

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

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I. VERSION HISTORY

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V1.0 (06/06)- First version
V1.01 (6/07)- 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 was he doing, you ask? Simple- he was on a quest for tires.
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...Yeah, I dont' really get it, either. BC was never about finding tires...
But hey, whatever. In order to get tires, BC has to travel across the land, dodging all obstacles in his way. Rocks, Trees, Dinosaurs, even what appears to be your wife. You risk it all for your tires.

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III. CONTROLS

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ColecoPad Stick - Up makes you jump, Down makes you duck. Pressing left and right moves BC forward and backwards.
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ColecoPad Btn1 - Slows BC's unicycle down.

ColecoPad Btn2 - Speeds BC's unicycle up.

ColecoPad Key '1'- Set skill level to 1/ 1 player

ColecoPad Key '2'- Set skill level to 2/ 1 player

ColecoPad Key '3'- Set skill level to 3/ 1 player

ColecoPad Key '4'- Set skill level to 4/ 1 player

ColecoPad Key '5'- Set skill level to 1/ 2 player

ColecoPad Key '6'- Set skill level to 2/ 2 player

ColecoPad Key '7'- Set skill level to 3/ 2 player

ColecoPad Key '8'- Set skill level to 4/ 2 player



IV. HOW TO PLAY

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After you've picked your difficulty, you begin. It's sidescrolling, and your job is to get from point A to point B. In the process, you dodge obstacles. Your speed is displayed at the bottom, starting at 10. You can increase and decrease the speed as much as you want to. The advantage to a slow speed is that

you're less inclined to hit an obstacle and lose a life. The disadvantages are that you get less points per obstacle, and it is godawfully slow.

Every obstacle you dodge is worth a given number of points based on your speed.

If you're going 10-29, you'll get 10 points. 30-49 gives 20 points. 50-69 gives

40, and so on. Every twenty doubles your point value. Just don't sacrifice your life to get more points!

There are special obstacles now and then- special jumps. Completing each of those will also earn you 200 points.

The obstacles are incredibly varied- first you dodge stationary objects, and then you move on to objects that are moving that you dodge by moving forward or

backward, and then others that you have to move forward AND jump/duck. There are far too many to list.

Difficulties add little variation. With each new difficulty, more obstacles are

added. There's no extra points given for being at a higher difficulty beyond the

fact that there are more obstacles in each level, therefore more to dodge, and therefore being worth more points overall.

Two player game takes turns. It's a challenge to get the best score.



V. FAQ

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Q. So it's just a speed up/slow down game?

A. Not exactly. You can move forward and backward, too. While that's completely unnecessary in the early levels, later on it becomes a necessity to avoid some of the hazards.

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Q. So where do the tires come in?

A. Finish the game and find out! You're not collecting any tires during your runs of the levels, so you'll just have to finish it to figure out why it's the quest for tires.



#### VI. Contact Me

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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](mailto:kirbix@gmail.com). I check it fairly often, and I'm always open to comments, questions and suggestions.



#### VII. CREDITS

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

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