

BACK IT GROGS REVENGE™



B.C. II: GROG'S REVENGE

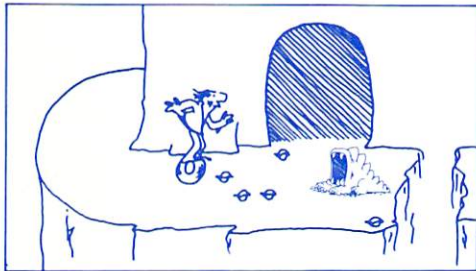
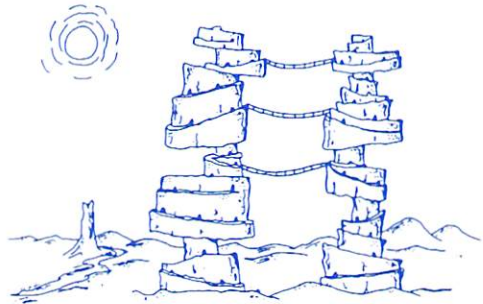
OBJECT OF THE GAME


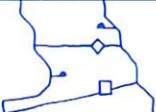

Thor, the first man, is back in an all-new adventure! Experience the danger as you explore rocky mountain paths connected by dark, treacherous caves.

Each mountain is covered with clams. Gather 100 clams to pay the toll keeper and advance to the next mountain.

HOW TO PLAY

Once you're able to stay on the narrow mountain paths and dodge stalagmites in the caves, explore the mountain. Pick up clams by running over them. But watch out for the wheel-munching Tiredactyls! You can outmaneuver them if you learn where they hide out.



 108	
 222	
SCORE 490	

On the overview of the mountain you can see where Thor is (marked by the square). If Grog is on Thor's side of the mountain you'll see him also (represented by the diamond). Keep track of Grog. He, too, winds around the mountain scooping up clams -- protecting them from Thor. When you hear his "beep-beep," look out . . . he's turning the corner. If Grog gets on the same path as Thor, he'll forget about saving clams and hunt Thor instead -- and woe to Thor if he ever catches up!

STRATEGY

Use the overview of the mountain at the bottom of the screen to explore. When you go around a corner you will see the other side of the hill. Learn which paths are connected. Discover where each cave leads you. Find the best route to each toll bridge.

Inside the caves you'll be guided by Thor's headlight. Watch out for stalagmites, and keep an eye out for clams on the run -- they're worth double. Some caves have forked paths. Where you come out depends on which side of the cave you are on when you exit.



Tiredactyls are prehistoric beasts that look on tires as their tread and butter. They lie in wait as you explore the mountain paths. If you learn where they hide out, you may be able to outmaneuver them. And remember that Tiredactyls are afraid of the dark and hairpin curves.

HINTS FOR OUTWITTING GROG

Keep track of Grog's whereabouts. To stay well ahead of him, leave a few clams lying around. Clam-digging slows Grog's progress, so you can gather your own clams undisturbed. When you hear Grog coming, ride away FAST. If he catches up with you, it's GAME OVER!



Grog is afraid of dead ends and caves, so find out where they are and use them as hiding places. After you've been playing awhile, you'll be more of a match for Grog -- search him out and lead him astray. Have your route planned out in advance so you can double back through a cave and harvest all those clams!

CLUES FOR WARPING UP A LEVEL

MOUNTAIN ONE

Try a key twice in the first cave you see.
If two two B and three three C, then guess D and E.

MOUNTAIN TWO

Once again, back into that cave,
Two too quickly, a level you'll save.

Next look closely to find the key,
To warp on up from B to three.

Watch out for Grog, who's lurking on C.
And for your fourtune, cruise up to D.

Go round, then through, back in to stay alive,
Fork left, back again, then for E press five.

Grog has vowed that on E he'll fix you.
Try a cave to avoid him, then again, then six too.

The virtues of warping Thor extols,
But you may find it easier to pay the tolls.

MOUNTAIN THREE

Past the green monster, center cave right,
Round and in, then three won, to win the fight.

Right and turn, then comes the fun:
First cave left, right cave right, bottom in for one.

Turn five times, down the path, turn and you'll be fine.
Now drive left, in the cave, then a fiver nine.

Go center cave, back three times drive.
Leave left, then in, and into five.

COMMODORE 64 VERSION

by Sydney

LOADING INSTRUCTIONS

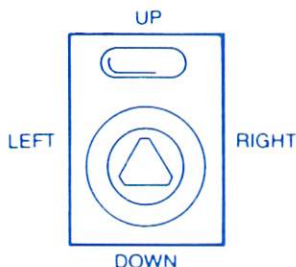
1. Make sure your computer is off. Remove all cartridges.
2. (Important!) Plug the joystick into Port #2 before turning on the computer.
3. Turn on power to the disk drive.
4. Turn on the power to the computer and monitor.
5. When the drive stops, insert your Grog's Revenge disk, label side up, into the drive, and close the drive door.
6. When the "Ready" prompt appears, type ◀LOAD"SIERRA",8,1▶ and press RETURN.
7. After the title and credit screens, your player options will appear. Press the key indicated to choose one or two players, and to start on mountain one (for beginners), mountain two (after you've played awhile) or mountain three (only for very skilled cave dwellers). Push the joystick button to begin play.

CONTROLS

Move the joystick up, down, left, right, or diagonally to move Thor.

Hold the joystick button down to make Thor go faster.

- ◀F1▶ restarts game (same options).
- ◀F3▶ restarts game (choose new options).
- ◀F7▶ pauses game.



SCORING

Your store of clams (and Grog's too) is shown at the bottom of the screen, along with your score. If you arrive at the toll bridge with at least 100 clams, the toll keeper will charge you a toll and advance you to the next level. If you have extra clams and you've lost a wheel, the toll keeper will sell you a new one for 25 clams.

For each cliff clam you pick up, you score 10 points. Stationary cave clams are worth the same, unless you're speeding (then they're worth double). Running cave clams are worth twice as much as stationary clams (20 points at normal cruise and 40 points if you're speeding).

Find the toll bridge where you'll pay the clams to go to the next mountain. OR, decipher the clues to warp up a level (1,000 point bonus).

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