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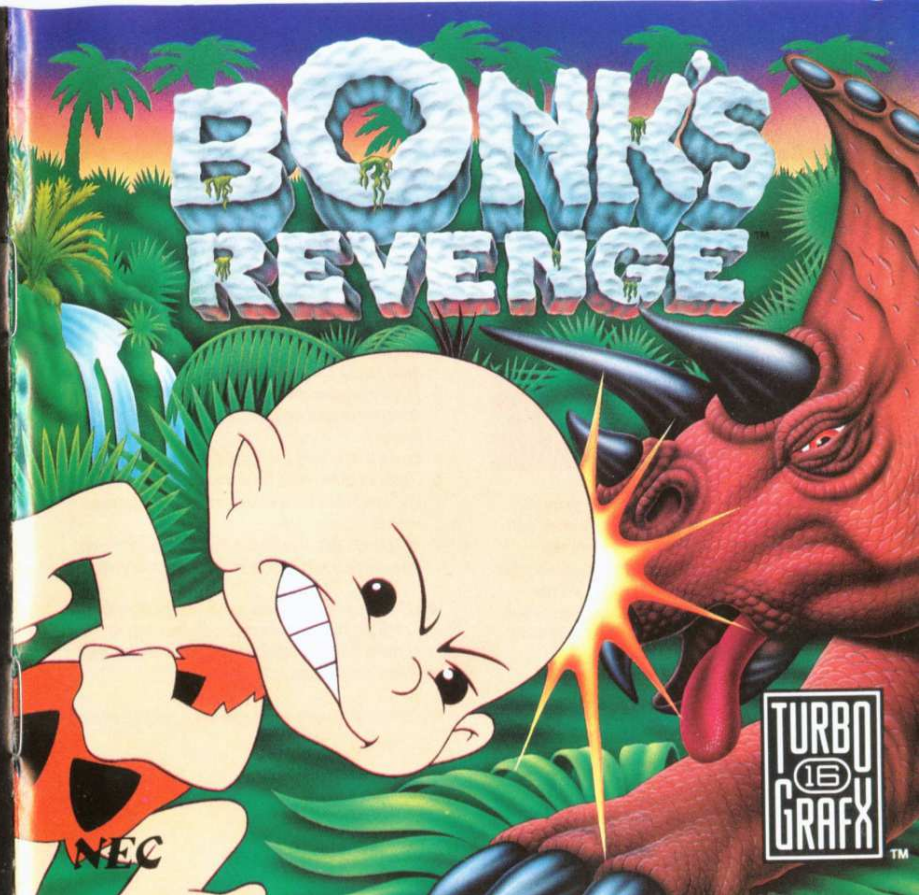
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Thank You

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



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 return this manual to the case 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, etc., 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 exclusively for use with the TurboGrafx-16 Entertainment SuperSystem and the TurboExpress Handheld Entertainment System and will not operate on other systems.

Any duplication or rental of this software is strictly prohibited.

King Drool III Attacks!

Evil King Drool III, the grandson of King Drool, is out for Bonk! And he's building a Monster Kingdom that threatens to destroy the world. As Bonk the Caveman, you're out for revenge in this all-out head-banger of a follow-up to the original Bonk. Knock yourself out with all-new characters, bonus stages, power-up items and an array of enemies that may look "friendly," but certainly don't act like it!

Object of the Game

Head-butt your way through the Monster Kingdom, face jungles, waterfalls, towering mountains and King Drool III's evil monsters. Score "power-up" points by eating fruits, vegetables, and junk food. Obtain extra lives by reaching high scores or capturing Little Bonks. The game is over when Bonk runs out of lives, or you destroy the ultimate Boss, King Drool III himself.

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

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 "Bonk's Revenge" should appear on your television.

Game Play

Starting the Game
From the title screen, press the RUN Button. The Mode Selection Screen will appear.

Choosing a Playing Mode
Use the Direction Key to select "Practice," "Intermediate," or "Expert." Use Button I to enter your selection. If you choose "Practice," you will begin the game with 8 hearts and play through level 1. If you choose "Intermediate," you will begin the game with 5 hearts and play through levels 1-4. If you choose "Expert" you will begin with 3 hearts, and play through 7 levels.

How to "Continue"
When the game is over, you may resume play by selecting "continue" and pressing the RUN Button. This returns you to the beginning of the last stage where you were playing. You may "continue" only 3 times.

Scoring
Points are awarded to Bonk for destroying enemies and eating different types of fruits, vegetables and junk foods.

Hidden Areas
There are hidden areas throughout Bonk's Revenge. Use your head to discover these areas.

Obtaining Extra Lives
You can earn extra lives by accumulating points or by capturing a Little Bonk! Earn 1 extra Bonk at 20,000, 60,000 and each additional 50,000 points.

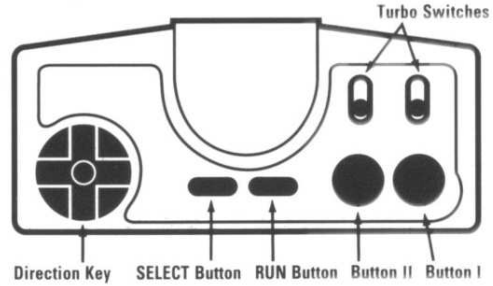
Controlling the Movements of Bonk
The movements of Bonk are controlled using your TurboPad controller. Mastering its operation is critical to your success.

Climbing Trees
Use the Direction Key to climb up or down trees. Press Button I or II to jump off. In trees with horizontal branches, push Button I to jump and then press the Direction Key up to swing from branch to branch. Rapidly press Button II to swing faster!

Climbing a Waterfall
To climb a waterfall, you must rapidly push Button I and press the Direction Key up.

Triangle Jump
Use this technique to bounce up the narrow gaps between walls. Press Button I once to jump and then press the Direction Key alternately to the left and right while pressing Button II.

Using Your TurboPad Controller



Direction Key (8-way Controller)
Moves Bonk left, right, up, and down.

SELECT Button
Used with RUN Button to reset the game.

RUN Button
Starts and pauses the game.

Button II
Makes Bonk head-butt (on land and water), and shoot fire when he's powered up. Also used to spin around in the air and dive on enemies (Bonk becomes airborne!).

Button I
Makes Bonk jump. To make Bonk climb or swim upstream, press rapidly.

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

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

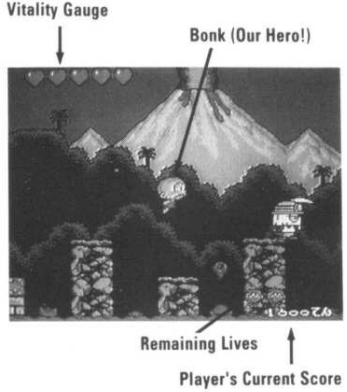
Resetting the Game
During play, the game can be reset to the title screen by holding down the RUN Button and pressing the SELECT Button at the same time.

Welcome to the Monster Kingdom!

You cannot believe your eyes! So this is the Monster Kingdom. Still under construction, there is a battleship, railways, and even plans for a space-rocket launching pad. Be careful, Bonk — danger is everywhere!



Screen Displays and Power-up Items



These items appear throughout the game. Eat them to increase your power!

Small Meat
Eat this to power up one level and freeze enemies!

Large Meat
Eat this to power up two levels! Bonk breaths fire and is invincible for 10 seconds!

Small Heart
Replenishes your vitality gauge by one heart.

Large Heart
Completely replenishes your vitality gauge.

Life Fruit
Slightly replenishes your vitality gauge. Also worth 200 points.

Junk Food
Worth 100 to 1,000 points, depending on the item.

Propeller Flower Seed
Allows Bonk to fly!

Little Bonk
Gives you another life.

Powered-up Bonks
Eating power-up items creates 2 types of "powered-up" Bonks — each with different strengths!

Propeller Bonk (2 types)
Eating Propeller Florets can make Bonk fly, or take you to a Bonus Stage!

Mad Bonk
Double attack power! Push Button I or head-butt the ground to freeze enemies with smoke!

Fire Breathing Bonk
Triple attack power! Plus, pushing Button I makes Bonk spew fire to smash the enemy! Bonking your head on the ground will severely damage all enemies!

Sprung Florets and Bonus Stages

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

Yellow Floret
Allows you to jump high in the air (bonk the floret and you can move it).

Pink Floret
Produces life heart fruits.

Orange Floret
Produces meat and Propeller Floret Seeds.

Blue Floret
Produces a Large Heart or an extra life (1 UP!).

Bonus Stages
Eight 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!

Monster Train
After a round is over, and depending on the number of "Smiley Faces" you have collected, a bonus stage elevator will take you to a Monster Train. The Monster Train contains many power-up items, so this is your chance to run up your score, and rebuild your hearts.

Bonk's Enemies

Meet some of the Fearsome Chikkun Army
They may look adorable, but the Chikkuns are savage fighters. They also use many different tools to help them in their evil ways. Never relax, or their quick movements will surprise you!


Surfing Chikkun


Axe Throwing Chikkun


Fishing Chikkun

Meet some of King Drool III's Monster Army


Dodogie


Piranee


Skeleton Mammoth


Captain Cook

Playing Tips and Hints

Playing Tips and Hints
Don't jump on all flowers immediately. Instead bonk them first to see if they will change color.

Generally, put Turbo Switches on for Button II and off for Button I.

Practice your triangle jump. It is necessary to finish the game. Timing is everything!

Extra point items can be found at every stage of the game, so eat them whenever you can!

Examine other routes. Use the Yellow Floret and the Propeller Floret to view the stage from up in the air. There sometimes are Power-up items in the clouds, as well as hidden in the ground!

Skip a stage with a secret warp.

Call the TurboGrafx Hotline 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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   d) removal or installation of the product;
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