Have you tried these other TurboChip™ game cards?

- Super Star Soldier™
- Bomberman™
- Battle Royale™
- TaleSpin™

"TurboGrafx", "TurboChip," and "TurboExpress" are trademarks of NEC Technologies, Inc. "TurboPad" is a registered trademark of NEC Technologies, Inc.

"Bonk's Revenge" is a trademark of NEC Technologies, Inc.

©1991 NEC Technologies, Inc.
Printed in U.S.A.

TGM078891155M
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 6 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 (6-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.

**Turbo Switches**
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!

Piranee River
These Piranées will bite. Watch out!

Chikkun City
Do not be afraid. You can attack them as they sleep.

Napping Village
The Chikkun are taking a nap. Please be quiet!

Marine Salon
A resting place for Chikkuns. Plenty of food!

Parasol Beach
Don't wake up Barhanuu!

Mt. Hide & Seek
Don't fall! The snow is deep here.

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 immune for 10 seconds!

Small Heart
Replenishes your vitality gauge by one heart.

Large Heart
Completely replenishes your vitality gauge.

Screen Displays and Power-up Items

Vitality Gauge
Bonk (Our Hero!)

Remaining Lives
Player's Current Score

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 Flores 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! Push Button II 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!

Meet some of King Drool III's Monster Army

Dodogie

Surfing Chikkun

Piranee

Axe Throwing Chikkun

Skeleton Mammoth

Fishing Chikkun

Captain Cook
Playing Tips and Hints

Playing Tips and Hints
Don't jump on all flowers immediately. Instead, look 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 TurboGratx 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!

NEC TurboChip™ 90-Day Limited Warranty

NEC TECHNOLOGIES, INC. ("NECT") warrants this product to be free from defects in material and workmanship under the following terms:

HOW LONG IS THE WARRANTY
This product is warranted for 90 days from the date of the first consumer purchase.

WHO IS PROTECTED
This warranty may be enforced only by the first consumer purchaser. You should save your proof of purchase in case of a warranty claim.

WHAT IS COVERED
Except as specified below, this warranty covers all defects in material and workmanship in this product. The following are not covered by the warranty:

1. Any product that is not distributed in the U.S.A. by NECT or which is not purchased in the U.S.A. from an authorized NECT dealer.

2. Damage, deterioration or malfunction resulting from a) accident, misuse, abuse, neglect, improper installation, failure to perform normal maintenance, b) any unauthorized repair or modification, c) any use of unauthorized parts or attachments, d) connection to any power source other than the one specified by NECT, e) any failure to follow the instructions supplied with the product, f) use of the product for any purpose for which it is not designed,

3. Damage, deterioration or malfunction resulting from operation outside the permitted specifications of the product.

4. Damage, deterioration or malfunction caused by natural disasters, power surges, or other events beyond the control of NECT.

5. Damage, deterioration or malfunction caused by transportation, shipping, or handling, including scratches, dents, or broken parts.

6. Damage, deterioration or malfunction caused by any acts of God.

WHAT NEC WILL Do
NECT will, at its option, either repair or replace products that prove to be defective. In case of repair, this warranty will not extend beyond the original warranty period. In case of replacement, the replacement product may be new or refurbished.

WHAT TO DO WHEN MAKING A CLAIM
The product must be delivered to NECT or authorized service station at your expense and risk. NECT will return the product to you, if any, at its expense and risk, or, at NECT's option, NECT will provide you with transport services to return the product to you.

EXCLUSIONS AND LIMITATIONS
This warranty is in lieu of all other expressed warranties. NEC Technologies, Inc., NECT makes no warranties, represented or implied, including fitness for a particular purpose, merchantability or any warranty arising out of course of dealing or usage of trade.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR DO NOT ALLOW THE EXCLUSIONS OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND EXCLUSIONS MAY NOT APPLY TO YOU.

HOW TO OBTAIN WARRANTY SERVICE
For warranty information, call 1-800-365-0196
Monday-Friday 8 A.M. to 5 P.M. Central Time.

LIMITATION OF IMPLIED WARRANTIES
ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE LENGTH OF THIS WARRANTY.

EXCLUSION OF DAMAGES
NECT'S LIABILITY FOR ANY DEFECTIVE PRODUCT IS LIMITED TO THE REPAIR OR REPLACEMENT OF THE PRODUCT AT OUR OPTION. NECT SHALL NOT BE LIABLE FOR:

1. Damage to property caused by any defects in this product, damages based on inconvenience, loss of use of the product, loss of time, commercial loss; or

2. Any other damages, whether incidental, consequential or otherwise.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR DO NOT ALLOW THE EXCLUSIONS OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND EXCLUSIONS MAY NOT APPLY TO YOU.

HOW TO STATE LAW RELATES TO THE WARRANTY
This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

NECT Technologies, Inc. 1255 Michael Drive Wood Dale, IL 60191-1094