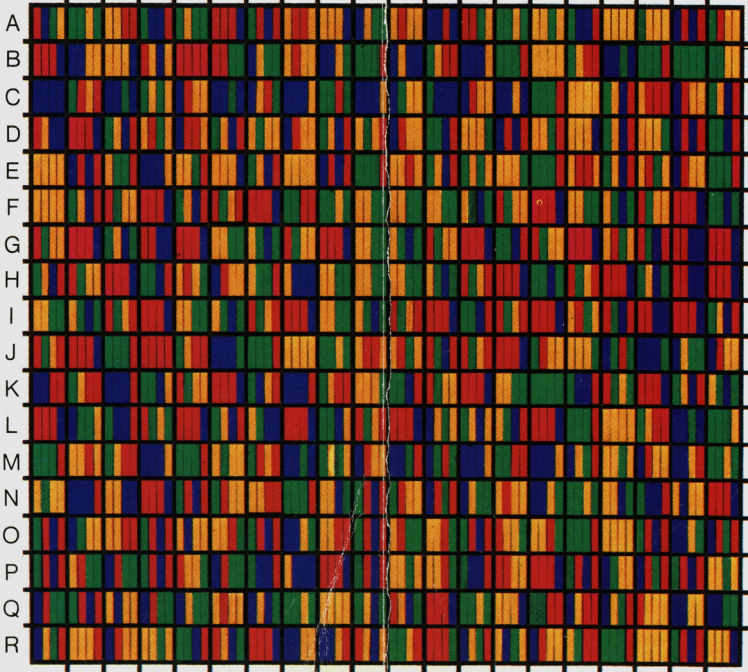


0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19



PATENT PENDING

## BC's QUEST FOR TIRES CBM 64

This card is a part of a Software Protection scheme and is important. DO NOT LOSE as replacement cards will not be issued. This card is needed in conjunction with the program you have purchased, you need only to refer to it when you first run the program. Load game as normal. When the program has loaded you will be prompted with 'Enter code at location' - a location will then be printed on the screen (these locations are printed on the reverse of this card in grid form). If asked for location E17 then you will see that this square contains 4 colours, Yellow Red Green Yellow, in that order, so for location E17 you would type 1231 then press Return and the game will then run.

If you make a mistake typing the numbers in, the computer will give you another location to type in. If you type the second one incorrectly the computer will reset and the program will have to be loaded in once again from the beginning.

YELLOW	=	1
RED	=	2
GREEN	=	3
PURPLE	=	4

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## LOADING INSTRUCTIONS COMMODORE 64 BC's QUEST FOR TIRES

1. Place tape in recorder.
2. Ensure tape is rewound to the beginning.
3. Press SHIFT and RUN/STOP keys at the same time or type LOAD and press RETURN.
4. Press play on your cassette recorder.
5. Your program will now load.

### CONTROLS

Place joy stick in Port 2.

Push up on the joystick to Jump.

Push down on the joystick to Duck.

Move Thor to the left or right side of the screen by pushing left or right on the stick.

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 no. of players\*
- <F7> To pause game

\* These work at beginning or end of game. Please ensure disc drive is turned off whilst loading.