



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 in his lane as near to the middle of the path 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.

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. But if he traps you he will not leave his side of the mountain.
- 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 of Challenge

Level A—Enter the first cave on Thor's starting path. To warp to Level B, hit number 2 key twice.

Level B—Every cave goes one way. To warp to Level C press number key 2, then number key 3.

Level C—Deadend Paths, Deadend Caves. Hit number key 4 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!

Mountain Three—The True Meaning of Life

(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

Whenever you have finished playing the game, (you have lost all your tires or reached the Meaning of Life) your score will be checked against the High Score List. If you have a new high score, you will be asked to enter your name using the keyboard. You may use any letters or numbers. If you make a mistake, use the DEL key.

When you have finished, press RETURN. If the High Scores List has never been read from the disk, high scoring names are not asked for.

BACK II GROGS REVENGE™

Special thanks to:

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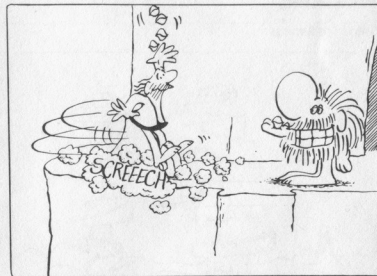
Documentation: J. Couch



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HOW TO LOAD THE PROGRAM

DISK:

Remove all cartridges. Plug a joystick into Port #2. You use only one joystick, regardless of how many are playing. Turn on your disk drive and computer. Insert the GROG'S REVENGE disk into the drive, with the label facing up, the slotted section pointed toward the back of the drive.

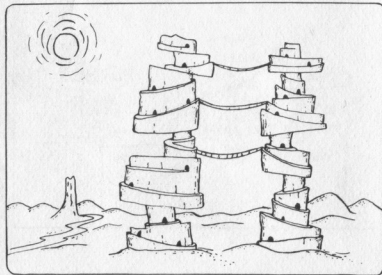
Type: LOAD, "", 8 and press RETURN. When READY prompt appears, type: RUN and press RETURN.

CASSETTE:

Press SHIFT and RUN/STOP key simultaneously. Press PLAY on cassette unit and program will load and run automatically.

THE GAME

B.C. II: 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 tolls and advance through each mountain.

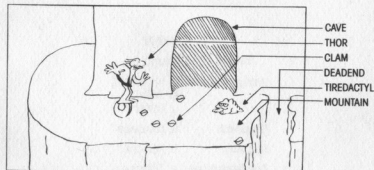
The only way to Peter and the toll bridge is through the "real scary caves". There are lots of clams in the caves but watch out for stalagmites. Keep Thor's headlight sweeping back and forth for maximum clams.

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

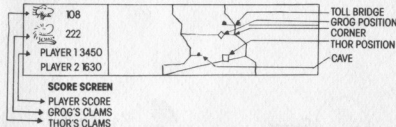
Thor also has to contend with rocks, potholes, and Tiredactyls (they'll eat his wheel) in his Quest for Clams and the Meaning of Life.

HOW TO PLAY

PLAYING SCREEN



PREVIEW SCREEN



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.

Getting Started

Use the function keys to select the number of players when you are asked.

FOR 1 PLAYER —F1
FOR 2 PLAYERS—F3

Game Variations: You can reach the Meaning of Life by playing the game on any one of three mountains. Use the function keys to select one.

F1—Mountain 1—the easy mountain
F2—Mountain 2—more difficult
F5—Mountain 3—super-challenge

Within each mountain, there are levels. To find out how to warp to different levels, see TRAVEL NOTES.

USING YOUR CONTROLLERS

Joystick: Move the joystick in any of its eight directions to move Thor. Thor moves in the direction you point your joystick.

Keyboard: In each level there is a special cave. If you type the correct sequence of number keys (NOT Function keys) while in the cave, you will warp up one level (within that mountain). Read the "TRAVEL NOTES" section for more details.

Fire Button: Thor will move at a faster speed when the Fire button is pressed.

The screen has 3 sections—the play area, the scoring area and the preview screen. Grog is shown as a diamond and Thor as a square on 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. If you choose to warp up, you will lose your clams.

	POINTS	CLAMS
BLUE PATH CLAMS	10	1
RESTING CAVE CLAMS	10	1
WALKING CAVE CLAMS	20	2
CAVE CLAMS while going fast	double	double
WARPING up a level	1000	
EACH TIRE LEFT at meaning of Life	1000	

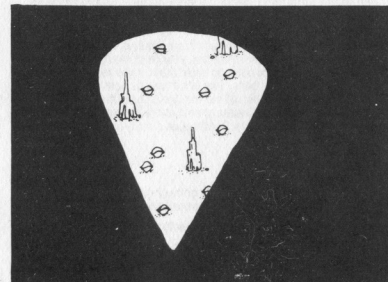
3. Preview Screen:

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 hunt Thor. While hunting for clams or Thor, if Grog can't get to what he's hunting along a path then he will jump to another path. He always jumps from the middle of his path, and only if he is showing on the preview screen.

Grog doesn't move while Thor is in a cave.



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 may decide to pursue you as you drive by. Tiredactyls are afraid of the dark and of half-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 outrun one, he will not pursue you, but will sit