
LOADING INSTRUCTIONS

AMSTRAD CPC CASSETTE: Press **CTRL** and **SMALL ENTER** keys. Press **PLAY** on the cassette recorder.

Once the game has loaded a menu screen will appear which displays the options.

1 Player High Score Define Keys Start Game

A flashing cursor on the left hand side indicates the current menu selection.

The cursor moves up or down using the joystick or **A** and **Z** keys and the current option can be selected by using the **FIRE** button or **SPACE BAR**.

GAME OPTIONS (MENU SCREEN)

Move cursor to 1 player option on the menu screen and by pressing **FIRE** button/**SPACE BAR** you can toggle the option between 1 player, 2 player and dual play.

HIGH SCORE : When this option is selected, a high score panel appears displaying six six-letter names and their corresponding scores. Press **FIRE** button/**SPACE BAR** to return to main menu.

DEFINE KEYS : When this option is selected, a small panel appears in the centre of the screen. The game will prompt you for two sets of keys, one for player 1 and the other for player 2. The default definitions are as follows:

	Player 1	Player 2	
FIRE	Joystick	SPACE BAR	When both sets of keys have been defined the game returns to main menu.
RIGHT	Joystick	.	
LEFT	Joystick	,	
DOWN	Joystick	A	Q - Abort current game.
UP	Joystick	Z	P - Pause

Player 1 Joystick only.

START GAME : By selecting this option you will commence play. Press **COPY** key if you wish to commence your game at the most recently played stage rather than resetting the stage counts for each player.

GAMEPLAY

There are 16 space stations or stages plus a special bonus section as stage 17. Upon completion of all stages, the game restarts at stage 1.

Gameplay can be in one of three modes – 1 player, 2 player and dual play. The first two modes are the standard arcade modes, whereas in Dual Play mode, players may choose to co-operate (or compete) in destroying alien formations. In Dual Play mode, player ships will bounce off each other, adding to the difficulty of the game as players may inadvertently (or intentionally) bounce each other into the path of oncoming aliens, bullets or background objects. If one of the players is killed during a stage the other player will have to finish the stage on his or her own. The dead player will re-appear at the commencement of the next stage.

BACKGROUND OBJECTS

During the game, various background objects, or plates will appear and scroll down the screen. Many of these objects will fire at you, while others will merely be obstructions.

Most bullets are fired straight down the screen, others are fired in 1 of 8 directions, selected randomly. Finally, some objects will fire homing bullets which will home in on one of the players.

Some background plates, when destroyed, will turn into pick ups (see below).

PICKUPS

At various points, a pickup will appear. These grant temporary invincibility or extra lives. The player must move over the pickup to gain its benefits. If it is an invincibility pickup (shield), a border around the player's ship will start to flash.

Invincibility is only temporary and should not be relied upon. If a life pickup (heart) is flown over, the player gains an extra life (indicated in that player's score line).

ALIENS

One of the major aims in BEDLAM is to destroy the increaingly complex alien formations which constantly appear. All these formations have 'safe spots' where the players may sit and destroy all the aliens, but background objects may interfere by bouncing the players around, destroying them or firing at them.

Once an entire formation has been destroyed, the player that killed the last alien in the formation will gain a special bonus which varies from formation to formation, depending on the formation's difficulty. Also, temporary invincibility is granted to that player. Some of the formations that appear in later stages may only be destroyed by players co-operating in Dual Play mode.

After every fourth stage, an alien mothership will appear (possibly in conjunction with an alien formation) to harrass the players. The mothership will take a number of shots before being destroyed. A large bonus is awarded for destruction of the mothership and its accompanying formation (if present).

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