ELECTRO BRAIN
573 EAST 300 SOUTH STREET
SALT LAKE CITY, UTAH 84102

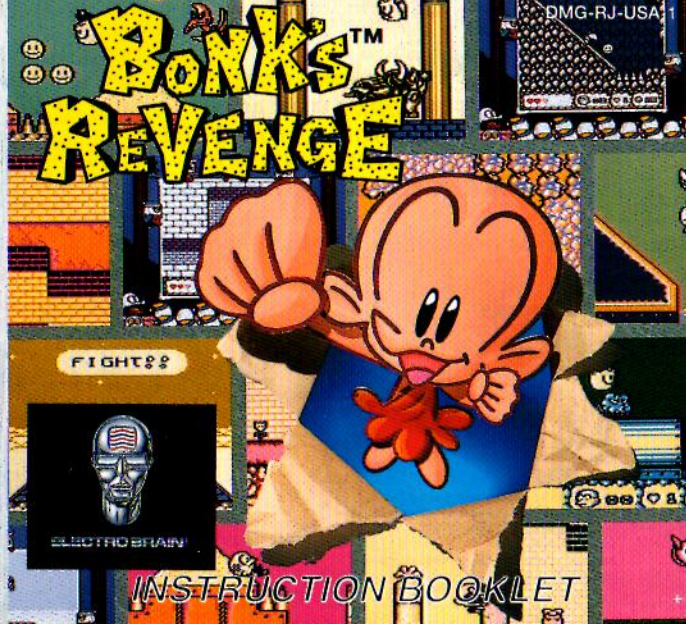
Printed in Japan

Nintendo®

GAME BOY®

BONK'S™ REVENGE

DMG-RJ-USA



INSTRUCTION BOOKLET

WARNING:
PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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BONK'S™ REVENGE

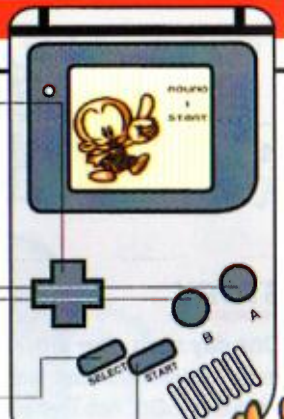
STORY

One day soon after arriving on the moon, Bonk hears an incredible explosion. Oh, no! The earth has split into two! The sinister King Drool has struck again.
This is bad. Real bad. Bonk must return to the Earth immediately!

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CONTROLS



CONTROL PAD
Used to move Bonk.
Bonk crouches when the
Down is pressed.

A Button
Allows Bonk to Jump.

B Button
Allows Bonk to bonk
(head butt).

SELECT Button
Not used.

START Button
Used to start and temporarily pause games.



Number of Smiley

Number of Crystal Heart

Number of Bonks

Power

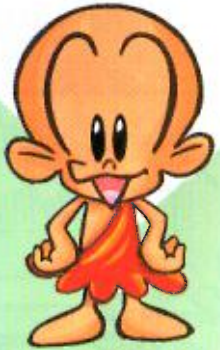


STARTING A GAME

Starting a Game

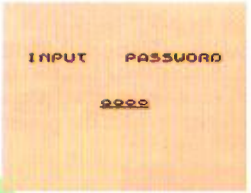
When the title screen appears, select either "START" or "PASSWORD"and then press the START Button.
Be sure to select START when playing a new game.





Entering Passwords

A Password Entry Screen will appear if you select "PASSWORD". Move the cursor by pressing LEFT and RIGHT on the Control Pad, and select numerical digits using the A and B Buttons. Once you've entered a valid password, you can restart a saved game by pressing START.



Description of the Game Over Screen

If you select "FINISHED" when the Game Over Screen appears, a 4-digit password will be displayed. If you note this password you can return to this game later even after turning off the power.
If you select "CONTINUE", you will start again from the beginning of the last round you reached.



SPECIAL MOVES

SPIN BONK

A Button + Repeat B Button

This move allows Bonk to fly farther. Also, bonks performed during a jump have twice the power of normal bonks.



CLIMBING

CONTROL PAD + Repeat A Button

This move lets Bonk cling to and climb vertical walls you can't jump over. Climb by repeatedly hitting the A Button!



CLIMBING TREES

CONTROL PAD + A Button

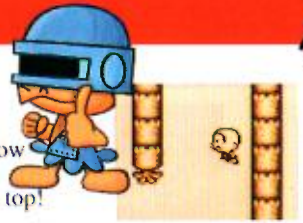
You can even climb trees using the basic climbing move. Change sides of the tree by pressing LEFT and RIGHT on the Control Pad!



BONK JUMP

CONTROL PAD + B Button

This move lets Bonk climb between narrow vertical walls. With good timing you can quickly bonk your way all the way to the top!



CLIMBING WATERFALLS

Up + Repeat A Button

You can even move left and right across the face of the waterfall you are climbing.



CLINGING TO CEILINGS

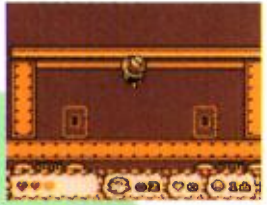
CONTROL PAD + A Button

You can cling to a ceiling by pressing up on the Control Pad just when you touch a ceiling after jumping.Then you can move across the ceiling pressing LEFT and RIGHT on the Control Pad.



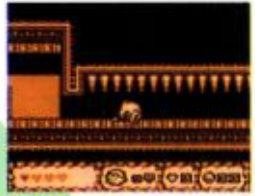
WHAT SHOULD I DO HERE?

If you want to get to a place like that shown in the photo on the right, press the Down plus the A Button.





In places with low ceilings, you need to crawl.
You can crawlby pressing down and left or down and right on the Control Pad.



When swallowed by enemies, try escaping by repeatedly hitting the A Button.
You're going to take a lot of damage if you just stand there.



INTRODUCING THE NEW POWE RUP SYSTEM!!

Description of Meat Roulette

The new powerup system is based on chance! When you get a meat, the three possible transformation modes will be displayed one after the other.
Press the button and your body will transform into the mode selected.



STEALTH BONK

Although you can't Ground Bonk, you can get into secret rooms in this mode.There are many secret rooms to try out.



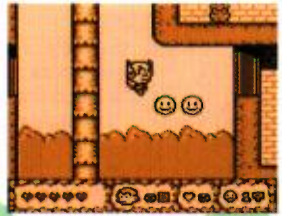
Press Up on the Control Pad in front of the door.



MASTER BONK

In Master Mode, Bonk's bonking and jumping power is increased. Bonking the ground (Ground Bonk) will cause all enemies on the screen to take damage.





HUNGRY BONK

In Hungry Mode, you can bite enemies, which is even more powerful than bonking them. You can even Ground Bonk!





ITEMS



Smiley
One extra turn is a warded for collecting 100 smileys.



Crystal Heart
Collecting four Crystal Hearts increases maximum power by one level.



Heart
Restores one level of power.



Invincibility
Makes Bonk temporarily invincible.



Big Heart
Restores all power.



1UP
Awards one extra turn.

BONUS STAGES

Little Flowers
Whenever Bonk finds a Little Flower he will fly into the air and arrive at a bonus stage.

Bonus Stages
Introducing Bonk's new rival!
It's Mechabonk!
If you win two out of three fights against Mechabonk, you get one extra turn.
If you lose you'll become a Wounded Bonk.



Wounded Bonk
When you become a Wounded Bonk, you take twice as much damage as usual.





Drive Mechabonk out of the ring!



ROUNDS

Round 1

First try things out. Try each special move as you go along.



Boss

His weakness is his head. Practice your timing so you can bonk him just as he charges you.



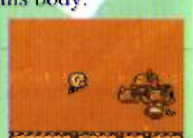
Round 2

You float through space in Round 2. You can freely move in all directions using the Direction Key. You can use the A Button to rise quickly.



Boss

His weakness is his body. Be careful! If you approach him recklessly you'll be swallowed by his three heads.



Round 3

Since gravity is weak on this round, you can jump farther by pressing the A Button longer.



Boss

His weakness is his head. Destroy him before he comes at you with his deadly spinning attack!



and MORE ROUNDS



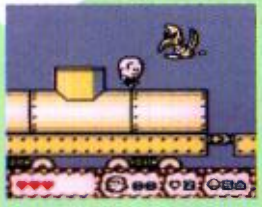




HEY! Your Neanderthal with an attitude is looking pale.
Put some color back into the guy with SUPER GAME BOY.

Plug your BONK'S REVENGE into the SUPER GAME BOY to rampage through the stone ages with a little flair and color.







Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position. For further operation information, please consult your Super Game Boy and Super NES instruction manuals.

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1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Electro Brain Corp. Factory Service Center at 573 East 300 South, Salt Lake City, Utah 84102 (801-531-1867). When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong.

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