BOMBERMAN '93™

Tension, strategy, action, excitement - Bomberman's back!





You can now battle up to four computer-controlled maniacs in the ultimate five Bomberman mode. Choose from seven exciting new stages with loads of awesome power-ups like warps, conveyer belts, revolving doors and even kicking bombs!

On Sale Now!

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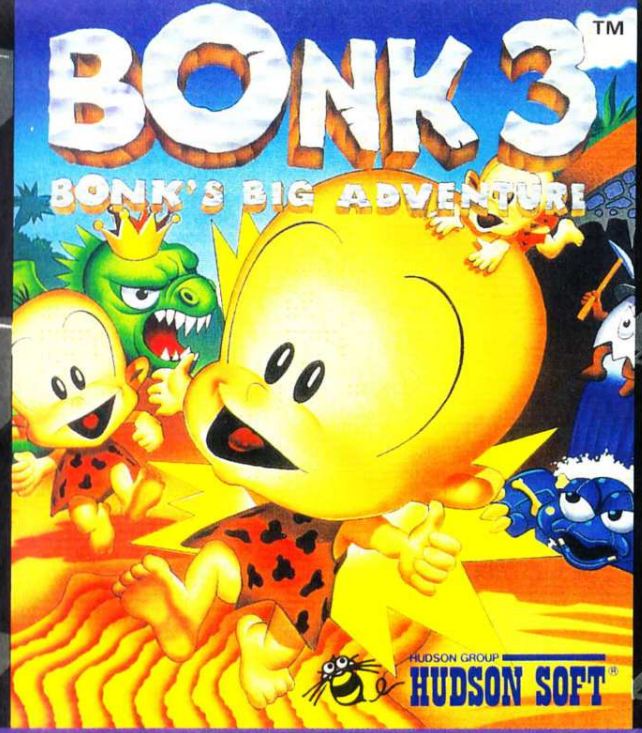
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Cartridge

BONK 3™

BONK'S BIG ADVENTURE



HUDSON GROUP
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DUO™

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THANK YOU !

THANK YOU for buying this Advanced Turbochip Game Card,
BONK3–"Bonk's Big Adventure"™



Before using your new TurboChip game card, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, precautions concerning its use and the proper use of this TurboChip game card. Always operate your TurboGrafx-16 SuperSystem and this TurboChip game card according to instructions. Please keep this manual in a safe place for future reference.

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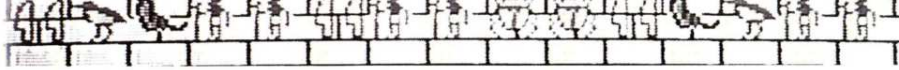
TurboGrafx™-16 Entertainment SuperSystem
TurboChip® Game Card
TurboExpress™ Handheld Entertainment System

WARNINGS

1. **This video game may cause a burn-in image on your television picture tube. A burn-in image is an image which is permanently burned into the inside of the picture tube. Do not leave static or still images (in pause or play mode) on your television screen for extended periods of time. When playing this game, it is advisable to reduce the screen brightness to help avoid image burn-in on the picture tube.**
2. Be sure that the power is turned off when changing game cards.
3. This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
4. Do not forcibly bend your TurboChip game cards.
5. Do not touch the inside of the terminal area or expose the SuperSystem to water, as this might damage the unit.
6. Do not wipe your SuperSystem or TurboChip game cards with volatile liquids such as paint thinner or benzene.

TurboChip game cards are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and the TurboExpress Handheld Entertainment System and will not operate on other systems.

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Bonk, the tough dude with the skull of stone, returns for his third action-packed, rock splitting head banging adventure!

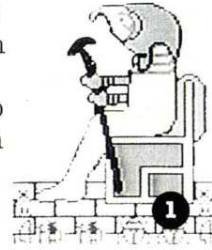
BONK 3™
BONK'S BIG ADVENTURE

Bonk 3 Story

Bonk in DinosaurLand!



Bonk's got something new up his sleeve and he's going crazy in the Kingdom of the Dinosaurs! He can grow into a huge hulk or shrink into a miniature headbasher. So go ahead and smash some heads with that invincible granite-brain caveboy of adventure, Bonk!

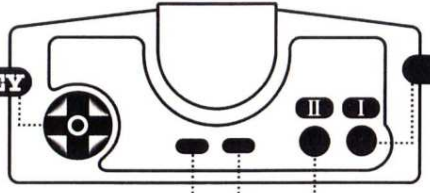


How To Play Bonk 3



Starting

When you turn on the switch and you see the Evil King Drool, don't worry...it's still Bonk III. When the Title screen appears, push the RUN Button and start the game.



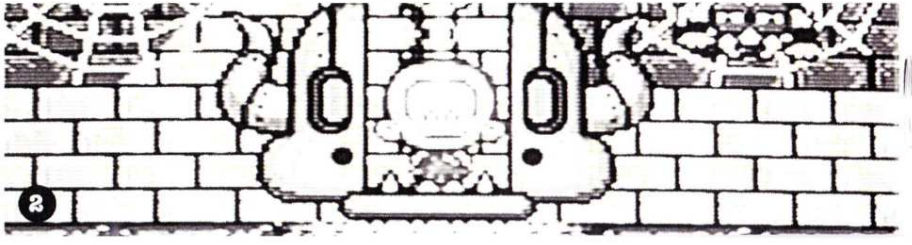
DIRECTION KEY
move, up, down, left or right

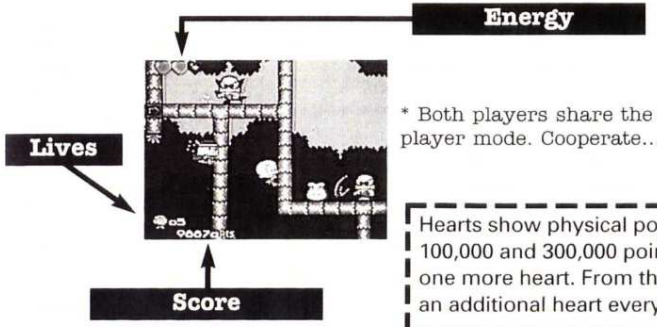
BUTTON-I
jump, select commands

SELECT BUTTON
use in two player mode

RUN BUTTON
game start, pause

BUTTON-II
Bonk! (attack)

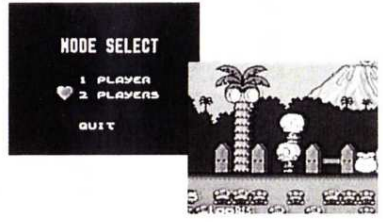




* Both players share the Hearts in the two player mode. Cooperate.....or pay the price.

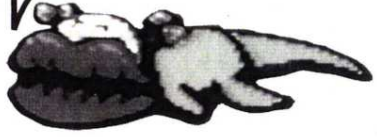
Hearts show physical power. After scoring 100,000 and 300,000 points you will get one more heart. From then on you will get an additional heart every 400,000 points.

The Two Player Mode



In the two player mode the Bonks are different colors but they can use exactly the same moves. One Bonk can even jump on top of the other Bonk's head!

Use the SELECT Button to warp next to the other Bonk. The Bonk that uses the Warp will change to the size of other Bonk and, if he is more powerful, he will return to normal power. One more thing: the Warp move uses up some of the Bonks' heart power.



Special Moves

Flip Bonk
Check out this move! Press Button II when Bonk is in the air and watch him flip out. You can also get more flying distance by pressing Button II again and again when he jumps. A good aim is the winning ticket!

Dogpaddle
Bonk isn't a World class swimmer but he's a great dogpaddler. Use the Direction Key to paddle around and Button I for an extra boost.

The Spin Climb
To climb overhanging branches press up on the Direction Key and jump. Bonk will bite into the branch above him and go for a big spin.

The Muncher-Cruncher Climb
Cliffs and pits? No sweat! Just use Button I to clamp onto the wall and keep pressing! Isn't Bonk tough....they didn't even have dentists in those days.

The Tree Climb
How about going for a tree climb? Grab onto a tree and shinny up, down or all the way around.

The Waterfall Splash
Make a big splash...up a waterfall! Press up on the Direction Key and jump. Keep pressing Button I and jump in and out of the water.

Head Banging
With this trick you can climb narrow walls in a snap. Use Button II and start bouncing off the walls! If you want to get anywhere in this game you'll have to master this move.

Jet Roller Pipe
Go for a real mind-bender of a roller coaster ride! All you have to do is stand over the pipe, and swoooosh..... you're away!!

Power-Ups and Other Items

Heart  One heart strength increase.

Extra Bonk
Another Bonk to help you on your way.

Small Ham
A one level power boost.

Power-Up Items

Fruit
Small strength increase and 200 points.

Big Heart
Maximum strength increase!

Big Ham
Super double power booster! Fry your enemies with your fire breath.

Blue Heart
An extra heart container! Pay attention because they are hidden throughout the game.

Munch on these candies and watch Bonk change size.

Blue Candy : Bonk grows big.....huge.....gigantic! He's the Big Bad Bonk!

Red Candy : Shrink Bonk into a miniature headbasher.

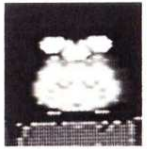
Smileys : Collect the Smileys and head to the Bonus Stages! Grab as many as you can.

Flower Copter Seed : Grab this seed and a flower will grow from the top of Bonk's head. You can then fly Bonk around.

Flower Copter : These fly in, pick Bonk up and whisk him away to the Bonus Stages.

Score Items : These are in every stage. Stock up on them and build up your score.

Springy Flowers



Yellow Springy Flower

Boing, boing.....BOING!! Jump onto one of these and catch some major air time.

Orange Springy Flower

Pounce on one of these and a slab of ham pops up.

Blue Springy Flower

Score big time with an Extra Bonk or a Big Heart!

Green Springy Flower

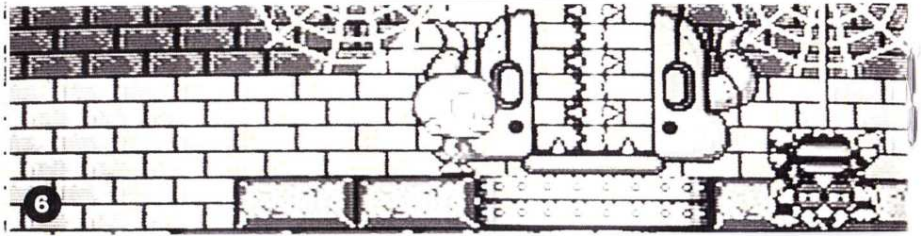
The Green Springy is full of friendly items like candies and hearts.

Bonk Bouncy Trap

Don't be fooled by the fake Bouncy Trap! It's vicious!

Pink Springy Flower

Squish a Pink Springy and an item will pop out. But watch out for the Bonk Bouncy Trap!



Special Power-Ups



Crab Bonk

If Bonk gets crushed he becomes a crab. He can zip through the water and jump (Button I).

Bonk gains power when he eats the Hams. There are two Ham power levels.



Kiss Bonk

Turn the enemy to stone with a kiss from Bonk. To blow a kiss press Button II. Or you can just Bonk the ground and experience the joy of seeing your enemy turn to stone.



Fire Breathing Bonk

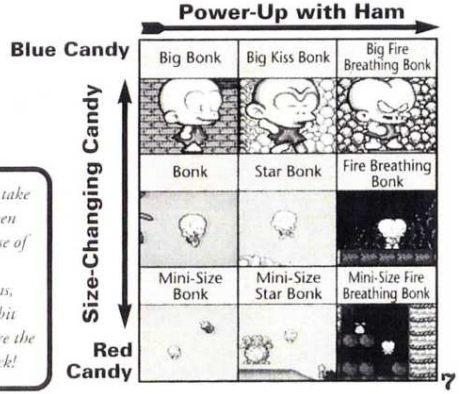
Bonk blasts out wicked fire from his mouth when you press Button II! And bonking the ground damages all enemies on the screen!

Advice

There may be some places that Bonk can't go because of his size. When that happens you can eat a candy or think about becoming a Crab Bonk.

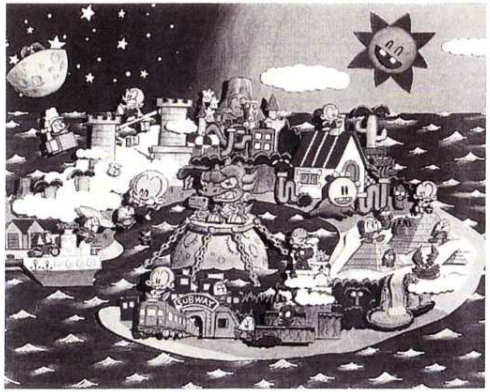


Don't sweat it when you take candies by mistake or when you can't go places because of your size (too big or too small)! When this happens, move about the screen a bit and then go back to where the candies were. They're back!



This is the world of Bonk 3!

The Dinosaur Kingdom is crawling with monsters from the Monster Tribe, and the moon is chained to the bottom of the sea by a statue of the Evil King Drool! What's gone wrong? Wasn't the moon saved from the Evil King Drool last time? Sure was, but it looks like he's at it again. The only hope is for you to put an end to his wicked plans.

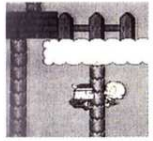


Some Playing Tips

To succeed in the game, you need to explore everything. Many power-ups and extra Bonks are hidden in unusual areas throughout the game.

* * * * * *

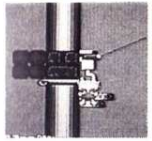
When spinning on a vine, press Button II repeatedly. His spinning speed will triple!



Henry Hatchet Village
This is the place where Henry Hatchets live in comfort. Don't think twice....just go for it.



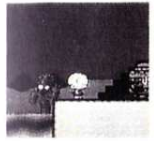
Underground Pyramid
This is a creepy stage where mummies wander about.



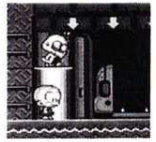
Slide Hook Stop
Find the hidden items.



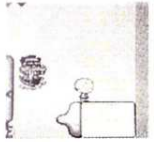
Puff Puff Jungle
Use the branches, and look out for the plants!



Mirage Desert
The moon rises and the sun sets.



Final
All the biggest and baddest monsters are ready to battle, including King Drool!

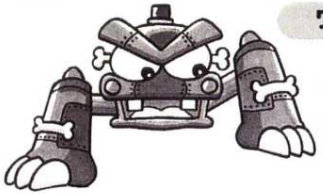


Giant's Room
Everything is GIGANTIC!



This is the Monster Tribe!

Here's some of the crazy monsters you'll have to fight!



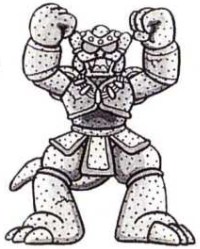
The Ugly Crab

This Stage I Boss is a big, ugly crab. Bash him from below and see what happens.



Squishy Leaf

It may be soft and squishy, but it hurts!



RocketMan

10, 9, 8, 7.... Blast off!! Remember to aim high.

Crazy Lady

She's out to slice you with her razor hands! Get her before she gets you!



Cry Baby

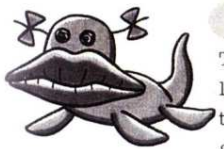


You've never seen a baby whine like this one.



Bubble Bird

Pound on the Bubble Bird until he bursts!



Poison Fish

There's a big enemy lurking in the water.... the Poison Fish. If you get eaten you have to fight your way out.

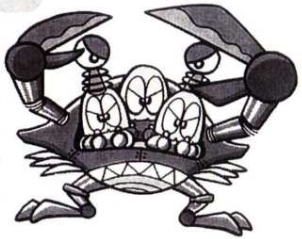
Angela



The fourth stage Boss is a phony so don't be fooled by her good looks. Her real identity is....

Snippy

His snippers are deadly but he's not really in control. Take a close look and you may find some old friends.



Booga Booga

A jungle warrior who would love to skewer you with spear.



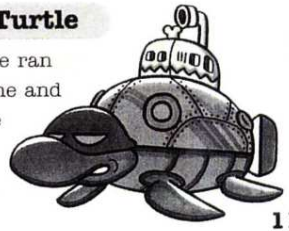
Mummy



The Mummies of the pyramid are waiting for you to join them.

Robo Turtle

One day a turtle ran into a submarine and the Robo Turtle appeared! Beware of his little friends.





Air Head

Watch Henry Hatchets fly high and then crash land when you Bonk them.

Purple Mutant

Bonk this thing right away because it mutates very, very fast.



WARNING

READ BEFORE USING YOUR GAME SYSTEM

A very small percentage of the population may experience epileptic seizures when exposed to certain light patterns or flashing lights of various combinations. When exposed to these certain patterns or backgrounds on a television screen or while playing video games, individuals may experience an epileptic seizure or symptoms even in individuals who have no history of epilepsy or prior seizures. If you, your friends or anyone in your family, have an epileptic condition, please consult your doctor prior to playing video games. If you experience any of the following symptoms while playing video games: altered vision dizziness, eye or muscle twitching or other involuntary movements, disorientation, loss of awareness, mental confusion or convulsions- DISCONTINUE USE AND DO NOT RESUME PLAYING UNTIL YOU HAVE CONSULTED WITH YOUR PHYSICIAN.

We advise that you limit your actual game playing to one hour per day and take periodic breaks of 10 to 15 minutes during this period.

Call the Turbo Team at 1-900 FUN-TG16 for additional game tips!
Please note: The first 30 seconds of this call are free, but you will be charged 99 cents for each minute after that (up to 5 minutes). The charge for this call will appear on your next phone bill. **Please be sure to ask your parents' permission before you call!*

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This product is warranted for 90 days from the date of the first consumer purchase.

WHO IS PROTECTED
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Except as specified below, this warranty covers all defects in material or workmanship in this product. The following are not covered by the warranty:

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2. Damage, deterioration or malfunction resulting from:
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   b) Repair or attempted repair by anyone not authorized by TTI.
   c) Any shipment of the product (claims must be submitted to the carrier).
   d) Removal or installation of the product; and
   e) Any other cause that does not relate to a defect in material or workmanship.
3. Any product as to which the TTI serial number has been altered, defaced, or removed.

HOW TO OBTAIN WARRANTY SERVICE
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