



# THE LAST DROP

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**HAVE BEER. SAVE WORLD.**

**Table-top gaming lover and laze-about Englishman, GARY SHAW, is a guy who's always 'going to', but never quite does. With an excuse for everything, he's all talk and no action.**

**When pressured by his best (and most awkward) mate TOM to take a job and reset his life, Gary runs away and finds himself working in a rundown pub in outback Western Australia where he continues to delay life. But when Tom tracks Gary down, his life of leisure takes a turn when the pair discover a secret brew hidden in an old Vat in the cellar, leading them to unwittingly unleashing a monstrous alien creature trapped in the amber fluid.**

**As the locals and tourists party into night, the creature's first victim is slaughtered, and the eclectic band of publicans, including owner POLLY and quirky barmaid ANNA, find themselves on edge. Tom's adamant they're under Alien attack, while local cop JOHN'S not so sure, but hell bent on taking action. Naturally Gary thinks they should stay put and ride the slaughter spree out, putting him at odds with the rest of the group.**

**But as the body count rises at the hand of a shimmering, sharp fanged killing machine, Gary realizes he's responsible for releasing it, and the only one who can stop it after he uncovers the creature's weakness hidden among the town's secrets.**

**Faced with certain death, Gary knows this is one problem he can't run from. Using his tabletop gaming talents, he devises a plan to take down the creature and save the world before all the beer runs out.**

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