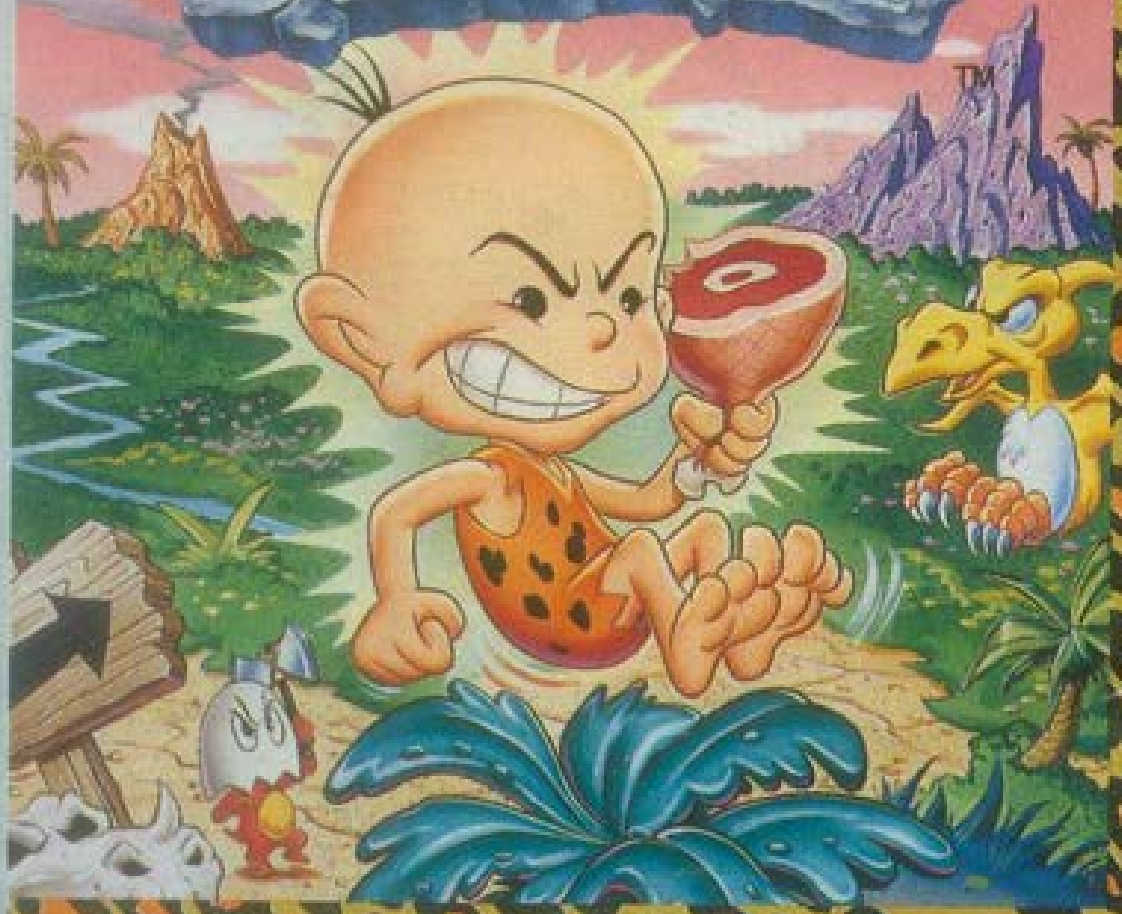
Nintendo

GAME BOY®

BONK'S ADVENTURE™



DMG-GK-USA

HUDSON GROUP
HUDSON SOFT®

INSTRUCTION MANUAL



Thank You! You've just made the perfect choice in purchasing this quality Hudson Soft product. To ensure your full enjoyment, we recommend that you read this manual carefully.



HUDSON GROUP
HUDSON SOFT

Bonk™, King Drool™ and Bonk's Adventure™ are trademarks of Hudson Soft Co., Ltd. Hudson Soft is a trademark of Hudson Soft Co., Ltd. ©1992 Hudson Soft USA, Inc. All rights reserved. Nintendo, Game Boy and the Official Seals are trademarks of Nintendo of America Inc. © 1992 Nintendo of America Inc.
Made in Japan



LICENSED BY

Nintendo

NINTENDO, GAME BOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA, INC.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

TABLE OF CONTENTS

Warning 4
Game Story 5
How To Play 6
Controlling Bonk 7
Special Techniques 8-9
Power-Up Items 10
Power-Up Effects 11
Powerful Flowers 12
Game Stages 13
Bosses Beware! 14
90 Day Limited Warranty! 15

WARNING

- Because this is a precision tool device, do not use or store it in extreme temperature. Avoid hard shocks.
- Avoid soiling the connectors terminals by handling or spilling liquids. Soiled connectors can cause system break down.
- Do not clean this device with alcohol, thinner, benzene, or other volatile substances.
- Always turn the power off before inserting or removing Game Pak from the main system.
- When engaged in prolonged periods of game playing, we recommend that you rest 10 or 20 minutes every two hours, to avoid strain in your vision.
- Store the Game Pak in its protective case when not in use.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games including games played on the Game Boy Compact Video Game System. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have any epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and / or convulsions.

GAME STORY

The cave boy with the head of stone is back in this new chapter of his amazing adventures! Join Bonk as he travels through Dinosaur Land in search of the beautiful Moon Princess!

But it looks like Bonk's old enemy King Drool is ready to take over! He's captured the princess and demands to rule Dinosaur Land. Now Bonk has to use his head (literally!), to blast King Drool's fools off of the map and bring peace back to the realm.

Explore the wild world of our hard-headed kid and always keep an eye out for hidden items and bonus zones!



HOW TO PLAY

Press the Start button while you are at the title screen. A general map appears and the game begins.

A small score panel appears at the bottom of the game screen. The items shown (in order from left to right) are:

Hearts	Bonk's energy level. Lose all of the hearts and you will lose a life.
Bonk's face	How many lives you have left. Lose of all your lives and the game is over.
Number	Player's score.

Note: you are awarded a new life when your score reaches 10,000. You will win another life when you reach 20,000 points. After that, you'll gain a life for every 20,000 points you acquire.

CONTROLLING BONK

Control Pad	Moves Bonk in all directions.
A Button	Use to jump or climb walls.
B Button	Use to head-butt (Bonking), and other attacks when power is increased.
Start Button	Use to start the game.
Select Button	Use to pause game.



SPECIAL TECHNIQUES

These tricks will make it much easier to complete this game, so be sure to learn these moves before you start bashing your head against a wall.

Mid-air Spin: Jump and hold down the **B Button** simultaneously. This increases the distance that Bonk jumps. This also makes the power of your "Bonk" twice as strong!

Wall-Bite: If there's a vertical wall too high to jump over, try jumping against it. If Bonk latches onto it with his big teeth , press the **A Button** to start climbing over the barrier!

Swimming: When Bonk is in the water, you can use the control pad to swim. Rise to the surface by using the **A Button**.

SPECIAL TECHNIQUES (Cont.)

Tree Climbing: Use the **A Button** to climb trees (like the Wall-Bite). The control pad allows you to move across the trunks from left to right.

Waterfall Climbing: When you are faced with a waterfall, you can climb it by using a combination of pressing the **A Button** and the control pad.
The **A Button** speeds you up here too!

Now for the fun one...

THE GRAND BONK: A variation on the Mid-air Spin. When you have powered up, turn around in mid-air and bonk the ground. The ground will shake and any opponents on the screen will suffer major damage!

POWER-UP ITEMS

Hearts	The life gauge increases by one heart.
Fruit	The life gauge increases by about 1/5 hearts.
Big Hearts	The life gauge increases by three hearts.
Crystal Heart	The maximum level of your life gauge increases by one whole heart.*
Small Meat	You experience a power-up.
Big Meat	Experiences a power-up twice as big as the one a small meat provides. You'll also be the Invisible screamer for 10 seconds!
1 Up	Looks like a little Bonk. It rewards you with extra life.

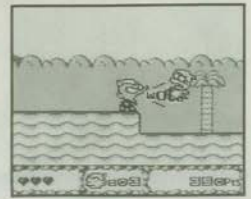
* There is only one Crystal Heart. It's hidden in one of the latter stages in the game – don't miss it!

POWER-UP EFFECTS

Eating meat allows you to power-up Bonk. There are two phases to this effect:

Rock-Head Bonk: Not that the little dude doesn't already have a head as hard as stone, but this phase actually turns his head into granite! This not only doubles his attack power, but wait until you see the Grand Bonks that this effect causes!

Invisible Screamer: This ultimate Bonk has one thing you've never seen on this guy before – Hair. His attack power is tripled and no one can beat his **A Button** screams!



POWERFUL FLOWERS

The Bani-bana flowers are scattered throughout Dinosaur Land. They offer Bonk a variety of different options, items and bounce effects:

1. White with pale grey petals: A jumping Bani-bana. This variety allows Bonk to soar into the skies with a trampoline style jump. He can jump higher with one of these than by himself.

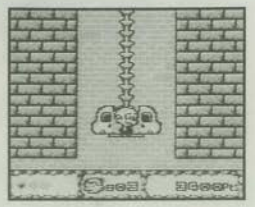
2. White with white petals: A power-up Bani-bana. Jump on one of these to collect a power-up item.

3. Grey with grey petals: A Meat Bani-bana. Jump on one of these to collect a piece of meat. Hint: The Crystal Heart is hidden in one of these Bani-bana.

GAMES STAGES

The prehistoric world of Dinosaur Land has a variety of backgrounds. Danger lurks behind every turn — be sure to use your noggin' as you plow through the primitive waste lands. Gigantic flower beds, hot springs, waterfalls, whirlpools await Bonk as he searches for the Moon Princess.

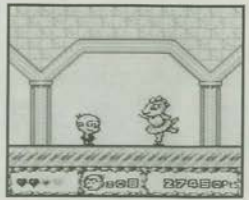
Look for the secret passages to the Bonus Rounds! Touch a miniflower during a normal stage and get whisked off to a Bonus Round. There are three different bonus stages; Wall-biting, Waterfall climbing and the Free-fall item Catching!



BOSSES BEWARE!



Watch out for Eggbirt's beak!



Spin Lizzy really kicks up her heals!



How do you top this!

90 DAY LIMITED WARRANTY

Hudson Soft USA, Inc. ("Hudson") warrants to the original purchaser of this Hudson Software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of (90) days from the date of purchase. This Hudson software program is sold "as is", without express or implied warranty of any kind, and Hudson is not liable for any losses or damages of any kind resulting from use of this product.
Hudson agrees for a period of (90) days to either replace, at its option, free of charge, any Hudson software product, postage paid, with proof of date of purchase, at its Factory Service Center.
This warranty is not acceptable to normal wear and tear. This warranty shall be void if the defect in the Hudson software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER PRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE HUDSON . ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE (90) DAY PERIOD DESCRIBED ABOVE . IN NO EVENT WILL HUDSON BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS HUDSON SOFTWARE PRODUCT. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty does give you specific rights, and you may also have other rights which vary from state to state.

For questions, call
(415) 495-HINT

90 DAY LIMITED WARRANTY

FOR SALE AND USE IN THE U.S.A., CANADA AND MEXICO ONLY.

PRINTED IN JAPAN

HUDSON GROUP
HUDSON SOFT®
400 Oyster Point Blvd. Suite 515
So. San Francisco, CA 94080