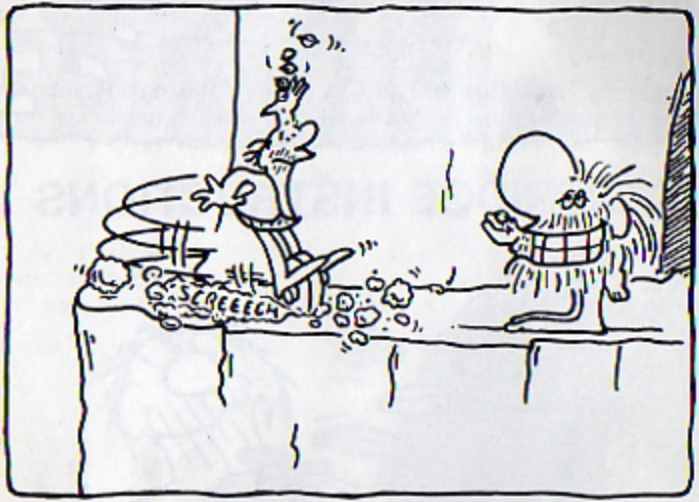
BC's Quest for Tires II: Grog's Revenge™

CARTRIDGE INSTRUCTIONS



HIDDEN MEANINGS...



Thor has completed his Quest for Tires. Now he must discover the Meaning Of Life, hidden away somewhere in a long maze of mountains.

The perilous roads around the mountains are covered with clams. Thor must gather 100 clams as he wheels his way along the roads, then use the clams to pay Peter, the toll-taker, and advance to the next mountain.

The only way to the toll booth is through dark, scary caves. There are lots of clams in the caves for Thor to collect, but there are also sharp stalagmites to watch out for! Keep Thor's headlight sweeping back and forth for maximum clams.

Out of the cave, watch out for the grouchy Grog, who "shellfishly" saves clams for himself. And free-wheeling Thor must also contend with rocks, potholes and wheel-eating Tiredactyls in his quest for clams and the Meaning Of Life!

GETTING READY TO PLAY

MAKE SURE THE COLECOVISION® OR ADAM™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

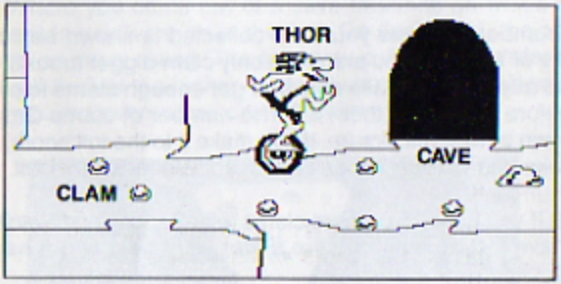
Setting up the game

Press the Reset Button. The Title Screen for Grog's Revenge will appear on your TV. Wait for the Player Option Screen to appear, then select the number of players by pressing the corresponding number on your Controller Keypad.

One-Player Game: Use the Port 1 Controller.

Two-Player Game: Player 1 uses the Port 1 Controller. Player 2 uses the Port 2 Controller. Player 1 goes first and each turn lasts until the player completes a level or loses all his tires.

HERE'S HOW TO PLAY



PLAYING SCREEN

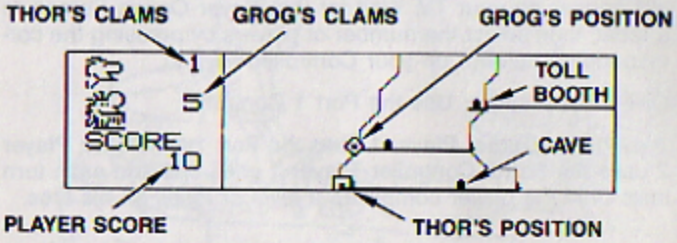


SCORE SCREEN PREVIEW SCREEN

The Game Screen has 3 sections—the play area, the scoring area, and the preview screen.

The Play Area

You are in control of Thor. Steer him along the path, but avoid driving into the wall, over the edge of the cliff, or into rocks and potholes. You can drive into caves or around corners. Try to pick up as many clams as you can—you'll need them to pay the toll at the toll booth.



The Scoring Area

The number of clams you have collected is shown beside the picture of Thor, but you aren't the only clam-digger around! Grog is also after clams. Make sure you get enough clams to pay the toll before Grog gets them all! The number of clams Grog has is shown beside his picture. If you make it to the toll booth, Peter will take away the number of clams needed for the toll.

NOTE: If you have 25 or more clams left after paying the toll, and you have lost at least one tire, Peter will "sell" you a new tire for 25 clams.

The Preview Screen

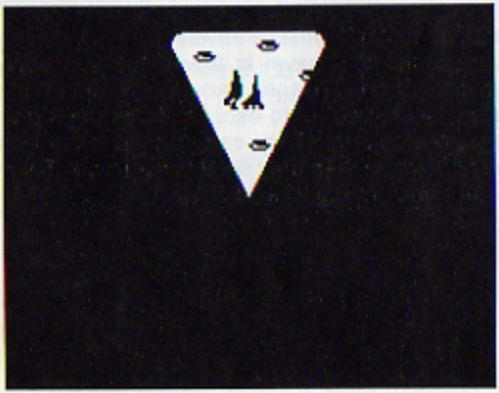
To get to the toll booth, you must know where Thor is and where you are sending him! The Preview Screen functions as a map. Thor's location is marked by a square, black cursor. When you go around a corner, you will see the other side of the mountain. Watch to see where the toll booth appears! Learn which paths are connected. Discover where caves can lead you, to find the best route to each toll booth.

Grog

Grog's location is also shown on the Preview Screen, marked by a diamond-shaped, blue cursor. Avoid Grog at all costs! If he should be on the screen on the same path as you, it's "game over!" The only **visual** warning you will get of Grog's approach is on the Preview Screen. Be careful that Grog's not just around the corner, or at the mouth of a cave you have just exited. If he is, wheel back into the cave, quickly! When Grog is about to come around a corner, you'll hear a "beep-beep." That's your signal to drive away—fast! When he is on the same path as you, he forgets about clams and hunts you down. Listen for the sound of his approach. When there are no clams left for Grog to gather, he will jump paths!

Caves

In the caves, Thor turns on his headlight. He must collect clams and avoid running into stalagmites. Some caves have forked paths. Where you come out of a cave depends on which side of the screen you were on at the exit. On each level, the caves have only so many clams. The more you collect, the harder they are to find! And, at the higher levels, there are more stalagmites, which requires even more careful steering!



Tiredactyls

Tiredactyls are funny foes—they're prehistoric beasties that eat tires as their tread and butter. They curl themselves up into little, green balls and may decide to pursue you as you drive by. Tiredactyls are afraid of the dark and of hairpin turns, so you can always shake one off your tail by going into caves or around a corner. If you just go plowing through, you will have a hard time not feeding the little critter! Tiredactyls will not pursue you, but will sit on the path and wait for you to go by again.



If you meet up with a Tiredactyl traveling toward you in the same lane, turn around and travel in the opposite direction, or go around him by changing lanes and going faster. If he's in a different lane, just speed up to escape. At the higher levels, the Tiredactyls are smarter! They can change lanes and change direction more often than they do at lower levels. Thor will have to do some fancy riding to avoid them!

TIPS

- Try to choose paths where Grog is gathering clams and pick up a few clams while you can. Grog is greedy and leaves none to chance!
- Leave a few clams lying around. If a path has no clams at all, Grog moves faster.
- When Grog is on the same path as you, he forgets about clams and goes for you! Try to lead him astray. If necessary, go off a cliff! If you have more tires, the game continues, but once Grog gets you, you're gone!
- Grog is afraid of dead ends, so use them as hiding places.
- Study the caves on all sides of the mountains, and remember where you've been!

CLUES

Level A: Warp up by going into the first cave of the path that you start on, and press '22' to warp up to level two.

Level B: Every cave goes one way. If B is 2 and C is 3, how do U warp from B two 3.

Level C: Dead end paths, Dead end caves...4 Fortune warp to D.

Level D: Some caves go 2 ways. Go around the corner, through the cave, back in, stay left, back in again and press two keys four level five.

Level E: Drive down the path, around the corner, into the cave, into the cave and try to get to level 6 'too'.

Level F: Down the path, around the corner, into the cave, around the corner, into the cave, press two keys for the Meaning Of Life. It might be easier to pay the toll!

SCORING

	POINTS	CLAMS
Grey Clams	10	1
White Clams	50	5
Cave Clams	10	1
Cave Clams (while going fast)	20	2
Warping up a level	1000	

USING YOUR CONTROLS

1. **Control Stick:** Move the Control Stick up, down, left or right to make Thor move in the direction that you choose.
2. **Side Buttons:** Pressing the Left Side Button will move you quickly through the pre-game screens. During game play, press the Left Side Button to make Thor move at a faster speed. The Right Side Button is not used during this game.
3. **Keypad:** Press Keypad Buttons 1 or 2 to select a game on the Game Option Screen.

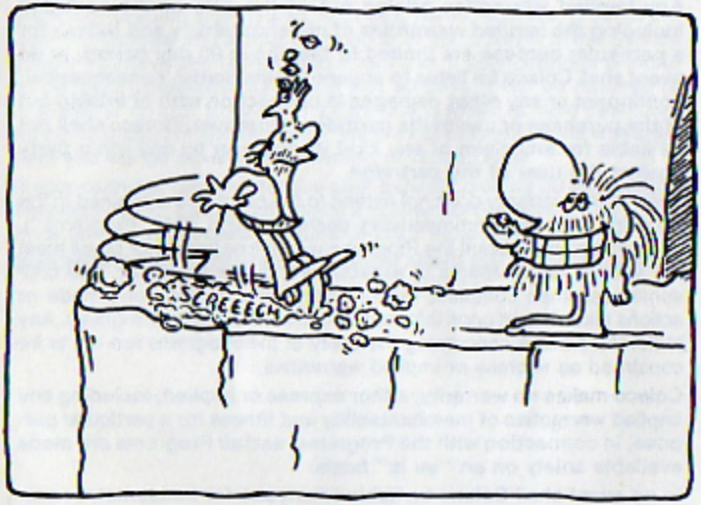
   On each level of the game, there is a special cave. If you press the correct sequence of buttons while in the cave, you will warp up one level. (See **Clues,** page 7, for clues on warping to other levels.)

Cartridge Reset

The Cartridge Reset Button on the console stops the game and returns you to the Title Screen. It can be used to start a new game at any time or in the event of game malfunction.

THE FUN OF DISCOVERY

This instruction guide provides the basic information you'll need to start playing B.C.'s QUEST II: GROG'S REVENGE, but it is only the beginning! You'll find that this cartridge contains special features that make this game exciting every time you play. Experiment with different techniques—and enjoy the game!



90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that the physical components of this cartridge will be free of defects in the material and workmanship for 90 days from the date of purchase under normal in-house use.

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SERVICE POLICY

Please read your Owner's Manual carefully before using your cartridge. If your cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Operating Tips Manual. If you cannot correct the malfunction **after** consulting this manual, please call Customer Service on Coleco's **toll-free service hotline: 1-800-842-1225 nationwide.**

If Customer Service advises you to return your cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase and a brief description of the problem to the Service Center you have been directed to return it to. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: **1-800-842-1225 nationwide.**

IMPORTANT: SAVE YOUR RECEIPTS SHOWING DATE OF PURCHASE.

COLECO
ELECTRONICS

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Guide No. 300309

Printed in U.S.A.
No. 2620