

Nintendo Gateway - Super NES Executive Game Summary

Game Title **Super Bonk™**

Trademark Attribution Super Bonk™ is © 1994 Hudson Soft & © 1989, 1994 Red. Software is © 1994 Hudson Soft. All rights reserved. Hudson Soft is a registered trademark of Hudson Soft Co., Ltd.

Game Description Bonk's old nemesis King Drool gave Bonk a poisonous drink, and when Bonk awoke his cave had been transported via time machine to King Drool's whacked out modern world. Bonk must beat King Drool to return to his world.

Controller Information

Control Pad:	Moves Bonk
Start:	Start / Pause
B Button:	Jump
L/R Buttons:	Run up icy slopes
A Button:	Not Used
X Button:	Not Used
Y Button:	Not Used
Select:	Not Used

Hints & Tips

Bonk begins in "normal" form. As you play through the game eat Candy to change into a smaller or larger form. In each form Bonk can eat combinations of large and small food to change to other forms. Each size has its own Abilities.

Small Bonk: Red Candy

Normal Bonk Yellow Candy

Large Bonk: Blue Candy