BEDLAM™

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INTRODUCTION

"'Lo." That was as close as Miller ever got to a normal conversation.

"Talkative as ever I see." I didn't need him bothering me at the moment. Despite appearances, being a corporate soldier came second in his life. His first love was being an SOB.

"Job."

"One day, you'll learn to string whole sentences together, won't you? And then what flights of poetic fancy will spill forth, eh, you moron?" Which wasn't entirely fair — to morons.

"Job. Important." Miller didn't like being insulted one little bit, but he had his message to deliver and it was going to get through, no matter what.

"I don't work for people like you. And don't try appealing to my humanity, Miller. Your friends killed that a long time ago."

"Cash."

"That's different. You just said the magic word."

"Biomex. Trouble. Need a good man. You. Best tactical op in business."

"Bugger off. No way am I going anywhere near one of those meatheads."

"No need. Controller job. RAT squad. Cleanse and burn."

"Hmm. Two-thirds now, the rest on completion. Swiss francs, Euromarks, or Fujitsu-Nissan Yen." I grinned up into Miller's twisted little face. He nodded wearily and, dropping into the chair next to me, passed over a smartcard and a video. I held up the smartcard. "How much on this?"

"Ten thou now. Francs. More later." That would keep me in drinks for a while. I waved the bartender over and ordered, putting another Laphroaig on the tab. Miller didn't look too happy that it was effectively his tab, but he reluctantly flashed his cash.

I sipped quietly as the first of video footage ran. The single malt was excellent and the picture quality likewise, but the imagery left a little to be desired. On the screen a bunch of biomex were taking someone apart. Slowly. One of them, I noticed, seemed to be sucking the man's eyeballs out of his skull. And losing an eyeball doesn't actually kill you. I tried looking sick, but it didn't feel all that convincing, so I settled for: "Definitely not a Kodak moment for that taxpayer."

"Shut up. You enjoy this sort of thing." Miller sounded more than just annoyed, like maybe it was his brother getting wasted. I realized that was the closest I'd ever heard him come to speaking in normal English.

"Only when it happens to someone else."

Miller reached over and turned the video screen face down as two citizens walked past us to the bar. He looked very, very tense.

"Black op, huh?" I sipped again. This was just getting better and better. "No-one outside the loop is supposed to know this is happening."

"Yes. Confidential. Damage to public confidence to consider. Stockholder interests."

I watched the rest of the video presentation. "Casualties?"

"Total. Facility overrun."

I picked up the video and froze the image. The bio was staring right at the camera. Its muzzle dripped with gore.

"OK. I'll do it. But my fees have just trebled."

"Treble?" Miller sounded like he was choking.

"I have my public image to consider. And order me another one of these, will you?" I held up my depleted Laphroaig.

"After job."

I didn't like Miller having the last word, but I could see his point. I stood up and headed for the exit and a new job. A biomex killer. Well, somebody was going to have to do it and it might as well be me…

"Swiss francs here I come." There, I got the last word after all.

WELCOME TO BEDLAM™

BEDLAM puts you in charge of a squad of three RATs (Remote Assault Tanks), each with a human crew member. Your orders are simple: clear out a series of biomex infestations as quickly and cheaply as possible. You control the RATs from your orbital platform base, monitoring their progress through satellite uplinks. The RATs are tough, and you'll need to keep close control of all three if you're going to succeed in this operation. They might be capable of taking and dishing out a lot of punishment, but they will need your tactical expertise.

Right now, you need to install *BEDLAM* on your system, pick some weapons for your RATs and start the slaughter…

INSTALLATION

For full installation instructions for DOS, Windows® 95 or Macintosh® please refer to the Installation Guide included in your package.

EXTRA INFORMATION

Your *BEDLAM* CD-ROM includes a text file called README.TXT which includes troubleshooting hints and other late-breaking information. Refer to this file if you experience any problems getting *BEDLAM* to work on your system.

PLAYING BEDLAM

Once you have installed *BEDLAM*, you can start the game by running BEDLAM from the CD-ROM (usually the D:\ DOS prompt) or by running the game just like any other Macintosh or Windows 95 program, depending on which operating system you are using. In either case, you'll need to leave the *BEDLAM* CD in your CD-ROM drive while playing.

You can bypass the title animations by pressing the Esc key at any time.

The *BEDLAM* game controls require a mouse. Move the cursor over a button or piece of text and click using the mouse button (or the left mouse button if your mouse has two buttons) to select an item or function.

MENU SCREEN

This is the game's main control screen. You can scroll through the options using the cursor keys or by clicking the desired option with the mouse. The following options are available:

New Game
Starts a new game and takes you to the mission selector screen. This is the quickest way to start a new game.

Start Saved Game

Displays a list of saved games, allowing you to resume a game from where you left off.

You can save a game in progress in any of the five "slots." *BEDLAM* automatically gives your saved game a name, based on your name plus a code letter for the last combat zone you achieved, followed by the mission numbers that you have completed. Saved games have names like PAULD123, meaning that this is Paul's game, in zone D and he's finished missions 1-3.

Main Menu

Takes you out of this set of options and back to the main menu.

Difficulty

Selecting difficulty cycles through the three difficulty levels in the game: Simple, Standard and BEDLAM!
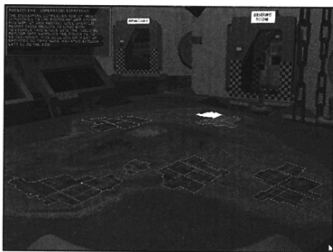
Name

Selecting name allows you to type your name into the game so that *BEDLAM* "knows" who you are for the high score table, in-game messages and saved games.

Quit

Leaves *BEDLAM* and returns to your operating system.

MISSION SELECTION

This is where you choose which _BEDLAM_ mission your RATs are going to fight.

BEDLAM has six combat zones, each with 1-5 missions. You must fight through the combat zones in the order given, but you can play individual missions inside a zone in any order you like. The first zone is always the Boot Camp, a one-mission training area.

In order, the zones are:

1. Boot Camp (Training Zone)
2. Airport
3. Industrial
4. Docklands
5. Urban
6. CBD

The map shows you the whole area infected by the biomex. The mission display in the top left had corner allows you to preview the zone and mis-

sion you want to fight in. Simply select the zone and mission that you want to know about on this display. When you're happy with the choice of mission, you can go to the Briefing Room for more information, or go to the Armory to equip your forces. Move the cursor over the door and click to go to either place.

You can also save your current game from this screen. All you need to do is pick one of the five available slots to save your game. *BEDLAM* will automatically create a name for the saved game.

You can return to the main menu screen at any point by pressing the Esc key.

The Boot Camp Zone (Training)
This is the first mission you'll play, and not just because it's the easiest mission in the game. Throughout Boot Camp you'll be told about features such as laser fences, elevators, teleports and the beacon, and how to deal with them. On-screen messages will point you in the right direction and give you a flying start in your war against the Biomex. By the way, don't think that the rest of the game is going to be this easy!

THE BRIEFING ROOM
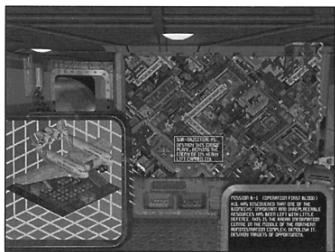
Here you can get a more detailed breakdown of what your mission is all about, and more information about the lay of the land — you won't know everything until your RATs are in combat, because the computers on the battle station don't have all the information that you're going to need!

The main map display shows you a fairly detailed map of the area where your mission takes place. Selecting the flashing highlights brings up a visual projection and more information about that feature in the mission.

You can also re-read the briefing text to make sure you know exactly what is required.

Selecting the ACCEPT button takes you to the armory, so that you can equip your RATs.

Selecting the REJECT button takes you back to mission selection, so that you can choose another mission.

THE ARMORY

The armory allows you to outfit all your RATs for the upcoming mission. All three RATs are identically equipped, so only one is shown here. By the way, RATs don't carry any weapons unless you buy them, so don't go straight into a mission!

Selecting a weapon from those shown around the RAT brings up a list of weapons options. The picture shows the general type of weapon available. The list shows the specific weapons that you can purchase and fit on your RATs — each item on the grenade launcher list is a different type of grenade launcher with its own strengths and weakness, for example.

Move the cursor over an item on a list to highlight it, and then click to select that weapon's option.

The weapons display in the bottom right hand corner gives you more information about the weapon. The + and - on-screen buttons allow you to buy more ammunition for the weapon, if you have the cash to pay for it! All weapons come with limited ammunition as part of the standard price, but you'll probably want to buy extra ammo as well, just to be on the safe side.

When you're happy with the choice of weapon and the amount of ammunition, click the BUY button to install the weapon on the RAT. Select CANCEL to cancel the purchase of that weapon.

If you want to have the computer spend your money, click the AUTO button. This will spend as much of your cash as possible on a good mix of weaponry, chosen by the armory computer systems. You can click on AUTO again to force the computer into making a fresh selection of weapons.

Once you've finished arming your RAT the DONE button ends your time in the armory. The mission is about to begin…

Defensive Upgrades
There are some items in the armory that are not weapons as such, but useful pieces of equipment that can be plugged into your RATs to make them more effective. Don't overlook these in favor of just fitting bigger and bigger guns. Some upgrades — like the better scanners — are very useful indeed. Experiment with these options until you're happy with the equipment that suits your tactical style.

INTO COMBAT!

Main Map

The main map shows you the view down onto your RATs in combat, as seen by the orbital cameras. This is where you directly control the movement and firing of each of your RATs.

You can only control one RAT at a time, and that RAT is always shown in the center of the main map display.

While the cursor is on the main map, it's in the shape of crosshair gunsights. When it's in the information bar at the side, it's a normal "pointer" shape. Remember, the RATs won't obey commands to fire and move unless the cursor is on the main map. If it looks like a RAT is ignoring you, make sure the crosshair cursor is visible on the main map.

Moving And Shooting

Moving the crosshair to a point on the main map display and clicking the mouse button (the left mouse button if your mouse has two buttons) makes the RAT move towards that location. The RAT, by the way, always turns to face the cursor location.

Moving the crosshair to a point on the main map display and clicking the right mouse button (or pressing the Spacebar if you are using a one-button mouse) makes the RAT fire its weapons (you can also choose which weapons to fire, see below). Depending on what was under the cursor, two different things happen when the RAT fires:

▶ if there was a biomek under the cursor, the RAT fires at that biomek even if the biomek is above or below your RAT. It's worth remembering that Reaper missiles will "chase" biomex.

▶ if there wasn't a biomek there, the shot is fired at whatever happened to be under the cursor: a building, a bit of fencing, a tree or whatever. It's worth shooting-up buildings and the like to see what happens!

Keyboard Shortcuts

Some commands have been assigned to single keys on your keyboard, so that you can react quickly in the heat of combat. These are:

F1	Selects RAT #1, and gives you control of it.
F2	Selects RAT #2, and gives you control of it.
F3	Selects RAT #3, and gives you control of it.
1 … 7	Each key turns weapon 1-7 on or off for the currently selected RAT. Note that a RAT may not be carrying 7 weapons, in which case the key for an "empty" position won't work!

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$\boxed{\text{M}}$ or SPACE	Brings up the current mission map so you can review progress.
$\boxed{\text{P}}$	Pauses the game.
$\boxed{+}$ and $\boxed{-}$	Zoom the main map display in and out, so that you can get the view which best suits your fighting style.
$\boxed{\uparrow}$ and $\boxed{\downarrow}$	The up and down cursor keys are the master volume control for all music and sound effects.

RAT Displays

These are three small displays in the top right hand corner, one for each RAT under your control. Click on a display to move to that RAT and take direct control of it. The $\boxed{\text{F1}}$ $\boxed{\text{F2}}$ and $\boxed{\text{F3}}$ keys do the same job.

The displays also show whether or not a RAT is being attacked — when there's static over the RAT image — or when it's being targeted for an airstrike — a flashing white circle on the RAT.

Underneath each small RAT picture are two bars.

▶ The upper bar shows the RAT's current damage value. The shorter this bar, the less damage the RAT will be able to take.

▶ The lower bar shows the heat build-up of the RAT. Firing weapons causes heat, and the more weapons that are fired at once, the more heat is generated. The bar shows how hot each RAT is right now. If RATs over-heat, their ammunition will "cook off" and explode inside the RAT, with

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unfortunate consequences! Keep an eye on heat build-up, and if a RAT is getting too hot, make sure it stops firing for a while and starts running from further trouble! If your RAT is caught by an explosion or stands in a flaming area this will also cause it to overheat.

Remember: just because you're controlling one RAT at a time, the action is still going on around your other RATs. Keep an eye on them to make sure that they're not in trouble!

Weapons List

This shows the weapons that the selected RAT is currently carrying. Weapons which are highlighted are selected, and all of these selected weapons will be fired every time the RAT fires.

Click on a weapon to select or deselect it (the highlight will turn on and off). You might not want your RATs to fire all their weapons all the time. It's a good idea to keep a weapon "in reserve" for later use, or to make sure that the RAT doesn't overheat too quickly. The ⌨1⌨… ⌨7⌨ keys will also select and deselect individual weapons.

Each RAT has a separate weapons list, so what a RAT fires at one time can be individually altered as you see fit.

Threat Display

The threat display is a radar system showing what's near the currently selected RAT. Each symbol on the threat display has its own meaning, and

if you click and hold down the mouse button (either button if you are using a two-button mouse) on the threat display you'll see a key listing all the symbols and their meanings.

The amount of information on the threat display depends on the type of scanner your RATs are carrying, so it's definitely worth investing in a better scanner when you can afford one.

By the way, there's one thing that the threat display doesn't show you, no matter which scanner type your RATs are carrying. Mines don't appear on the threat display. You'll need to keep your eyes peeled for them!

Messages

The message display shows you a list of recent events that have occurred during the mission. Keep an eye on this display so that you can monitor what's happening.

Map

The map button (or ⓜ key) shows you a real-time map of the mission. This isn't quite the same as the map you saw in the briefing, because you now have real-time intelligence reports coming in from your RATs. You don't need to worry about these reports; your battle computer automatically updates this map to show all the details from the RATs.

This map only shows you what your RATs have actually seen for themselves. If you look at it near the start of a mission you'll see that large

parts of the map are dark because you haven't had any reports about what's there.

Power Ups

There are seven different power-ups available during missions. Just move your RAT through a power up to collect it. The power ups are:

Ammo: A limited ammunition resupply bonus. Any weapons which are low on ammo are boosted to 50% of their original ammunition capacity. Weapons with more ammo than this are unaffected. But remember: every shot helps!

Bonus: Either a bonus to your existing score or extra money; there's no way of telling what kind of bonus you'll get until the power up is used.

Chaos: For a few seconds, your RAT has the ultimate collection of firepower at its disposal. Normally, letting rip with this many weapons would melt your RAT into a pool of slag, but this power up lets you fire off everything while it lasts with no worries! Kill! KILL! *KILL!*

Energy: The RAT gets an energy boost.

Weapon: This has no immediate effect on your mission, but does allow you access to new and better weaponry back in the Armory, because you have found weapon blueprints, special components or lost data! Weapon power ups are rare, so keep a sharp look-out for them.

Shield: The RAT gets the benefit of a shield for a few seconds.

Turbo Speed: The RAT's speed is dramatically increased for a few seconds — useful for racing out of tight situations!

The Beacon

At the end of a mission a drop ship will come to collect your surviving RATs — these are valuable pieces of equipment, after all! To call for recovery, move one of your RATs to the extraction beacon. Once you've done this, the drop-ship will recover all the RATs at the beacon automatically. RATs which aren't near the beacon will be left behind! Remember that surviving biomex in the area will attack while your RATs are waiting for the dropship pickup. You'll then be given a debriefing on exactly how well – or badly! – the mission went.

INTELLIGENCE REPORT

WARNING. PASSING THE FOLLOWING INFORMATION TO ANY PERSON OR PERSONS NOT EMPLOYED BY MEX INDUSTRIES IS A VIOLATION OF YOUR EMPLOYMENT CONTRACT, AND YOU WILL BE DEEMED TO HAVE DISMISSED YOURSELF WITHOUT NOTICE. ALL PAY AND BENEFITS ACCRUING WILL REVERT TO MEX INDUSTRIES.

Interoffice Memorandum

To: Mex Industries, Security-Military Division
From: Commercial Activities, Research Branch
Re: Biomex Infestation
cc: Head Office, Filing, PR

You wanted everything that we have on file about the biomex. This is what — all — we have. Something got in and scrambled the files, and the hard data is all gone. Our techs are still looking into the matter, but my money is on the damn biomex doing it. I know we were supposed to build in controls, but they're thinking for themselves and designing new versions of themselves too. The biomex below are nothing like anything we were going to produce.

Sorry about the quality of this report. It's had to be put together from secondary sources. This is just the stuff the remotes have seen. God alone knows what else might be out there.

Good luck. Two things you might want to think about: these things are smart, and we don't know what they want.

Demon

Demons seem to come in at least two varieties or sub-species. Both types are common in the biomex-infested zones, but the translucent Demons are harder to spot on monitors. Caution is advised, along with a liberal application of firepower. Both types of demon should be considered armed and dangerous, and both are capable of ranged attacks.

Mofo

The biomex equivalent of a ravening wolf or rabid dog. Mofo might not look all that dangerous to a RAT, but don't you believe it. If they get within a claw's length, they will be able to do some damage.

Attack Spider

The Attack Spider is the biomex equivalent of a kamikaze, a suicide attacker bent on its enemy's death at the cost of its own. These biomex are equipped with their own innate explosive charges and the monomaniacal will to use those charges. Attack Spiders have been observed swarming over targets in huge numbers, apparently oblivious to their own deaths and the deaths of their comrades.

Guerrilla

Reports and sightings to date indicate that there are two species of Guerrilla biomex infesting the combat zone. Like Demons, one of these species seemed to have been engineered with a degree of stealth technology, making it translucent and hard to spot. Guerrillas are heavily armed, and should be considered dangerous under all circumstances.

Terrordactyl

A genuine flying biomex, the terrordactyls have the ability to attack from the air and cover long distances at speed. A flocking instinct has been observed among some terrordactyls, increasing the danger that they pose many fold. It is not known whether terrordactyls act as spies and reconnaissance drones for the other biomex, but we have to assume the worst: that they are flying eyes for the rest!

Cacomonster

The second flying biomex type that we have monitored. The Cacomonster is a floating creature, and not particularly speedy. However, in swarms it can be deadly and every effort should be made to keep away from its flight path. The Cacomonster is capable of firing a high energy pulse straight down towards the ground. The full effects of this energy pulse on a RAT have yet to be determined.

Bio Plasma Generator (BPG)

Apparently a static form of biomex life, the Bio Plasma Generator is not without its dangers. Causing damage to the epidermal integrity of the BPG releases biomex plasma into the environment. Biomex plasma should be considered extremely harmful to the structure of any RAT that comes into contact with it.

Attack Turret/Turbo Attack Turret

Static security devices, the turrets pack significant firepower which can be dangerous to any target which lingers in their free fire zones. The Turbo Turret has both improved response time and a greater weight of firepower than the standard attack model.
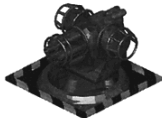
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In the Support section you'll have access to our FAQ documents (Frequently Asked Questions), which contain our latest troubleshooting information. You can also visit our Forums area, where you can swap e-mail with other gamers, our FTP (File Transfer Protocol) where you can download patches and new enhancements as soon as they become available, our Hints/Cheat Codes area, and other areas where you may be able to get valuable information on GT Interactive Software products.

Help Via Telephone: For phone assistance, call GT Interactive Software's Tech Support at 716-871-6646. We have an Interactive Voice Response and Faxback system that is available 24 hrs. a day, 7 days a week. If you should need live support, we are available Monday through Friday, 8 AM until Midnight (EST). Please note that live Tech Support may be closed on all major holidays. We ask that you do the following when calling: be at your computer; have your system information ready for our technicians, including system make and model; RAM; video and sound card data and drivers; and any screen or error messages you've encountered and where (if not currently displayed on your screen). It will expedite your handling significantly.

Help Via the Mail: In the event our technicians determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include your telephone number in case we must call you. Your mail should be sent to the following address:

GT Interactive Software, Attn: TS/QA, 1 Nixon Lane, Edison, NJ. 08817

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