

**B.C.'S QUEST FOR TIRES**  
**REFERENCE CARD**  
Commodore 64/128 Versions

**LOADING INSTRUCTIONS**

1. When the screen says "Ready," type ◀LOAD"QFT",8,1▶, press ◀RETURN▶.
2. Joystick works only in port #2.
3. When the banner (title) page appears, press ◀F1▶ to start.

**CONTROLS**

Move joystick left, right, down to duck, up to jump to move Thor. With button pressed, move stick left or right to change Thor's speed.

**CONTROL KEYS**

- ◀F1▶ To start/restart game\* (joystick button will also start/restart)
- ◀F3▶ To select game level\*
- ◀F5▶ To choose number of players\*
- ◀F7▶ To pause game

\*These work at beginning or end of game

**SCORING**

|                     | Points |
|---------------------|--------|
| Rocks .....         | 10     |
| Potholes .....      | 10     |
| Logs .....          | 10     |
| Branches .....      | 10     |
| Fallen Rocks .....  | 15     |
| Rolling Rocks ..... | 15     |

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

|                |     |
|----------------|-----|
| Lava Pit ..... | 200 |
| Cliff .....    | 100 |
| Rivers .....   | 200 |

One Bonus Tire is awarded after the completion of every level.