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

LICENSED BY Nintendo

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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!
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.

Bonk's Revenge

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 crawl by 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 POWERUP 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 awarded for collecting 100 smileys.

- **Heart**
  Restores one level of power.

- **Big Heart**
  Restores all power.

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

- **Invincibility**
  Makes Bonk temporarily invincible.

- **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!**
**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 GAMEBOY.

Plug your BONK'S REVENGE into the SUPER GAMEBOY 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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