	25	100
First Date	100	200
Second Date	200	400
Third Date	400	1,000

## Bonus Points

You earn Bonus Points each night (see chart) by successfully answering all of a girl's questions. You would earn the maximum Bonus Points (1,700), if you found the flower girl on the first night and were successful each succeeding date through Saturday. Failure, however, cuts into that amount because it reduces the number of nights (from four) you can have in any one game.

# Bar Games



## ACCOLADE CUSTOMER SERVICE: (408) 296-8400

If you need help with this — or any other — Accolade product, please give us a call between the hours of 8am and 5pm (Pacific Standard Time). Be sure you are at your computer when you call. We'll do everything we can to solve your problem or answer your question. Or write to us at:

Accolade  
Attn: Customer Service  
550 S. Winchester Blvd., Suite 200  
San Jose, CA 95128



## DO YOU WANT TO BACK-UP YOUR DISK?

We know you're concerned about disk damage or failure. So you can make a back-up of the game. If you lose the **Bar Games Glassware Chart**, please send us \$15 and we'll send you a new one. If it's destroyed, send us the remains, and we'll give you a replacement.



## YOUR DISK CARRIES A 90-DAY WARRANTY

Accolade, Inc. warrants for a period of 90 days from the date of purchase by the original purchaser of the Software that the recording medium on which it is recorded will be free from defects in materials and workmanship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge.

After the 90-day period, defective media may be replaced in the United States for \$10 (plus 7% sales tax if the purchaser resides in California). Make checks payable to Accolade, Inc. and return to the address above. (To speed up processing, return only the disk, not other materials.)



## LICENSE AGREEMENT and LEGAL MUMBO JUMBO

This computer software product (the "Software") and the user manual are provided to the Customer under license from Accolade, Inc. and are subject to the following terms and conditions, to which the Customer agrees by opening the package of the Software and user manual and/or using the Software. Granting of this license does not transfer any right, title or interest in the Software or the user manual to the Customer except as expressly set forth in this License Agreement.

The software and the user manual are copyrighted 1989 by Accolade, Inc. All rights are reserved. Neither the Software nor the user manual may be duplicated or copied for any reason. The customer may not transfer or resell the Software or user manual. All registered trademarks and names are properties of their respective owners.

The remedies provided above are the Customer's sole and exclusive remedies. In no event shall Accolade, Inc. be liable for any direct, indirect, special, incidental or consequential damages with respect to the Software or the user manual.

Except as provided above, Accolade, Inc. makes no warranties, either express or implied, with respect to the Software or the user manual, and expressly disclaims all implied warranties, including, without limitation, the warranty of merchantability and of fitness for a particular purpose.

# ACCOLADE™

The best in entertainment software.™