

Vectrex[™]
GRAPHIC COMPUTER SYSTEM

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BRIDLEWAY[™]

GCE[™]
A Milton Bradley Company

9872N-033

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90 Day Limited Warranty

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This warranty is void if the Video Game Cartridge has been damaged by accident, unreasonable use, neglect, misuse, abuse, improper service, modification, subject to commercial use or other causes not arising out of defects in workmanship or materials and is limited to electronic and mechanical parts contained in the cartridge.

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In the event that your Video Game Cartridge is replaced, the warranty on the replacement will be ninety (90) days from the date of its return to you.

Your home galaxy has been invaded by alien colonists hoping to claim all inhabited worlds as their own. Unacceptable!

You have been given the ultimate responsibility of protecting your galactic neighbors from the invaders. Blasting the aliens with the amazing anti-molecular cannon transports them thousands of light years away where they will cause no further bedlam. But beware, the invaders will be increasingly ruthless.

The future of the galaxy rests on your shoulders. Good luck!

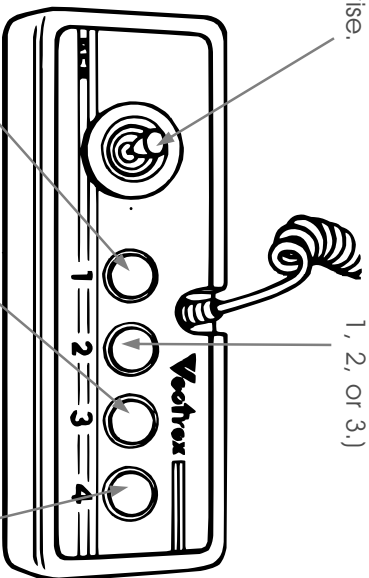


Bedlam Controls

Bedlam is played with the built-in control panel only. The functions of the controls are:

Rotates your cannon. Pushing to the right rotates clockwise. Pushing to the left rotates counter-clockwise.

Zap
Removes all aliens in a pattern. Only one zap per pattern. (Also used to select starting skill level — 1, 2, or 3.)



Number of players
Selects one or two player game. Also acts as FAST ROTATE during game play.

Fast Rotate
Increases speed of cannon rotation while pushing joystick.

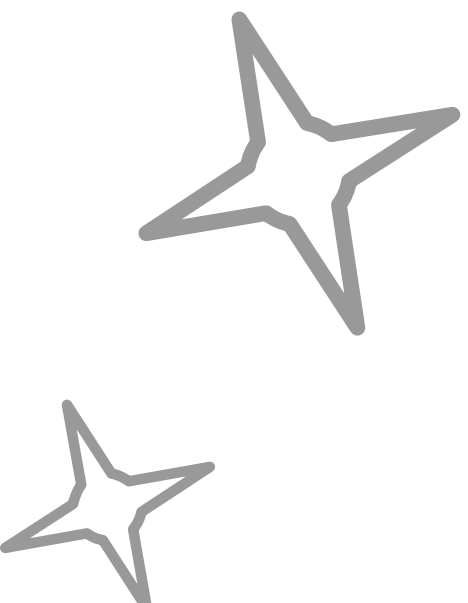
Fire
Activates the anti-molecular cannon.

Highscore Memory

As long as your machine is on, with the Bedlam cartridge in place, the high score is retained. Once the machine is turned off and the cartridge removed, the high score is lost. To check the high score, press the Reset Button on the console.

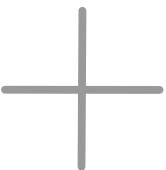
Restarting Game

To restart after a completed game with the same number of players, simply push Buttons 1, 2 or 3.



Droids

Deadly unmanned star ships that have been programmed by the aliens to seek out and destroy any force unfriendly to the colonists. The Destroyer Droids will circle your cannon waiting to destroy you at your most vulnerable moment.



Colonist Transports

These star ships hold the civilian colonists. Because of their powerful shields, they can never be directly blasted out of your galaxy, but you do gain points each time you score a direct hit. Direct hits force the Transports back to the farthest reaches of each sector, but they will return. These ships remain in each sector until all other ships are removed.



Scoring

Points are awarded for blasting aliens in the galactic sectors as follows:

Alien Type	Points
Escort Snips	75
Astral Defenders	100
Destroyer Droids	150
Colonist Transports	175

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How To Play

Player Selection

Bedlam can be played as either a one or two player game. When **PLAYER** appears on the screen, press

GAME
1

Button 1 once to switch to a two player game.

PLAYER will then be displayed on the screen.

GAME
2

When played as a two player game, use only the built-in control panel and simply take turns with the controls. You can return to a single player game by pressing Button 1 again before starting game play.

Skill Level Selection

You can begin the Bedlam game at any of three different skill levels. Level 1 is the least difficult; Level 3 is the most difficult. To select the skill level, push Button 2. This option allows you to skip past levels you have already mastered.

Starting Game Play

Once you have selected the number of players and the skill level, press Button 4 to enter the first galactic sector and begin game play.

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Game Play

As the game begins, you find yourself at the center of the first galactic sector. From the far corners of the sector, the alien colonists begin their attack moving directly toward your position. Rotate the direction of the cannon by using the Joystick. For faster rotation, press Button 3 and move the Joystick at the same time. As the aliens come within range, fire with Button 4. If it becomes impossible to maintain a controlled defense, you are allowed to ZAP all the aliens at once by pressing Button 2. However, you are only allowed to use the Zap one time in each sector.

After you have cleared a sector of alien invaders, you will be immediately transported to a different part of the galaxy. Each new sector will be more challenging, with increasingly aggressive aliens.

Cannons

You are provided with three anti-molecular cannons per game and unlimited ammunition. One extra cannon will be earned for every 10,000 points you score. Although you may earn a large number of extra cannons, the greatest number that will be displayed at the bottom of the screen will be eight, any number over eight will still be available for use.

Direct Hits

Your cannon will be destroyed whenever an alien is allowed to make direct contact. After a hit, you will

be returned to the same galactic sector where you must eliminate the remaining aliens before advancing to the next sector.

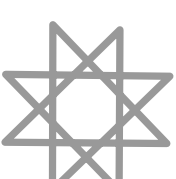
Galactic Sectors

The shape and challenge of each sector will change during the game. As you progress to more difficult levels in the game, sectors will rotate, shrink, and pulsate.

Alien Types and Characteristics

Escort Ships

These alien ships surround the colonists' space armada and will be present in each sector. Escort ships will approach your cannon directly without pausing.



Astral Defenders

Special star ships in the invaders' armada that direct the defense activities of the aliens. They will approach your cannon only when it's pointed in another direction and you are vulnerable to attack.

