

BUT IT GROG'S REVENGE™



Thor has completed his Quest For Tires. Now he must discover the Meaning of Life.

But it won't be easy. The Meaning of Life is hidden away; somewhere in a long maze of mountains.

Each mountain is covered with clams. And Thor needs to gather 100 clams in order to pay the toll and advance to the next mountain.

The only way to Peter and the toll bridge is through the "real scary caves". There are lots of caves in the caves but watch out for stalagmites. Keep Thor's headlight sweeping back and forth for maximum clams.

Out of the cave, watch out for Grog, who saves clams from Thor.

Thor also has to contend with rocks, potholes, and Tiredactyls (they'll eat his wheel) in the Quest for clams and the Meaning of Life.

GETTING READY TO PLAY

To play one-player GROG, use the controller plugged into Port 1 (the rear jack). To play two-player GROG, use both controllers.

You can page through the title and credit screens and the Hero List by pressing the left fire button on the controller. The title screen will appear on the screen again as the game is loaded. When the game is fully loaded, the game option screen will be displayed and you can start to play.

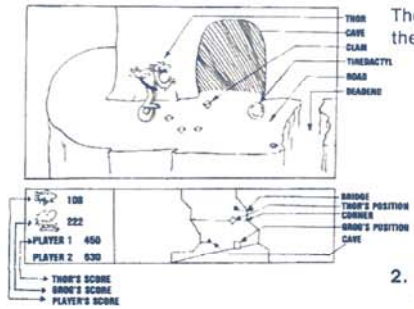
USING YOUR CONTROLLERS

NOTE: For a one-player game, use the controller plugged into Port 1. For a two-player game, Player 1 uses the controller plugged into Port 1; Player 2 uses the controller plugged into Port 2.

- Keypad:** The Keypad Buttons 1 and 2 allow you to select a 1 or 2 player game on the Game Option screen. The keypad buttons 1, 2 and 3 allow you to select the level of difficulty for each player. In each level there is a special cave. If you press the correct sequence of buttons while in the cave, you will warp up one level. For example to automatically warp to level 2, go into the first cave you come to and press '22' and you will immediately go to level 2. (See "Tips" for hints on warping to other levels.)
- Control Stick:** Move the Control Stick in any of its eight directions to move Thor. Thor moves in the direction you point your Control Stick.
- Side Buttons:** The Left Side Button will take you quickly through the blue information screens. During the game Thor will move at a faster speed when the Left Side Button is pressed. The Right Side Button is unused.

HERE'S HOW TO PLAY

NOTE: If you are playing a two-player game, players take turns. Player 1 begins, and each turn lasts until the player completes a level or loses all his tires.



The screen has 3 sections - the play area, the scoring area and the preview screen.

1. The Play Area:

You are in control of Thor. Steer him along path. 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 will need them to pay your toll at the toll bridge.

2. The Scoring Area:

The number of clams you have collected is shown beside the picture of Thor. But you are not 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 past a toll bridge, Peter will take away the number of clams needed for the toll.

NOTE: If you have 25 clams extra AND have lost at least one tire, Peter will sell you a new tire for 25 clams.

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	

3. Preview Screen:

To get to the toll bridge you must know where Thor is and where you are sending him. The Preview Screen acts like a map. Where you are is marked by a square black cursor. When you go around a corner you will see the other side of the hill. WATCH WHERE THE TOLL BRIDGE APPEARS. Learn which paths are connected. Discover where caves can lead you. Find the best route to each toll bridge.

4. Grog:

Grog is also shown on the preview screen as a blue diamond cursor. AVOID GROG at all costs. If he should be on the same screen as you, it's "game over". The only visual warning you will get is on the Preview Screen. Be careful that Grog's not just around the corner, or at the mouth of the cave which you are about to exit. Learn his ways. When Grog is about to come around a corner he will give a "beep-beep". 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. Drive away...FASTER! When there are no clams left, Grog will jump paths.



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.
- Grog is afraid of dead ends, so use them as hiding places.
- Study the caves on all sides of the mountains. Remember where you've been.

TRAVEL NOTES

Mountain One: The Easy Mountain

The secret warp cave is always the first cave to your right on Thor's starting path.

- To warp from Level A - hit number 2 key twice
- To warp from Level B - hit number 3 key twice
- To warp from Level C - hit number 4 key twice
- To warp from Level D - Figure it out!

Mountain Two: Six levels in this mountain

- Level A - Every cave goes one way. To warp to Level B, hit number 2 key twice.
- Level B - Enter the first cave on Thor's starting path. To warp to Level C press number 2 key, then number 3 key.
- Level C - Deadend Paths, Deadend Caves. Hit number 4 key twice to get to Level D.
- Level D - Some caves go two ways. Go around the corner, through the cave, out of the cave, back in, stay left, back in again and press two keys, number 4 and number 5.
- Level E - Drive down the path, around the corner, into the cave. Out and back into that cave and get to level F by pressing keys 6 and 2.
- Level F - Good Luck!



5. Caves:

In caves Thor turns on his headlight. Collect clams and avoid stalagmites. Some caves have forked paths. Where you come out depends on which side of the screen you were on at the end of the tunnel. In each level the caves have only so many clams. The more you collect in caves the harder they are to find.

6. Tiredactyls:

Tiredactyls are another fun foe... prehistoric beasts 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 hair-pin turns, so you can always shake one 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. If you manage to avoid one, he will not pursue you, but will sit on the path and wait for you to go by again. Learn where they sit on each level.

If you meet up with a Tiredactyl travelling 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 you are not in the same lane as he is, to escape him, just speed up. The Tiredactyl may change lanes, or turn around and pursue sometimes.

At the higher levels, the Tiredactyls are smarter. They can change lanes and direction more often than they do at lower levels. Thor will have to do some fancy riding to avoid them. If you meet one on a corner, your best position is to be as high up on the LOWER lane as possible. This will put the Tiredactyl in the LOWER lane. Then drive towards the Tiredactyl and, at the last moment, speed up and go up and around him. Continue on quickly until you have lost him.



BEST of B.C.

Loading Instructions:

Turn on computer.
Press the **RESET** switch on the **ADAM** unit after the game tape is inserted. The title screens will then be displayed. Using the Keypad Buttons, choose

- 1) Quest For Tires
- 2) Grog's Revenge

Mountain 3: The true Meaning of Life - Four Levels

(This one will leave you pie-eyed!)

- Level A - "The Flying Buttress"
- Level B - "Cave of Caves"
- Level C - "Double Vision" or "One bad turn deserves another."
- Level D - "Utter Madness"

END OF GAME

When you finish playing the game, i.e., you have lost all your lives or you have reached the Meaning of Life, and you have a new high score, you will be asked to enter your name using the **ADAM** keyboard (use up to eleven characters). The backspace key can be used to erase if you make a mistake. Hit the return key after entering your name and your score will be added to the Hero List.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing GROG, but it is only the beginning! You will find that this data pack is full of special features that make GROG exciting every time you play. Experiment with different techniques--and enjoy the game!

Special Thanks to:

Design:	S. Armstrong M. Bate J. Barter
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Box Art:	D. Hoecke
Admin:	A. Zilliacus
Documentation:	J. Couch





QUEST FOR TIRES by Sydney
COLECO / ADAM VERSION

"Help! Help!"

It's Cute Chick, and she's in trouble. The dinosaur is holding her captive. If Thor doesn't get to her in time, the dinosaur may even eat her!

Yes, it's your favorite caveman, Thor, straight from the comic strip **B.C.**! Help Thor over the many obstacles to save Cute Chick from the dinosaur.

There's danger everywhere, but it's worth the risk in the cause of true love.

LOADING INSTRUCTIONS:

After the banner (title) page appears on the screen, your game options will appear:

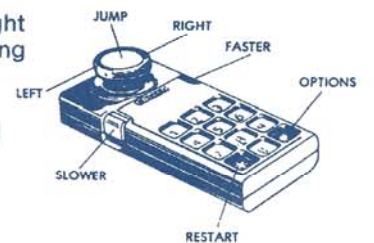
- PRESS «1 - 4» Levels for one player**
- PRESS «5 - 8» Levels for two players**

CONTROLS

Push up on the stick to jump, push down to duck.

Move Thor to the left or right side of the screen by pushing left or right on the stick.

Use side buttons to control Thor's speed.



CONTROL KEYS

After Game:

To restart same game **PRESS « * »**

To change game options, **PRESS « # »**



HOW TO PLAY QUEST FOR TIRES

Can Thor save Cute Chick from the hungry dinosaur? Only you can help.

At first he only has to jump rocks and holes. Then he must jump and duck, almost simultaneously, to avoid the logs and low hanging tree limbs in the Petrified Forest.

The only way Thor can get across the river is to hop on the turtles' backs. These turtles sometimes get tired and submerge at the wrong moment, much to Thor's dismay! To add to Thor's difficulties, his arch-enemy, Fat Broad, is waiting on the other side to ambush him.

If Thor's timing is good, the Dooky Bird will help him over the lava pit. If he jumps the pit just when Dooky Bird is overhead, the prehistoric bird will pick him up and carry him across!

Thor must build up plenty of speed during his downhill run before the pond. Timing is crucial, too. If Thor's balance is off or he is too slow he will fall into the pond.

Once over the pond, Thor faces his most difficult challenge: the volcanic eruption. In addition to the obstacles on the ground, he is showered with boulders from the sky.

Once again Thor must cross the river on the turtles' backs. Then, at last, he must face the dinosaur!

If Thor can get past the dinosaur and into the cave, he has only a short way to go to rescue Cute Chick. On his way, Thor must duck under stalactites and jump over stalagmites to avoid crashing.

If Thor does crash, don't worry: he has five wheels. But True Love is calling him, so use all your agility and cunning to help him rescue Cute Chick!

SCORING

	Points
Rocks	10
Potholes	10
Logs	10
Branches	10
Falling Rocks	15
Rolling Rocks	15

Each one of the obstacles on the left is worth more points when cleared at higher speeds:

- 30 - 40 MPH = Points X 2
- 50 - 60 MPH = Points X 4
- 70 - 80 MPH = Points X 8

Bonus Tires are awarded every:

- 2000 points (levels 1 & 5)
- 3000 points (levels 2 & 6)
- 4000 points (levels 3 & 7)
- 5000 points (levels 4 & 8)

Lava Pit	200
Pond	100
River	200*

*If the river is crossed in five seconds or less, then 200 points are awarded. For every additional second taken to cross, 20 points are subtracted from 200 (example: 7 seconds = 160 points).

END OF GAME/HERO BOARD

When you finish playing the game, i.e. you have lost all your tires, and you have a new high score, you will be asked to enter your name using the ADAM keyboard (use up to 11 characters). The backspace can be used to erase if you make a mistake. Hit the return key after entering your name and your score will be added to the Hero List.

WARRANTY

This product is warranted to the original purchaser for a period of 30 days from the date of purchase against defects in material or workmanship. Liability limited to replacement of defective data packs. No other warranty implied or expressed.

If the data pack fails within 30 days of purchase, send it along with \$2.50 for postage and a dated copy of your store receipt to: Star-Byte, Inc., Industry Lane, Norristown, PA 19403. Any implied warranties applicable to this product are limited to 30 days described above. In no event will Sydney be liable for any special, incidental, or consequential damage resulting from possession, use or malfunction of this data pack.

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