

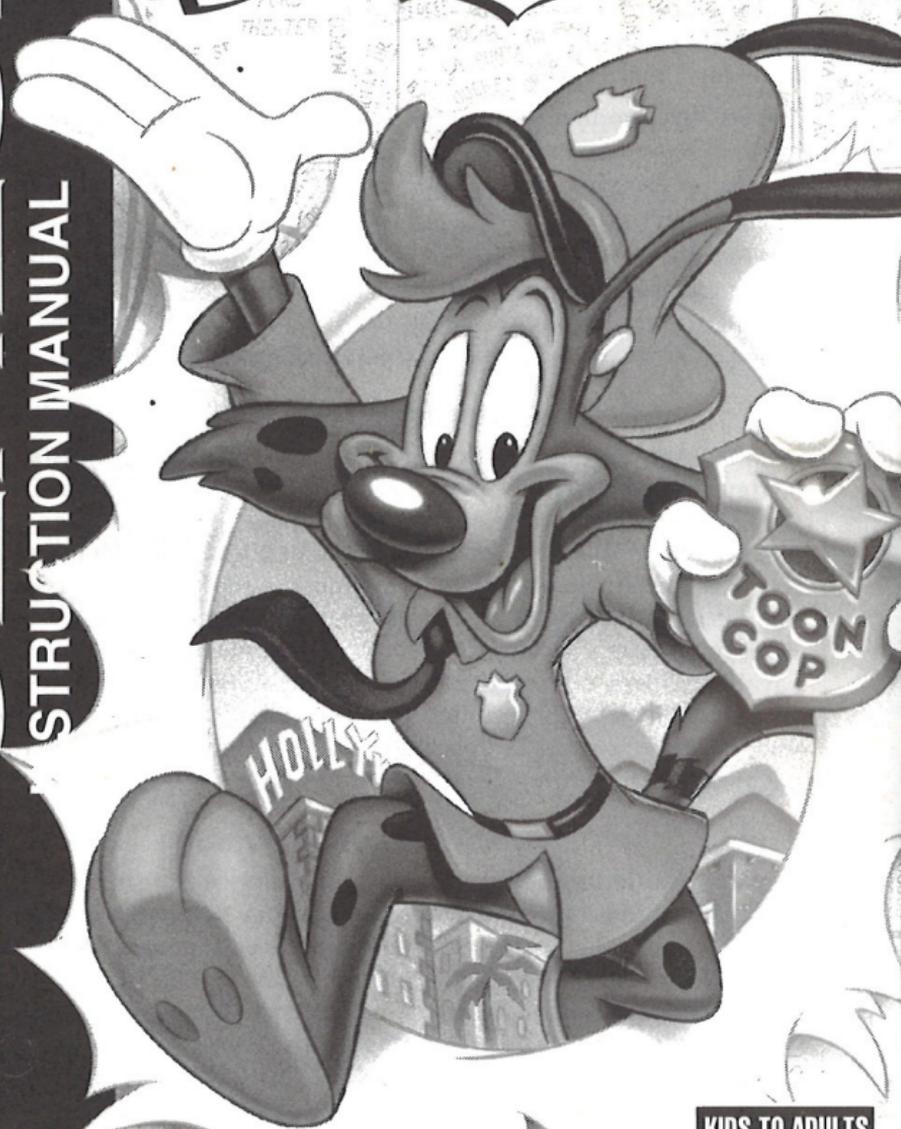
SEGA™

SEGA CLUB

GENESIS™

INSTRUCTION MANUAL

Disney's Bonkers



KIDS TO ADULTS



AGES 6+

Disney SOFTWARE

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at: **1-800-USA-SEGA**.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: **1-800-872-7342**.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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GETTING STARTED

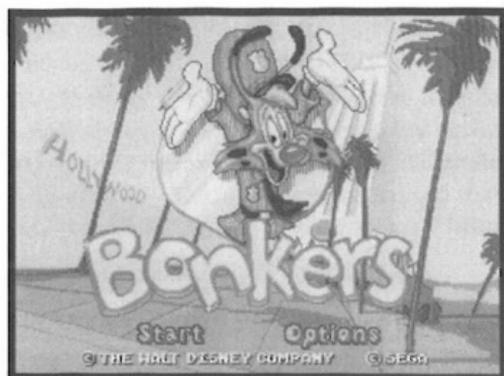
**CARTRIDGE
SLOT**



**CONTROL
PORT 1**

1. Set up your Genesis.
2. Plug in your control pad. Use control port 1 on your Genesis.
3. Make sure the power is OFF.
4. Put the game cartridge into the cartridge slot. Press it down **FIRMLY**.
5. Turn the power ON.
(Turn your TV ON, too.)

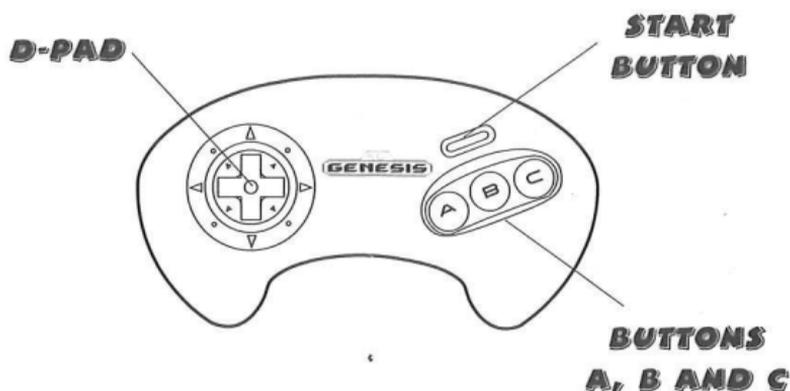
6. Soon you'll see this screen



IMPORTANT

- ✗ If nothing shows on the screen when you turn on the Genesis, turn the power OFF. Check your Genesis setup, make sure the cartridge is **FIRMLY** inserted in the slot, and turn the power ON.
- ✗ Always turn the power OFF before inserting or removing the cartridge.

USING YOUR CONTROL PAD



Your control pad has three parts:

- × **START button**
for starting the game and moving from one screen to the next.
- × **D-PAD** ("D" stands for "direction")
for moving Bonkers around
- × **BUTTONS A, B and C**
for actions such as throwing bricks and firing bubble gum wads.

The instructions in this manual will tell you the button to press to do certain things, like this:

To start playing the game, you can either:

- × press the START button to go to Bonkers' police station.

– OR –

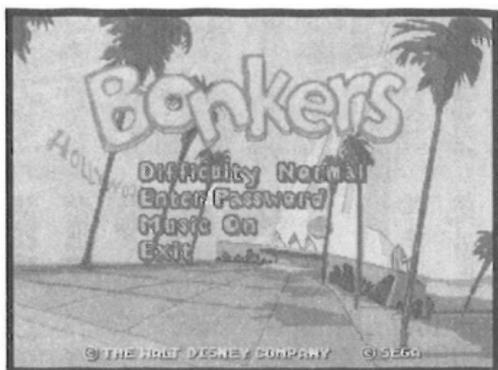
- × press the D-PAD RIGHT. On the Title screen, the word "OPTIONS" will start flashing. Press START again to go to the Options screen.

CHOOSING OPTIONS

This is the Options screen.

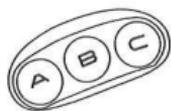


Use it to make choices about your game before you start playing.



D-PAD

- ✗ Press UP or DOWN to pick one of the options.
- ✗ Press LEFT or RIGHT to change it.



BUTTON A, B or C

- ✗ If you like, you can press one of these to change an option.

Options

DIFFICULTY EASY is for practice
NORMAL is for most players.
HARD is for maniacs!

ENTER PASSWORD Starts the game in the middle. (See page 15.)

MUSIC ON/OFF For when someone's trying to sleep.

EXIT Takes you back to the Title screen.



DOWN AT THE STATION HOUSE

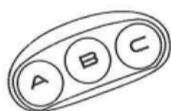
Yikes! Cool cop Bonkers D. Bobcat has just **gotta** get elected "Officer of the Month"! But wait 'til he sees what's in store. Hollywood is buzzin' with bad guys! Bonkers has to get 'em to "knock it off" so he can make rank!

It's gonna take more than a badge to get these dirty low-down lawbreakers to "come clean." (If you want, you can press the **START** button to skip the story and go straight to the station house.)



D-PAD

- ✕ Press **LEFT** or **RIGHT** to pick one of the bad guys.



BUTTON A, B or C

- ✕ Press any button to get the low-down from Snitch on what the criminal is up to and how to deal with him or her. Then Snitch shows you the button controls.



START

- ✕ Press this to start the action.



Case No. 1



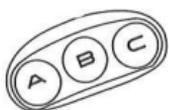
BUMP OFF MA TOW TRUCK!

On this case, you have to clear the freeways of a gang of bad drivers, and then knock Ma Tow Truck out of business!



D-PAD

- × Press UP to speed up.
- × Press DOWN to slow down.
- × Press RIGHT or LEFT to turn.



BUTTONS A, B and C

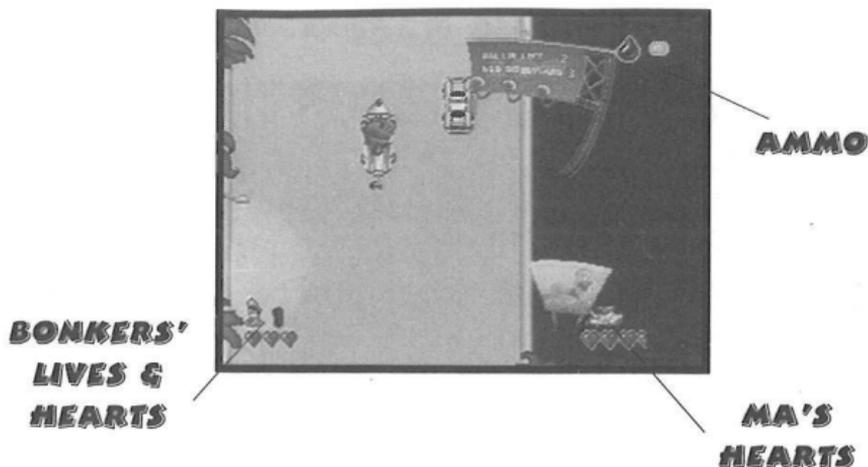
- × BUTTON A shoots gum wads to splat vehicles on the spot!
- × BUTTONS B and C spread oil slicks so cars slide off the road!



START

- × Press this to pause the game. You'll see Bonkers' note pad.
- × Press it again to play
- × Press the D-PAD DOWN, and then press any button to return to the station.





- ✘ Bash cars off the road or wipe 'em out with gum wads and oil.
- ✘ When you get hit, you lose a Heart. If you lose all your Hearts, you lose a Life. If you lose all your Lives, you lose the game!
MOTTO: DON'T GET HIT!
- ✘ Drive near the helicopter for power-ups:
 - More **Gum** and **Oil** ammo.
 - **Badges** make you invincible for awhile.
 - **Hearts** are added to your Heart line.
 - **Bonkers** give you an extra Life.

NOTE

You have unlimited Gum and Oil ammo in EASY mode. In NORMAL and HARD modes, you can use them up, unless you get more from the helicopter.

- ✘ When all the cars are totaled, Ma Tow Truck arrives on the scene. Use all your tricks on her to make her weak. When all her Hearts disappear, it's time for the next round!

Case No. 2

CREAM THE RAT!

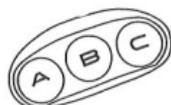


On this case, you have to brick up the Junk Machine behind a wall to spring The Rat from his junkyard hide-out!



D-PAD

- ✘ Press **LEFT** and **RIGHT** to move Bonkers and aim bricks.
- ✘ Press **DOWN** to duck flying junk.



BUTTONS A, B, and C

- ✘ **BUTTON A** throws regular bricks. You never run out of these.
- ✘ **BUTTON B** makes Bonkers jump — a good way to dodge junk.
- ✘ **BUTTON C** throws a super brick — if Bonkers has one.



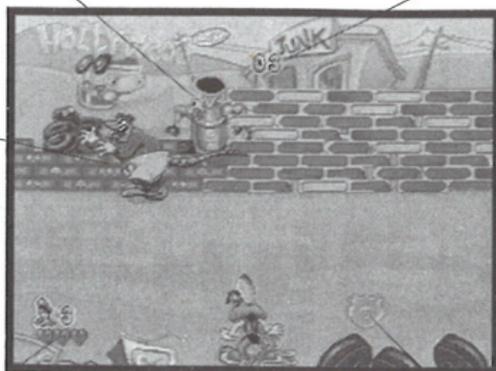
START

- ✘ Press this to pause the game. You'll see Bonkers' note pad.
- ✘ Press it again to play.
- ✘ Press the **D-PAD DOWN**, and then press any button to return to the station.

JUNK MACHINE

ROUND

**THE
RAT**



**BONKERS'
LIVES &
HEARTS**

POWER-UP

- × The Junk Machine is spewing trash. Toss bricks to build a high wall to stop it.
- × Aim bricks to bump off springs, pogo sticks, dynamite and other trash before it gets you!
- × When you get hit by trash, you lose a Heart. If you lose all your Hearts, you lose a Life. If you lose all your Lives, you lose the game!
MOTTO: JUMP, DODGE OR DUCK!
- × Finish wall sections and get these power-ups:
 - **Badges** make you invincible for awhile.
 - **Hearts** are added to your Heart line.
 - **Super Bricks** cause major damage to the Junk Machine. Throw 'em with **BUTTON C**. You must hit the Junk Machine; otherwise, it's a wasted brick.
 - Move across power-ups to pick them up.
- × Cream The Rat with bricks to stop him from bashing down part of your wall.
- × When you complete the wall, it's time for the next round!

Case No. 3

DOUSE MR. BIG'S BOMB!

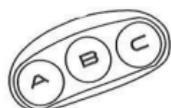


Bust this case wide open! Find all Fall Apart Rabbit's pieces before Mr. Big's bomb blows up the warehouse!



D-PAD

- ✘ Press UP and DOWN to move Bonkers forward and back.
- ✘ Press LEFT and RIGHT to move him from side to side.



BUTTONS A, B and C

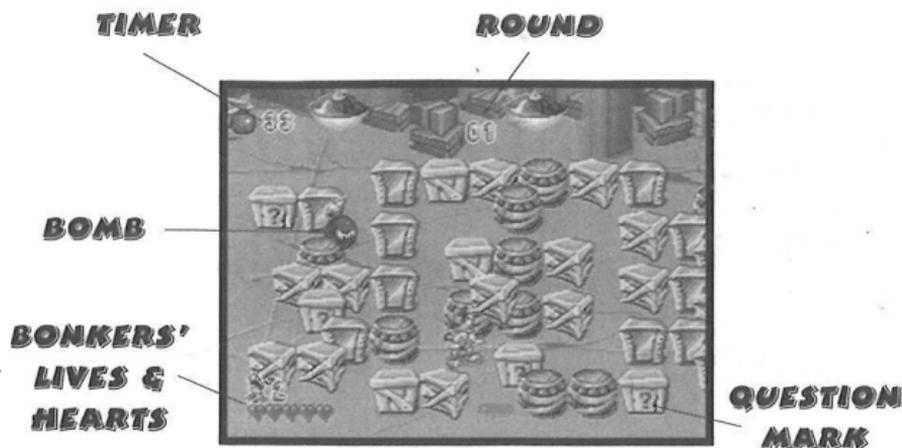
- ✘ BUTTON A or B pushes empty crates and chops open loaded ones.
- ✘ BUTTON C shows all the pieces of Fall Apart that you've found so far. Press BUTTON C again to play.



START

- ✘ Press this to pause the game. You'll see Bonkers' note pad.
- ✘ Press it again to play.
- ✘ Press the D-PAD DOWN, and then press any button to return to the station.





- ✘ Chop open loaded crates to get Fall Apart's pieces. Loaded crates jump, so you'll know which ones they are.
- ✘ Push crates around to move them and bash Mr. Big's hench-rats like bowling pins!
- ✘ Some crates have power-ups:
 - **Hearts** are added to your Heart line.
 - **Bonkers** give you an extra Life.
 - **Stop Signs** stop the timer for a short time.
- ✘ Crates with question marks are loaded with surprises. Watch out!
- ✘ When you get hit, you lose a Heart. If you lose all your Hearts, you lose a Life. If you lose all your Lives, you lose the game! MOTTO: DON'T LET THE RATS GET YOU!
- ✘ The bomb's fuse is burning! Bust open this case before the timer runs down to zero and the bomb goes off!
- ✘ Find all Fall Apart's pieces and it's time for the next round! (In HARD mode, you have to go to the bomb, too, to complete the round.)



Case No. 4

HALT HARRY'S MUSEUM HEIST!

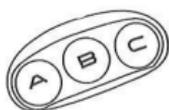


Harry the Handbag's raccoon goons are creeping into the museum — and out again with famous 'Toon Treasures. Stop 'em with a load of dough before they empty the place!



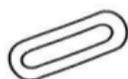
D-PAD

- ✕ Press LEFT and RIGHT to move Bonkers from side to side.
- ✕ Press DOWN to duck flying donuts!



BUTTONS A, B and C

- ✕ Hurl rock-hard donuts to konk the sticky-fingered thieves!

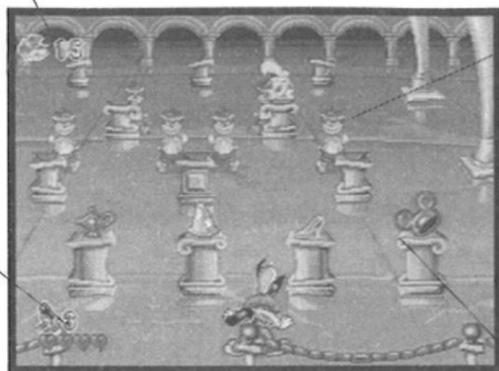


START

- ✕ Press this to pause the game. You'll see Bonkers' note pad.
- ✕ Press it again to play.
- ✕ Press the D-PAD DOWN, and then press any button to return to the station.

THIEVES TO THWART

**BONKERS'
LIVES &
HEARTS**



**RACCOON
THIEF**

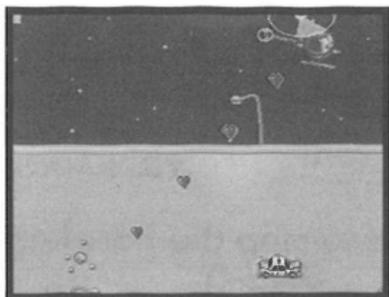
**'TOON
TREASURE**

- ✘ Fire those day-old snacks to stop the burglars in their tracks.
- ✘ Hit the thieves after they snatch a treasure, and they'll put it back!
- ✘ Watch out! They'll toss a few dough-bombs at you!
- ✘ When you get hit, you lose a Heart. If you lose all your Hearts, or if the raccoons steal all the Treasures, you lose a Life. If you lose all your Lives, you lose the game!
MOTTO: DUCK AND DODGE!
- ✘ Smack Harry the Handbag with a Glaze when he runs by and he'll drop these power-ups:
 - **Hearts** are added to your Heart line.
 - **Bonkers** give you an extra Life.
- ✘ As the rounds go on, some of the museum statues get into the act. Try not to hit them with donuts or they'll get frisky!
- ✘ Drop all the crooks in their tracks, and it's time for the next round!

BONUS ROUNDS

Bonus Rounds happen at the end of every three regular rounds. Now's your big chance to win extra prizes and impress Lucky!

Ma Tow Truck's Bonus Round



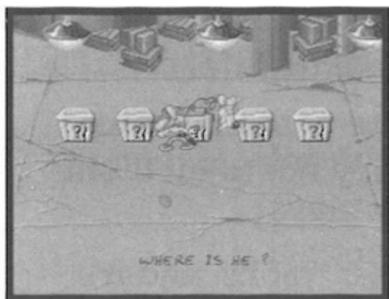
It's Bonkers' Heart beat! Catch ALL the hearts before they hit the ground to win this one.

The Rat's Bonus Round



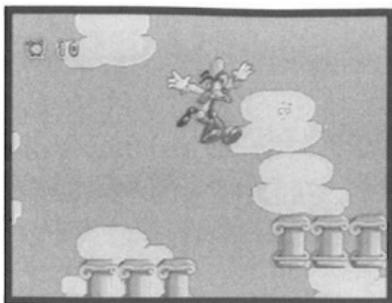
Jump from brick to brick to reach the top before the clock runs out of time! Some bricks crumble. Yikes!

Mr. Big's Bonus Round



Press **BUTTON A, B or C** to switch the crates. Pick the one with Mr. Big to win the prize. You get one pick per round.

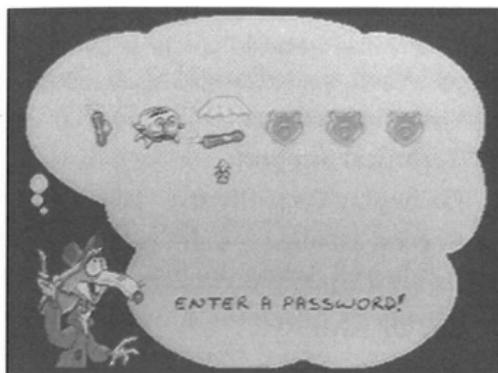
Harry the Handbag's Bonus Round



Leap up the columns to reach Harry at the top — and get a bonus prize. Don't let the clock run out of time!

USING PASSWORDS

After every three rounds, you'll get a password. Use it on the Password screen to start playing at the next round, instead of having to start at the beginning.



D-PAD

- ✘ Press UP or DOWN to change the icon.
- ✘ Press LEFT or RIGHT to change position.



START

- ✘ Press to start playing when you're password is ready.

**MOTTO: BE SURE TO WRITE DOWN
PASSWORDS WHEN YOU GET 'EM.**



Credits

SIDD

Lead Programmer: Matt Arrington

Lead Artist: Kathleen Bruno

Programmers: Kevin Burley, Ala Diaz, Roy Glover,
Mike Terlecki, Pravin Wagh

Artists: Bob Barrett, Michael Chung, Larry Flores,
Maureen Kringen, Kevin Lee, Michael Tamura, Art Wong

Animators: Ed Olson, Greg Peters

Technical Animation Assistant: Byran Wilkinson

Technical Manager: Mike Terlecki

Art Director: Maureen Kringen

Assistant Art Director: Kevin Lee

Music Director: Tristan Des Pres

Music and Sound Effects: Dave Delia, Paul Gadbois,
Mike Larkin, Dwight Stone, Jeffrey Glenn Tveraa

Graphics Utilities: Claude Foucault, Alex Suzdaltsev

Technical Support: Hooell Monleon

Gameplay Consultants: Jack Loh, Paul Norman

Special Thanks: Mark Nausha, James Brandstetter,
Michael Arrington, John Brandstetter, Jason Lewis

SEGA OF AMERICA

Producer: Rhonda Van

Assistant Producer: Erik Wahlberg

Additional Game Design: Joe Cain, Keith Higashihara, Vy Nong

Product Manager: Charlie Altekruse

Marketing Product Support: Clint Dyer

Lead Tester: Joe Cain

Assistant Lead Tester: Marc Dawson

Testers: Crisi Albertson, Aaron Bandur, Mo Berry, John Brien,
Blair Bullock, Derek Carmichael Donald Carmichael, Pete Clark,
Dan Cohen, Chris Colon, Steve Fallas, Arnold Galano,
Aaron Holmes, Kwame Jeffers, Kevin Johnson, Jeff Junio,
Jeffrey Kessler, Amine Khoury, Randy Kreidt, Jay Lee, Jay Mijares,
Chris Sinclair, Steve Smith, Manuel Sousa, Gregg Vogt,
Christine Watson, Mike Williams, Daniel Wong, David Wood

Manual: Carol Ann Hanshaw

Package Design: Lisa Grzesiek, Sutton Trout, The MacPhee Group

Special Thanks: Sue Fuller, Gary Graeper, Debra Streicker,
Diane Fornasier, John Gillin



WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

WARNING TO OWNERS OF PROJECTION TVS

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

FOR GAMEPLAY HELP, CALL

1-415-591-PLAY

For French instructions, please call:
Instructions en français, téléphoner au:

1-800-872-7342

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