

-BC's Quest for Tires II: Grog's Revenge
-V1.01 (6/02/07)
-By KIRBIX

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I. VERSION HISTORY

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#####
V1.0 (05/06)- First version
V1.01(06/07)- Housekeeping

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II. INTRO

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The ever-popular comic strip "BC" has been around for years. Back in the days of the ColecoVision, they created a game based around BC's main character. What
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was he doing, you ask? Simple- he was on a quest for tires. This was shown by having him ride along indefinitely, dodging obstacles as he trundled along.

The game was awesome and ripe for a sequel. This time, the game is more complex, but basically the same; you still get to ride along on a tire, but now you can roll forward and backward as well as moving side to side. Your goal? Clam collection- you're trying to collect more clams than Grog, who is seeking his revenge against you by collecting clams of his own.

Simple story, straightforward gameplay. I hope you enjoy!

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III. CONTROLS

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ColecoPad Stick - When on the mountainside, move it to send your character in the corresponding direction. When inside the caves, you can
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only move left and right.

ColecoPad Btn1 - Confirm button through the menu; useless thereafter.

ColecoPad Key '1'- Chooses to play with 1 player in the menu; no use afterwards.

ColecoPad Key '2'- Chooses to play with 2 players in the menu, no use after.

Colecopad Keys 3-* are not used at all during the game, nor are left, right, or Btn2.

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IV. HOW TO PLAY

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You start out on the mountainside, and you maneuver around the mountain. You can also maneuver into a cave. Doing so changes the viewpoint to first-person, and you have a flashlight view and you have to try and collect clams while dodging the rocks on the ground.

If you run your character into the wall or run off the cliff, you lose a tire.

Hitting rocks while on the cliffside or in the cave destroys one, too. You've got 4 tires at the start, so use 'em wisely. Every time you lose a tire, you have to start at the beginning again, and since this is a game of collection, it can seriously hinder your ability to maintain a lead.

A lead in what, you may ask. As I've hinted at, you're collecting clams. There are two types of clams on the ground- gray and white. Gray clams are worth 1 point, and white clams are worth 5. Your goal is to collect enough clams to cross the bridge at the top. Doing so will grant you access to the next level. Grog is collecting clams the same as you, so you have to be quick or he'll take them all before you can get to them.

As the levels progress, more obstacles get in your way. For example, in level 2, green worms will appear and eat your tire if you don't dodge them. It gets progressively more difficult through each level with more and more obstacles to contend with each time.

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V. FAQ

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Q. I don't understand the map- it's a piece of junk. What are the symbols?

A. The mountainside is the yellow, the paths are brown. The brown "bumps" on the mountainside are the cave entrances. Your spot is marked by a black dot surrounded by a black square while Grog is marked by a blue dot surrounded by a blue circle.

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Q. What happens when Grog and I run into each other?

A. This one's pretty much explained when it happens in the game- Grog spots you, roars at you, and you lose automatically, regardless of how many lives you have left. He's faster than you, so if you see his icon coming toward you on the map, go into the nearest cave, pronto. If you exit a cave near him, you WILL die. Not really fair, since you can't predict when he'll be next to the cave, but that's the joys of an older game.

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Q. If your goal is to get to the end of the map with enough clams, then why does Grog have a score?

A. I don't know at this point; my guess is so that the people who have played the level MANY times over know where Grog is on the map. The game does not randomize very well- Grog's path and the placement of obstacles and clams is completely fixed so that if you know the level well enough, his score can tune you in to when you need to go through the cave.



VI. Contact Me

Got a question? Got some comments? Maybe some suggestions on how to improve the FAQ? If so, you can contact me via Email at kirbix@gmail.com. I check it fairly often, and I'm always open to comments, questions and suggestions.



VII. CREDITS

CjayC, GameFAQs- My gaming site of choice for many years.