

B.C. II: GROG'S REVENGE
REFERENCE CARD
Commodore 64/128 Versions

GROG'S REVENGE

OBJECT OF THE GAME

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

STRATEGY

Thor is represented by the square, Grog by the diamond. Use the overview of the mountain at the bottom of the screen to explore. Learn which paths are connected. Discover where each cave leads you. Find the best route to each toll bridge.

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 fortune, 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.

SCORING

100 clams to cross toll bridge.
25 clams for new tire.
Clam 10 pts. More points when picked up at higher speeds.

LOADING INSTRUCTIONS

1. (Important!) Plug the joystick into Port #2 before turning on the computer.
2. When the "Ready" prompt appears, type ◀LOAD"SIERRA",8,1▶ and press RETURN.

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