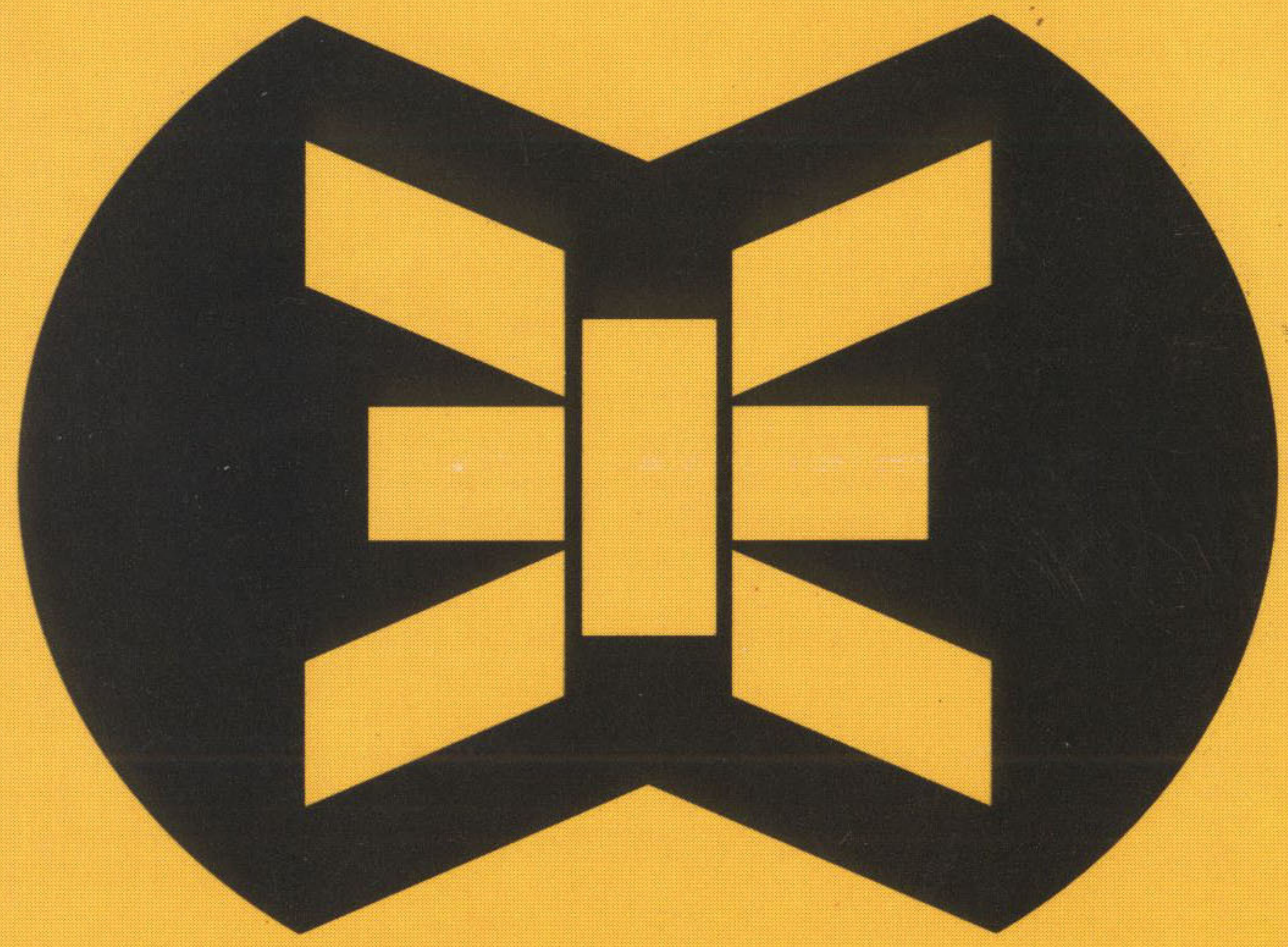


בֵּדְלָמִי



MIRAGE™

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MIRAGE™

# BEDLAM

"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 a shit.

"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."

"Fuck 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 his tab as far as I was concerned, 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 realised 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 quite simple: to clear out a series of biomex infestations as quickly and cheaply as possible. You'll control the RATs from the orbital platform where you're based, monitoring their progress through satellite uplinks. The RATs are tough, but you'll need to keep close control of all three RATs if you're going to succeed in this operation – they might be capable of taking and dishing out a lot of punishment, but they need your tactical expertise.

Right now, you need to install Bedlam on your machine, pick some weapons for your RATs and start the slaughter...

## Game Set Up

### Windows '95 Installation

#### Minimum System Requirements for Windows '95:

486 66MHz Processor  
2 x CD ROM Drive  
100K Free Hard Disk Space

8 Meg Free RAM  
SVGA Video Card VESA 1.2  
Soundblaster Compatible Soundcard

### Mouse

All these devices must be configured to work properly under Microsoft Windows 95. If, for example, you have problems with sound, you should work with the basic Windows configuration of your sound card (in your Control Panel) to get things working.

### Windows '95 Installation

1. Insert the CD-ROM into your CD-ROM drive
2. Double click on the My Computer icon
3. Double click on your CD-ROM drive icon
4. Double click on the SETUP icon.
5. See using setup below.

### Viewing the README file

After installing Bedlam to your system you should review the README.TXT file to see if there were any last minute updates to Bedlam manual or to this booklet.

To view the README.TXT file, double-click the Readme icon. When you have finished reading it, click the close button to exit, or select Exit from the File menu.

### Running the Game in Windows '95:

Once installed you can run Bedlam '95 by performing the following:

1. Click on Start
2. Click Programs
3. Click on Bedlam

### To Uninstall Under Windows '95:

In the very unlikely event you should ever want to remove Bedlam '95 from your computer, you should resist the temptation to manually delete the files from your hard disk. Instead, use the inherent capabilities of Windows '95 to perform a cleaner, more comprehensive uninstall. Open the control panel and double-click the Add/Remove Programs icon:

Select Bedlam '95 from the list of applications, press the Add/Remove button, and confirm the removal of Bedlam '95.

If you should inadvertently remove a necessary Bedlam '95 file from your computer and need to reinstall, you should first perform an uninstall, then install a fresh copy.

### DOS Installation

#### Minimum System Requirements for DOS:

486 66MHz Processor  
2 x CD ROM Drive  
100K Free Hard Disk Space

8 Meg Free RAM  
SVGA Video Card VESA 1.2  
Soundblaster Compatible Soundcard

### Mouse

All these devices must be set up to work properly under DOS. If, for example, you have problems with sound, you should work with the basic DOS configuration of your sound card to get things working.

### DOS/Windows 3.x install instructions:

If you are running Windows, click on File in the Program Manager, and then click on Exit Windows to return to DOS.

1. Insert the Bedlam CD-ROM into your CD-ROM drive.
2. Type D:\SETUP. If D: is not assigned to your CD-ROM drive, substitute the appropriate letter.
3. See using setup below.

### Viewing the README file

After installing Bedlam to your system you should review the README.TXT file to see if there were any last minute updates to Bedlam manual or to this booklet. To view the README.TXT file:

1. Type CD\MIRAGE [ENTER]
2. Type MORE< README.TXT [ENTER]
3. Should you need to refer to the README.TXT file in the future, you can do so by typing CD\MIRAGE [ENTER], from the C:\ prompt. Then type MORE< README.TXT [ENTER].

### Running the game in DOS:

1. From the C:\> prompt type CD\BEDLAM and press [ENTER]. This puts you in your Bedlam directory.
  2. Then type BEDLAM and press [ENTER].
- Now you're ready to play. See "Playing Bedlam" in the game manual for more information on starting and playing a game.

### Using Setup (DOS and Windows '95)

The Setup program is broken down into three parts; Sound Setup, File installation, and Options. To move the highlight keys, use the up and down arrows on the keyboard.

#### Sound Setup:

Select your sound card from the list provided. Then select the correct Port, IRQ, and DMA channel. Then use the sound check option to test your selection.

#### File Installation

Unless you specify otherwise, Setup will install the files to Drive C. You can change this by; entering a different letter at the Install To Drive prompt. You can also choose from the following installation types:

- **Full Installation:** The game is optimized for speed, but it uses the most space on your hard disk.
- **Minimal Installation:** Uses a small amount of hard disk space, but may slow the game down when reading from CD-ROM drive.
- **Standard Installation:** This represents a compromise between Full and Minimal.

To install the game, highlight your preferred type and press Enter.

### Options:

- **Double/Single Buffer** – Changes the way your video card operates, as not all cards support double buffering (which gives the best on-screen speed for the game).
- **Machine Spec Fast/Slow** – Changes the amount of on-screen detail in the game (for example transparent or opaque smoke effects are toggled on and off by this game setting). Slow should be selected for PCs with slower processors, but you should experiment and decide what looks and plays best on your system.
- **Delayed CD Start, Quick CD Start or No CD Audio** – This option is set to Delayed as standard, but you may need to change to Quick CD Start, as some CD drivers will cause the game to pause when playing the games music. You can turn the music off with this option as well.
- **Action Pan On/Off** – During the game your RATs can take actions such as turning off laser fences. In this case, action panning zooms to show you the fence being turned off, then back to your RAT. If you don't want your viewpoint to move around like this, turn this option to Off.
- **Cinematics On/Off** – Turning this option to Off automatically bypasses any animated cut-scenes in the game.
- **Midi Music On/Off** – Turning this option to Off will silence all in-game music. Sound effects are unaffected by this toggle.
- **Speech Samples On/Off** – Turning this option to Off will silence all in-game speech from your RAT squad. Sound effects are unaffected by this toggle.

Once you've set these options, you probably won't need to run SETUP.EXE ever again (but you might if you decide not to have speech or music while you play).

### Troubleshooting

The following troubleshooting guide applies to the DOS version of Bedlam. If you experience problems running the Windows '95 version, check the README.TXT on the CD for any late-breaking information, or contact our customer support specialists as listed in the back of this manual.

### General Problems

► *When Bedlam runs I get an "Insufficient Memory" error, or Bedlam just doesn't run*

You don't have enough free RAM to run Bedlam. You need about 8 Mb of free RAM to run Bedlam. If you have DOS 6.0 or later, boot your system and hold the left SHIFT keys as the "Starting MS-DOS..." message appears. This will bare-boot your system and you must change to the Bedlam directory and run Bedlam. To do this:

1. Type CD\MIRAGE [ENTER]
2. Type BEDLAM [ENTER]

Your best bet is to make a CONFIG.SYS menu for a custom Bedlam boot – see MS-DOS 6.0 User's Manual. If you have DOS 5.0 or earlier, you must create a bare boot disk that only loads CD-ROM, Sound Card, and Mouse Drivers.

Note: Do not use memory managers like EMM386, QEMM, etc. Do not use disk caching programs like SMARTDRV, etc.

► *The Windows SETUP program runs after installation*

Bedlam did not install to your hard drive, probably due to insufficient disk space. See above answer for a solution.

► *Why doesn't my mouse work with Bedlam?*

If you renamed or commented-out information in your AUTOEXEC.BAT you may have removed the command which loads your mouse driver. Loading your mouse driver into DOS can be as simple as typing MOUSE and pressing ENTER at the DOS prompt.

If this doesn't work refer to the documentation that came with your computer for instructions on how to load your mouse driver.

► *Why can't I get music or sound effects*

If you're not hearing sound effects and/or music, Bedlam may have incorrect information regarding your sound card. Run the SETUP program to check if Bedlam has the correct information on your sound card.

► *I can't get digital sound from my Sound Blaster<sup>®</sup> compatible sound card*

You may be experiencing a DMA conflict. You may have a CD-ROM or hard drive on the same DMA channel that you specified in Bedlam's SETUP program. Change the DMA channel of the sound card or offending device. If the problem persists, please contact your sound card vendor.

► *I hear static when listening to Bedlam with my Sound Blaster (or 100% Compatible) card*

You should refer to your sound card manual for instructions on how to lower the Mic and Line volumes to 0 (zero). This is usually done through the mixer program that came with your sound card.

► *I was playing Bedlam, but always after a specific amount of time my screen goes black. I can still hear the music and sound effects in the background*

Some computers use a special Power Management or Energy saving system that blacks out the monitor, normally after a pre-set period of inactivity. If you have such a system you should refer to your computer manual or contact your computer company to help you disable this feature, since this is most likely causing a problem.

## 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 program from Windows '95, depending on the operating system you are using on your PC. You'll need to leave the Bedlam CD in your CD-ROM drive while playing the game.

You can bypass the title animations if you want by pressing the ESC key at any time.

Throughout Bedlam, the game controls require a mouse. Move the cursor over a button or piece of text and click using the left mouse button to select an item or function.

## Menu Screen



This is the main control screen in the game. The list of options can be moved through using the cursor keys or by moving the mouse cursor onto the desired option. The various options have the following effects:

- **New Single Player Game**

This starts a brand new single-player game and takes you to the mission selector screen. This is the quickest way to start a new game of Bedlam.

- **Start Saved Game**

Selecting this option brings up a list of old games which have been saved away during play. You don't have to start from the beginning of Bedlam each time you play if you save your games away.

There are five 'slots' for saved games, any which can be used to store a game in progress. Bedlam automatically gives your saved games a name, based on your name plus a code letter for the last combat zone you were fighting in, followed by the mission numbers that you have completed. Saved games will have names like PAULD123, meaning that this is Paul's game, in zone D and he's finished missions 1-3.

- **Difficulty**

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

- **Name**

Selecting name allows you to type in your name into the game so that Bedlam 'knows' who you are for the high score table and saved games.

- **View Hall of Fame**

Just how tough have you been in the past, and what kind of score do you need to be an all-time great Bedlam player?

- **Quit to DOS**

Leaves Bedlam and returns to DOS or Windows 95.

## Mission Selection



This is where you choose which Bedlam mission your RATs are going to fight their way through.

In Bedlam there are seven combat zones, each of which has 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: Boot Camp (Training Zone), Airport, Industrial, Docklands, Urban, Central Business District. There's also a hidden zone for you to find. The map shows you the whole area infected by the Biomex. The mission

display in the top left hand corner allows you to preview the zone and mission 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 the Briefing Room for more information, or go the Armoury to equip your forces. Move the cursor over the door and click to go to either place.

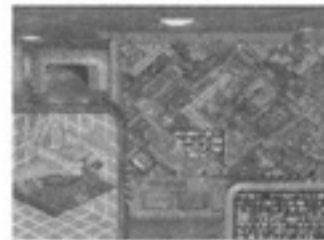
You can also save your current game from this screen. All you need to do is click on the disk icon and pick one of the five available slots to save your game. Bedlam will automatically create a name for the saved game.

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 extraction 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 some more information about the lay of the land – you won't know everything until your RATs are in combat, because the computer 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 armoury, so that you can equip your RATs.

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

## The Armoury



The armoury 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. This 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 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, as long as 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 some 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, clicking on the BUY button will place the weapon on the RAT.

Selecting the CANCEL button will stop the purchase of that weapon.

If you want to have your money spent for you, click on the AUTO button. This will spend as much of your cash as possible on a good mix of weaponry, chosen by the armoury 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 armoury. The mission is about to begin...

### Defensive Upgrades

There are some items in the armoury 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 favour of just fitting bigger and bigger guns. Some upgrades – like the better scanners – are very, 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 centre 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 left mouse button 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 makes the RAT fire its weapons (you can choose which weapons it fires, as you'll see in a minute). 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!

M or SPACE Brings up the current mission map so that you can review progress.

P Pauses the game.

+ and – Zoom the main map display in and out, so that you can get the view which best suits your fighting style.

↑ and ↓ 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 the camera to that RAT and take direct control of it. The F1, F2 and 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 overheat, their ammunition will 'cook off' and explode inside the RAT, with somewhat 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 either mouse button 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.

### Timer

Keep an eye on the timer. The faster you manage to finish a mission, the better. Do really well, and you'll get a bonus payout.

### Map

The map button (or M 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. Remember too that the game continues whilst in the map.

## 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

This is a limited ammunition resupply bonus. Any weapons which are low on ammunition 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 Armoury, 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, you need to move one of your RATs to the extraction beacon. Once you've done this, the dropship 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 to make the pickup.

You'll then be given a debriefing on exactly how well – or badly! – the mission went. Keep your eyes on the screen when you finally finish the game!

## 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's 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.

### Mofa



The biomex equivalent of a ravaging wolf or rabid dog. Mofa 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.

### Guerilla



Reports and sightings to date indicate that there are two species of Guerilla 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. Guerillas 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 has both improved response time and a greater weight of firepower than the standard attack model.

## Technical Assistance

Technical Support in the case of faulty disks, you should return the disks ONLY, not the packaging. Return the disks with a covering letter containing details of the fault, your name and address to: GT Interactive Software (Europe) Ltd., Willow Grange, Church Road, Watford, Herts WD1 30A, United Kingdom.

We will attempt to replace the disks within 28 days of receipt.

If you encounter technical problems with the disks you should write to the above address or call the Technical Helpline which operates between the hours of 9am and 6pm (Central European Time), Monday - Friday, please ensure that you are sitting in front of your computer or have full details of your computer configuration and the problem you are encountering with you when you call. English speaking customers call 01923 209145.

# BEDLAM

"Hi." Bei Miller konnte man das fast schon eine Unterhaltung nennen.

"Gesprächig wie immer, wie ich sehe." Der Kerl fehlte mir gerade noch. Auch wenn man ihm den Soldaten schon aus einiger Entfernung ansah - das Soldatentum war nur die zweitwichtigste Sache in seinem Leben. Sein eigentlicher Lebenszweck war es, anderen das Leben schwer zu machen.

"Job."

"Eines Tages wirst du bestimmt noch lernen, wie man Wörter zu ganzen Sätzen aneinanderreicht. Ich frage mich nur, welche dichterischen Ergüsse dann auf die Welt losgelassen werden. Was meinst du, du Kretin?" Ich geb zu, das war nicht besonders fair - Kretins gegenüber.

"Job. Wichtig." Es machte Miller zwar keinen Spaß, sich von mir beleidigen zu lassen, doch er hatte eine Nachricht loszuwerden, und davon ließ er sich um keinen Preis abbringen.

"Für Leute wie dich arbeite ich nicht. Und Versuch gar nicht erst, an meine Nächstenliebe zu appellieren, Miller. Die haben deine Kumpels mir schon vor langer Zeit abgewöhnt."

"Cash."

"Das ist was anderes. Du hast gerade das Zauberwort gefunden."

"Biomechs. Ärger. Brauchen 'nen guten Mann. Dich. Bester taktischer Agent in der Branche."

"Verpiß dich. Niemand kriegt mich auch nur in die Nähe dieser Dinger."

"Nicht nötig. Fernsteuer-Job. RAT-Kommando. Aufräumen und eliminieren."

"Hmm. Zwei Drittel jetzt, der Rest nach Erledigung. Schweizer Franken, Euromark oder Fujitsu-Nissan Yen." Ich grinste in Millers verzerrtes kleines Gesicht. Er nickte langsam, ließ sich schwer auf den Stuhl neben mir fallen und reichte mir eine Smartcard und ein Video. Ich hielt die Smartcard hoch. "Und wieviel ist hier drauf?"

"Jetzt zehn Mille. Franken. Später mehr." Das würde mir 'ne ganze Weile Drinks kaufen. Ich winkte den Barmann heran und ließ mir noch einen Laphroaig bringen. Miller sah gar nicht glücklich aus darüber, denn schließlich ging das nun auf seine Rechnung, doch er holte widerwillig sein Geld heraus.

Ich nippte gemütlich an meinem Drink, während das Video anlief. Der Single-Malt-Whisky war hervorragend, genau wie die Bildqualität, doch das Gezeigte ließ zu wünschen übrig. Auf dem Bildschirm nahm eine Bande von Biomechs jemanden auseinander. Langsam. Ich bemerkte, daß einer dem Opfer ein Auge aus dem Schädel zu lutschen schien. Und der Verlust eines Auges bringt einen noch nicht um. Ich versuchte, angeekelt auszusehen, merkte aber, daß ich nicht besonders überzeugend war, und versuchte es mit: "Nicht unbedingt ein Film für die ganze Familie."

"Halt die Klappe. Dir gefällt sowas doch." Miller klang mehr als nur leicht angesäuert, fast als ob es sein Bruder wäre, der da in seine Einzelteile zerlegt wurde. Mir wurde bewußt, daß es das erste Mal war, daß ich ihn fast normal reden hörte.

"Nur wenn's jemand anderem passiert."

Miller lehnte sich herüber und klappte den Videobildschirm runter, als zwei Bürger an uns vorbei zur Bar gingen. Er sah sehr, sehr nervös aus.

"Oha, Geheimoperation, wie?" Ich nahm noch einen Schluck. Das wurde ja immer besser. "Niemand außerhalb des Kreises der Auserwählten soll also wissen, was da vor sich geht."

"Ja. Vertraulich. Darf Öffentlichkeit nicht beunruhigen. Interesse der Aktionäre."

Ich schaute mir den Rest der Videovorstellung an. "Opfer?"

"Alle. Einrichtung platt."

Ich drückte einen Knopf am Video und froh das Bild. Der Bio starrte direkt in die Kamera. Sein Maul troff vor Blut.

"Okay. Ich mach's. Aber meine Bezahlung hat sich soeben verdreifacht."

"Verdreifacht?" Millers Stimme klang, als würde er an dem Wort ersticken.

"Ich muß schließlich an mein Image denken. Und bestell mir doch noch einen hiervon, ja?" Ich hielt mein leeres Whiskyglas hoch.

"Erst der Job."

Es gefiel mir nicht, daß Miller das letzte Wort hatte, doch ich verstand seinen Standpunkt. Ich stand auf und machte mich auf den Weg zum Ausgang und zu einem neuen Job. Als Biomech-Killer. Naja, einer mußte die Drecksarbeit tun, und das konnte genauso gut ich sein...

"Schweizer Franken, ich komme." Na also, ich hatte doch das letzte Wort.

## Willkommen bei Bedlam

*Bedlam* macht Sie zum Befehlshaber eines Kommandos von drei RATs (Remote Assault Tanks - Fernsteuer-Sturmpanzer, mit je einem Mann Besatzung). Ihr Auftrag ist eigentlich ganz simpel: Räumen Sie mit einer Reihe von Biomech-Plagen auf, und das so schnell und billig wie möglich. Sie steuern die RATs von einer Orbitalplattform aus, auf der Sie Ihren Stützpunkt haben, und verfolgen dabei die Ereignisse über Satellitenverbindungen. Die RATs sind zwar zäh, aber Sie müssen dennoch alle drei im Auge behalten, wenn Sie bei diesem Unternehmen Erfolg haben wollen - RATs können zwar ebensogut einstecken wie sie austeilen, doch sie brauchen Ihre strategische Expertise. Installieren Sie *Bedlam* auf Ihrem Computer, besorgen Sie ein paar Waffen für die RATs, und schon kann's losgehen...

## unter

### Installation Unter Windows 95

#### Mindestsystemanforderungen für Windows 95:

486er Prozessor mit 66 MHz	8 MB RAM
Double Speed-CD-ROM-Laufwerk	SVGA-Videokarte VESA 1.2
100 KB freier Festplattenspeicher	SoundBlaster-kompatible Soundkarte

#### Maus

All diese Geräte müssen so konfiguriert werden, daß sie einwandfrei unter Microsoft Windows 95 arbeiten. Sollten Sie also beispielsweise Probleme mit dem Sound haben, versuchen Sie es einfach mal mit der Standard-Windows-Einstellung Ihrer Soundkarte (zu finden in der Systemsteuerung).

#### Anweisungen zur Installation unter Windows 95:

1. Legen Sie die CD in Ihr CD-ROM-Laufwerk.
2. Klicken Sie das Icon "Arbeitsplatz" doppelt an.
3. Klicken Sie das Icon für das CD-ROM-Laufwerk doppelt an.
4. Klicken Sie SETUP doppelt an.
5. Folgen Sie den Setup-Anweisungen weiter unten.