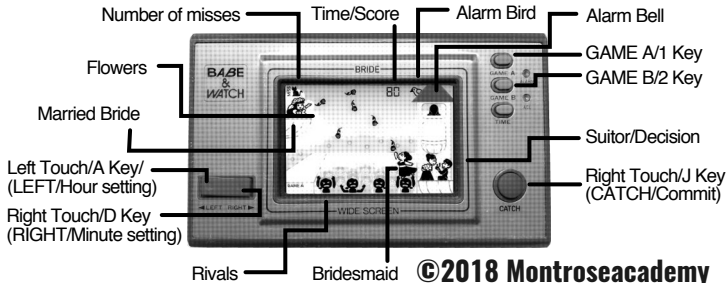


ELECTRONIC **BABE & WATCH**

Bride (BR-19) INSTRUCTION



©2018 Montroseacademy

GAME STORY


You are the brave Bridesmaid, eager to get married next! Catch the flowers to make a beautiful bouquet worthy of a blushing bride, but watch out for your rivals! They're grabby! Will you take the first suitor that comes along? Or will you wait for Mr. Right?

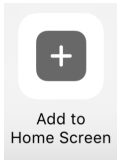


STARTING UP "BRIDE"

To start BRIDE, go to <http://montrose.is/gamea> in your browser. After the loading has finished, you will see quick instructions. On desktop, pressing any key will start the game. On mobile, touching the screen will start the game.

OFFLINE PLAY

On iOS, you can play BRIDE offline without any Internet connection. To install to your home screen, visit the web version just as you normally would. Click the  button at the bottom of the screen. Then scroll through the bottom options until you find "Add to Home Screen". Touch this option and then "Add" on the screen that follows. You will now have a BRIDE icon on your home screen that you can use to launch BRIDE anytime. You will need to launch BRIDE at least once from the home screen for it to be available offline.



PLAYING WITH MAME

To play BRIDE with MAME (<http://mamedev.org/>), download the needed art and data from <https://ssl.montrose.is/gamea/bride.zip> Unzip it to create a "bride" directory containing "roms" and "art" subdirectories. Depending on the application you use to unzip, you may instead get the desired "bride" directory inside another directory also named "bride".

- If this happens, be sure to move the inner directory or change the command line paths listed below appropriately.

To play, launch your copy of MAME using the "roms" subdirectory as the "rompath", the "art" subdirectory as the "artpath", and "gnw_dkjr" as the game to launch.

WINDOWS:

On Windows, this is done via the following command:

```
C:\PATH\TO\mame\mame64.exe -rompath C:\PATH\TO\bride\roms -  
artpath C:\PATH\TO\squeeze\art gnw_dkjr
```

Where the "C:\PATH\TO\" portions match your actual installation.

LINUX:

On Linux:

```
mame -rompath ~/path/to/squeeze/roms -artpath ~/path/to/bride/art  
gnw_dkjr
```

Where the "~/path/to/" portions match your actual installation.

- Please note that you may need to use the command line to launch MAME as the GUI will often reject custom ROMs and the command line version will still warn you that this is a custom ROM. This warning is safe to dismiss.

TIME SET

When BRIDE is loaded, the clock can be set using LEFT TOUCH/A key to set the hour and the RIGHT TOUCH/D key to set minutes.

- Please be attentive to AM/PM.

Setting the time isn't necessary as BRIDE can use the desktop or mobile device's clock to set the time. To do skip time set, just start GAME A or GAME B.

ALARM SET

BRIDE has a built in alarm. It is turned on and off with the 0 key on desktop and by touching the Bell or Bird on iOS. When the alarm is toggled in this manner, alarm set mode will be entered. The Bird being visible indicates that the alarm is armed. In the alarm set mode, the alarm can be set with LEFT for hours and RIGHT for minutes. When you are happy with the alarm time, press the 5 key on desktop or touch the Clock on iOS.

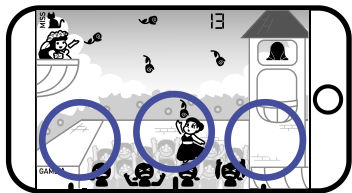


If the alarm trips when not in a game, an alarm will sound and an alarm symbol will flash. To mute the sound, touch the time on iOS or press the 5 key on the desktop. When playing a game, the alarm will not sound even if tripped. However, an alarm symbol will flash.



CONTROL TOUCH/BUTTON

iOS:

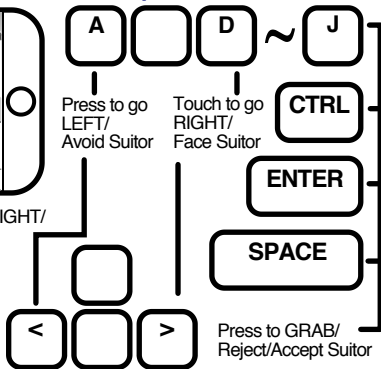


Touch to go LEFT/
Avoid Suitor

Touch to go RIGHT/
Face Suitor

Touch to GRAB/
Reject/Accept Suitor

Desktop:



STARTING OF GAME

BRIDE supports two modes: GAME A and GAME B. GAME A is the standard game. GAME B is a more fast paced challenge for skilled players.

On the desktop, GAME A is started with the 1 key and GAME B is started with the 2 key. On iOS, GAME A is started by touching GAME A on the screen and GAME B by touching GAME B.

GAME A

In BRIDE, you are the plucky Bridesmaid who wants to get married next. You must out maneuver your Rivals by walking on their heads for a better chance at grabbing the flowers from the Married Bride's bouquet.

When the game begins, you will start on the left side of the screen. The Married Bride will start tossing flowers. To jump out and begin catching flowers, just go RIGHT. You can move LEFT and RIGHT on the Rivals heads to catch flowers. Watch out for the grabby Rivals! When they

raise their arms, they are ready to grab you.
If they grab you, you will receive a MISS.

- Receive three MISSES, and it is Game Over.



If you catch enough flowers, a Suitor will appear. It is up to you whether you take him and his points, for better or worse, or tell him no and try for a better man. Facing LEFT and pressing CATCH will reject him, and facing RIGHT and pressing CATCH will accept him. The game is over when you accept him and you will receive a point tally.

GAME B

GAME B is similar to GAME A, except that Suitors will appear every so often instead of after so many flowers caught. It is a faster and more challenging game. Good Luck!

LEGAL

All original art is Copyright 2018 kittyhawk. All non-MAME software is copyright 2018 Trevor Jay. mono.wasm is based on a portion of the MAME project. To this file alone, the following copyright and conditions apply:

Copyright © 2015, hap
All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
- Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
- Neither the names MAME nor montrose nor the names of their contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL ANY COPYRIGHT HOLDER BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

PRINTED IN AUSTRALIA

 **Montrose.is/games**