BONK'S ADVENTURE™

NEC

TURBO 16 GRAFX

Thank You

...for Buying this Advanced TurboChip Game Card, "Bonk's 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.

WARNINGS

1 Be sure power is turned off when changing game cards.
2 This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
3 Do not forcibly bend your TurboChip game cards.
4 Do not touch the inside of the terminal area or expose the SuperSystem to water, etc., as this might damage the unit.
5 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 will not operate on other systems.

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TurboGrafx™-16 Entertainment SuperSystem
TurboChip™ Game Card

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Inserting the TurboChip Game Card

1 Remove the TurboChip game card from its plastic case.
2 Hold the TurboChip game card with the title side up and gently slide it into the Game Card Port until you feel a firm click (do not bend the game card or touch its metal parts as this could erase the program).
3 Slide the Control Deck Power Switch to the ON position (if your game card is not inserted properly, the Power Switch will not move all the way to the right).
4 The title screen of your particular TurboChip game card should appear on your television.

Bonk Power!

Evil King Drool is up to it again! This time he's kidnapped the beautiful Dragon Princess, Za, and hidden her away.

The year is 10,000 B.C., and as Bonk the Caveman, it's your job to get her back. Unfortunately there are not a lot of weapons around, so you'll just have to use your head—literally!



Object of the Game

Save Princess Za by head-butting your way through a primitive world. Face deserts, volcanoes, and tropical forests filled with dinosaurs, alligators and other monsters. Score points and power-up by eating fruits, vegetables and meat. Obtain extra lives by reaching high scores or capturing little Bonks. The game is over when Bonk loses all his "vitality," or you save Princess Za and destroy the ultimate Boss, King Drool himself.

Note: Bonk's Adventure is a one-player game.

Game Play

Starting the Game
From the title screen, press the RUN Button.

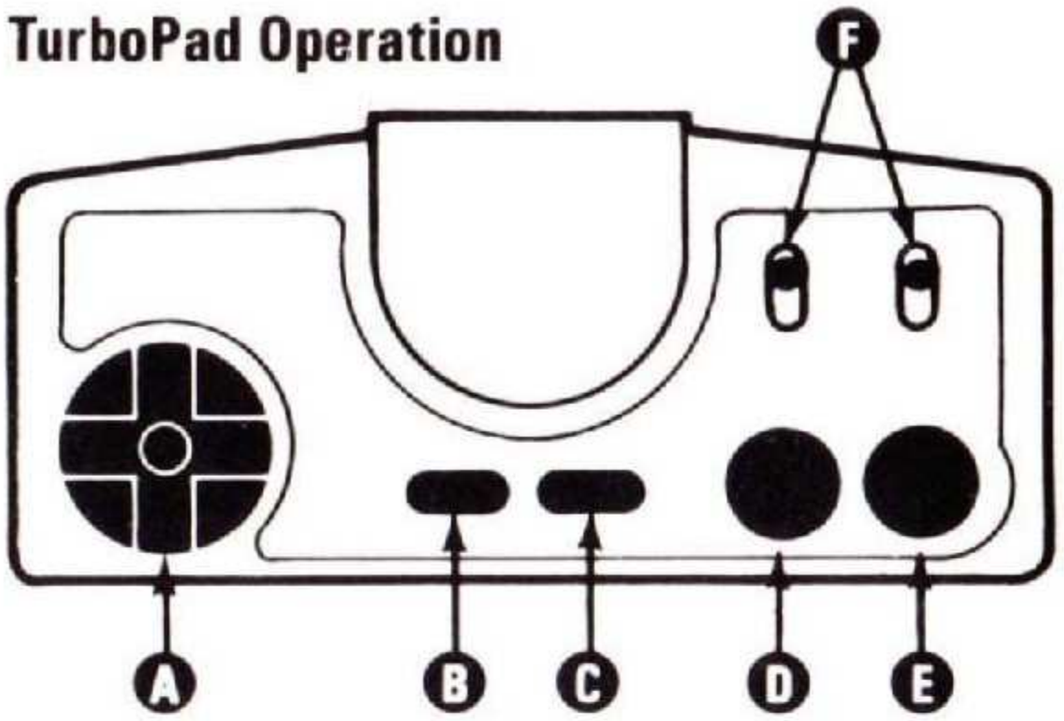
Pausing the Game
During play, the game may be paused by pressing the RUN Button.

Resetting the Game
During play, the game can be reset to the title screen by holding down the RUN Button and pressing the SELECT Button at the same time.

How to "Continue"
When the game is over, and the title screen appears, you may resume play by selecting "continue" and pressing the RUN Button. You may "continue" an unlimited number of times.

Controlling the Movements of Bonk
The movements of Bonk are controlled using your TurboPad controller. Mastering its operation is critical to your success.

TurboPad Operation



A Direction Key (8-way controller)
Moves Bonk left and right. Also used to enter the elevator and the Bonus Stage (press up).

B SELECT Button

C RUN Button
Starts and pauses the game. Also used to activate extra lives (when lives are available).

D Button II
Makes Bonk head-butt (on land and water). Also used to spin around in the air and dive on enemies (Bonk becomes airborne!).

E Button I
Makes Bonk jump. Hold down for higher jump. To make Bonk climb, press repeatedly.

F Turbo Switches
Experiment with the Turbo Switches! Different settings will help you out at different points in the game.

Special Techniques

Cliff Climbing
When Bonk fails to jump over a cliff, but hangs on to the cliff wall, keep tapping Button I to make him climb up the wall.

Jumping Head-butt
Push Button I to jump, then push Button II. Bonk will fall head-over-heels onto the enemy. This move is twice as effective as a normal head-butt, and you will need this technique to defeat enemies in higher stages. Be careful, however, because you will be vulnerable for a few moments if you miss.

Continuous Head-butt
Head-butt enemies by jumping underneath them as many times as you can while you are spinning in the air. Your score will increase dramatically.

Spin Jump
To increase both your jumping distance and time in the air, tap Button II continuously after you have jumped into the air. Mastering this technique will make your adventure much easier.

Defeating Enemies
Bonk defeats his enemies by head-butting them. Different enemies have to be head-butted a different number of times. Some enemies cannot be defeated and must be avoided.

Scoring
Points are awarded to Bonk in four different ways:

Eating Fruits and Vegetables
Different types of fruits and vegetables have different point values.

Capturing Smiley Faces
Throughout the game, Bonk will encounter "Smiley Faces." Capturing these faces will give you bonus points and replenish your life meter after a Boss is defeated (bonus points are awarded at the end of each level).

Repeated Butting
Extra points are awarded for continuously butting an enemy into the air.

Bonus Stages

Four Bonus Stages are hidden within this game. If you find your way into one or more of these stages, you can win awesome bonus points! Experiment!

Cliff Climbing
Climb as high as you can in 10 seconds (keep tapping Button I).

Continuous Spin
Jump off the cliff and keep tapping Button II. Bonk starts to spin in the air! Try to spin as many times as you can before landing (make sure you land on your feet!).

Continuous Jump
Jump from spring flower to spring flower to collect as many fruits and vegetables as you can.

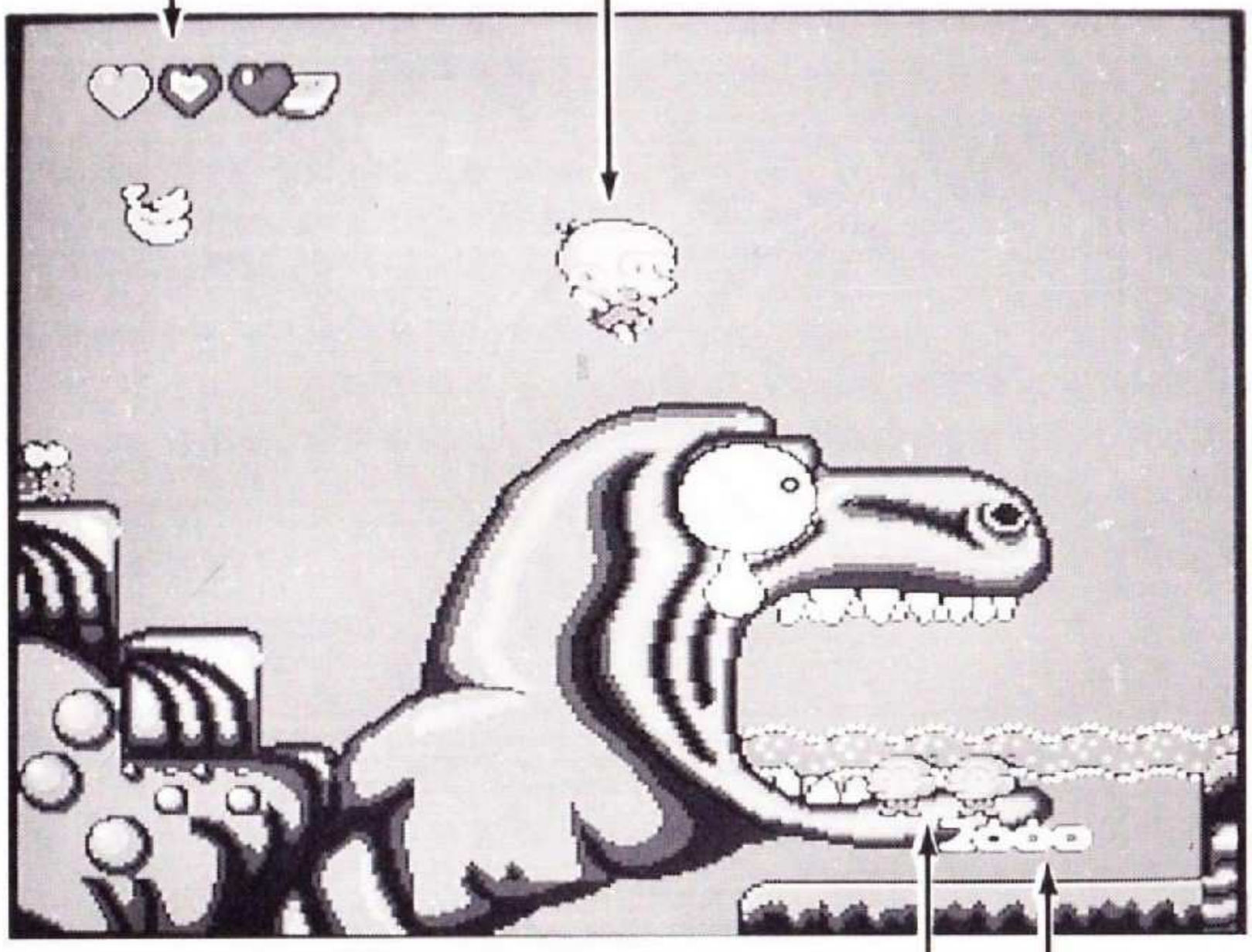
Head-butting the Volcano Rocks
Head-butt the rocks thrown from the volcano!

Hidden Rooms
There are hidden rooms throughout Bonk's Adventure. Discover these rooms by head-butting blocks. Push up to enter them.

Obtaining Extra Lives
Bonk has 3 lives at the beginning of the game. You can earn more lives by accumulating points or capturing a Little Bonk figure! Earn 1 extra Bonk at 10,000, 20,000 and each additional 20,000 points.

Losing Lives
Each heart is worth 5 points. Bonk loses vitality points (and lives) depending upon the success of his enemies' attacks. Bonk can increase the number of hearts he has by picking up empty (blue) hearts and filling them up.

Screen Displays



Powering-up Bonk!

Eat Meat!
Bonk is a meat eater! This means every time Bonk eats meat, he becomes more powerful!

Small Meat
Eat a small piece of meat and Bonk's head-butt and jumping head-butt become twice as powerful. He can also freeze all visible enemies by head-butting the ground.

Two Small or One Large Meat
When Bonk eats two small pieces of meat, or one large piece, he becomes *invincible!* During the time he is invincible, he can defeat his enemies by running through them.

Note: Eating meat "powers-up" Bonk for only a short amount of time. If Bonk is injured while powered-up, his power will be reduced. After becoming invincible, remember that Bonk's power wears off gradually. However, you will find his head-butt is still three times as powerful as before! This extra strength can be used to freeze enemies. Watch Bonk's color to determine his power-up strength.

Jump on Spring Flowers!

Flowers will appear at certain times during the game. Jumping on top of these flowers will often make valuable items appear! But be careful. There may be wicked flowers waiting to trap you!

Pink Flower
Fruit, vegetables, sometimes even a heart may appear.

Yellow Flower
Use this flower as a springboard to jump even higher.

Red Flower
A small piece of meat may appear.

Green Flower
Jump on top of this flower and a crystal heart will appear. Plus, your vitality gauge will be increased by 5 points. There are only 2 Crystal Hearts in the game. At first the heart will be empty, so fill it up by eating as many fruits and vegetables as possible.

Dark Red Flower
Catch this flower in the air and as it lands it will change to pink. Jump on it again to collect a special item!

Levels
Bonk's Adventure contains five different levels composed of many different playing fields. At the end of each level, Bonk will meet friends who have been hypnotized into thinking that Bonk is their enemy. To finish the level, Bonk must head-butt his friends' heads until he breaks the spell. At the end of the fifth level, Bonk must save the Princess. If successful, Bonk will be transported to a different planet where he will fight King Drool, the ultimate Boss Character.

Bonk's Enemies

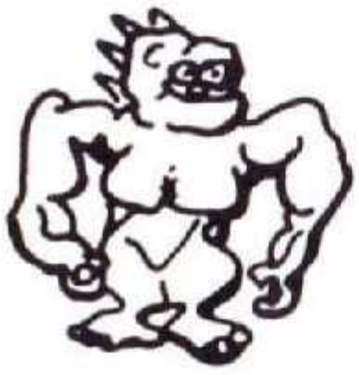
These are just a few of the monsters that attack Bonk.



Huey



Gladdis



Kongo Zilla



Punchy Pedro



T. Ractorhead



Evil King Drool

Playing Tips

Get into small passageways by climbing the walls and spinning quickly when you reach the top.

Head-butt the trees to uproot and move them. Use moving trees for transport.

Call the TurboGrafx Hotline at (708) 860-3648 for additional game-playing tips!

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   d) removal or installation of the product;
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For warranty information or game support, call (708) 860-3648, Monday-Friday 8:00 A.M. to 11:00 P.M. Central TIme, or Saturday 10:00 A.M. to 6:00 P.M. Central Time.

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