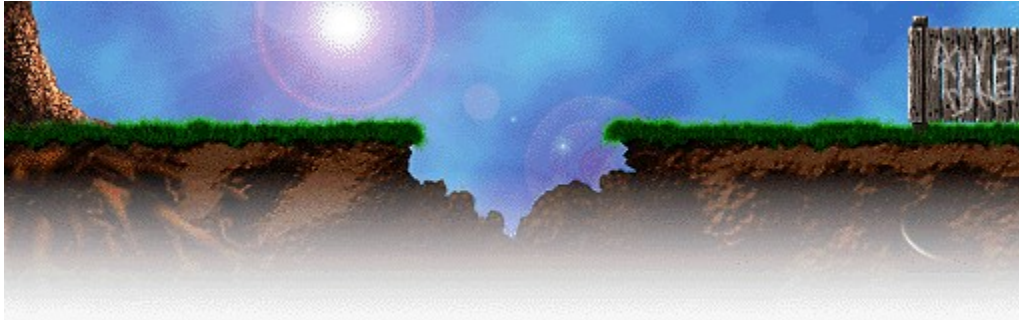


The Story So Far



Deep below the surface of the earth, deeper even than the belly of hell, the citizens of Trollsville were in a state of emergency. A massive earthquake had just ripped open a passage from the earth's crust all the way to Trollsville. The elders of Trollsville had quickly called a meeting to discuss the impending danger of an invasion of surface creatures.

It was decided that while this rift remained open, the twelve Underworlds of the earth would have to be defended. A call rang out for the strongest and most courageous of all Trollsville's citizens to defend the motherland. Only two stepped forward, well stumbled actually, and accepted this dangerous task. The Bonkheads brothers, while not Trollsville's brightest or swiftest inhabitants, were more than willing. Of course it was only some time later, when their ears had finally cleared from the ringing of the emergency bell, that Grag and Thog realized that the elders had said "protect the rift" not "collect the gift". However, with promises of medals of honor and a case of chewing gum, the brothers began their ascent toward the surface.

Armed with only an incredible tolerance for pain and rock solid craniums, Grag and Thog made their way to Surfaceville...

System Requirements

IBM PC or 100% compatible.
Windows 95 or Windows NT 4.0.
DirectX 3 or higher installed.
An **SVGA** monitor.
A **DirectX** compatible video card.
A **DirectX** compatible sound card.

Troubleshooting

Requirements:

- Does your computer meet the [System Requirements](#)?
- Are you running Windows95 or WindowsNT? Bonkheads will not run under DOS or versions of Windows previous to Windows 95.
- Do you have DirectX 3 or higher installed on your machine?
- Are all of your drivers (video card, sound card, etc.) DirectX compatible? Contact the manufacturer of your sound or video card to get an updated driver.

Things to try:

- 1) Reinstall the most current version of DirectX.
- 2) Reinstall Bonkheads.
- 3) Get the latest Bonkheads' patch from www.iam.com
- 4) Hold down the shift and delete key immediately after launching Bonkheads.
WARNING: This will erase your preferences and high scores.

Error Messages:

If you should encounter any of the following error message while playing Bonkheads, please report the specific error code to 1 A.M. Entertainment at support@iam.com or (253) 428-0942.

ERROR WIN:0001 - WIN:1000
ERROR BH - ERROR

Limited Warranty

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Main Menu



1 PLAYER - Starts the adventure for one player.

2 PLAYERS - Starts a simultaneous two player game.

LOAD GAME - Allows you to continue playing a previously saved game.

PREFERENCES - Allows you to enable or disable music and sound effects, set the difficulty level of the current game and customize the keyboard or joystick controls.

DEMO - Allows you to watch the playback of some previously recorded games.

HELP - A quick summary of most of the elements of game play.

QUIT - For when you just have to get some rest.

Hints & Tips

Q. How do I jump over the animals? - Keep the directional key held down while your player is in the air for extra distance. Remember, you don't always need to jump to avoid some animals.

Q. Why is the unconscious pest suddenly thrashing about? - Watch out! This pest is about to wake up on the wrong side of the bed.

Q. Why didn't I knock out any of the pests when I hit the TNT box? - Airborne pests do not suffer any ill effects from a blast of TNT. Any pests touching the platforms, however, will either be knocked unconscious or, if already unconscious, will be awakened.

Q. Some things are too high up, how do I get to them? - Try having a friend give you a boost from below, using a spring and jumping as you hit it, or wall climbing.

Q. How do I wall climb? - Probably the hardest technique to master in Bonkheads, wall climbing is by far one of the most valuable. To wall climb, stand next to a vertical wall of platforms and jump straight up. As your player reaches the peak of his jump, slam him into the wall and strike the jump key before contact. If successful, you will be propelled upwards even higher. Continue using this technique to climb even higher.

Q. How do I defeat the Rulers of an Underworld? - Remember, it's going to take more than a few hits to send these mammoth beasts on their way. Watch for visual and audio clues as to what these creatures might do next. And don't forget how high you can jump.

Q. How do I exit a game in progress? - Hit Control-Q or Esc.

Q. How do I kill the bat? - Only a blast from the TNT crate can rid you of this pest.

Q. Why do I only have one entry on the high score list? - You may have actually entered your name on several occasions (if your current score was higher than an entry or entries on the list) but you are allowed only one slot in the list per unique name. This is to avoid the problem of multiple entries from players continuing games where they already have an established score. If you wish for more fame than this method affords, simply type a unique variation of your name each time.

Q. How do I pause a game? - Hit the Esc key. The game will remain paused until either the continue button or quit button is selected.

Introduction

Welcome to the world of Grag & Thog Bonkheads. It seems that, unknown to most of us humans, the earth is actually divided up into twelve separate Underworlds. Just below our feet is Surfaceville, followed by Ancientville, Waterville and Mudville. These four Underworlds are controlled by Shrew Man-Chew, the diabolical giant shrew. Subterraneanville, Iceville, Prehistoricville and Oilville are the next four underworlds and are under the rule of T. Wrecks. The last four underworlds are Stoneville, Moltenville, Hellville and Trollsville, and are the domain of D. Evil. And yes, Hellville was at one time at the very bottom of the underworlds but heat rises you know and after a millennium of Trollsville's inhabitants complaining, D.Evil finally relented and changed positions.

A recent earthquake has created an opening at the earth's surface that extends all the way to Trollsville, exposing all of the underworlds to our surface pests. Carrying new diseases and pilfering all natural resources, these pests pose the greatest threat to the underworlds since toxic waste sites. The entire fate of the Underworlds hangs in the balance.

It is your task to help two of Trollsville's thickest skulled inhabitants clear out all of these deadly pests. Trollsville's wisest elder, Huntho, will help guide you along the way. Listen carefully to what he says and watch for magical gems and other powerful objects. Good luck.

How To Play

Grag & Thog Bonkheads can be played by either one or two players. The object is to jump up and bonk your head on a section of platform directly below a pest. This will render them unconscious. While still unconscious, the beast can then be kicked out of the underworld. Watch out though, if they manage to wake up before you can get to them, then they will be meaner than ever. Avoid all pests when they are conscious.

If any pest manages to reach the bottom platform and exit the screen, they will send out a call for another of their kind to come along. These subsequent creatures are usually a lot less fearful and offer a much greater threat to you.



An entire case of TNT can produce three full blasts that will knock out any pests that are touching a platform at the time of the explosion. These can be detonated by bonking the crate from below. Additional charges can be obtained by finding the Blastidian gem or reaching a new underworld. Try to find gems by bonking different areas of the platforms; you may free a gem that was hidden there.

The Pests



Bulldogs - The first creatures to start the descent downward into the Underworlds, the Bulldogs can take quite a bite out of you. If you knock one out, make sure you kick him off before he comes to; they are especially mean when they regain consciousness.



Raccoons - A bit faster than the Bulldogs, these fellows can surprise you. They are no longer content with the meager scraps from human garbage cans and are out to find new territory.



Bees - Having migrated from South America, these deadly stingers pose a greater challenge than the Bulldogs and Raccoons. You will only be able to knock them out when they are landing on a platform. Carefully time your jumps to rid the Underworlds of these pesky insects.



Cobras - Watch out for this slippery serpent. The cobras can speed up or slow down very quickly and are quite deceiving. Be patient when they are slowing, don't try to jump in front of them or you may quickly find yourself snakebit.



Bat Tee - This fellow is quite a pest, although you can usually hear him coming. Listen for his little bat wings, and when you hear him, get away from the sides of the screen. The only way to drive him off is with a bit of dynamite.



Baby Raptor - One of the smartest of all Underworld inhabitants, keep your eye on these lizards or you will pay a heavy toll. One of the most cunning of all beasts, these carnivores will track and follow you from below. Try to knock them out before they get below you.



Demon - Very fast. Very smart. Very nasty. The demons roam freely throughout the Underworlds and bring chaos and destruction to all creatures. They will run from you while you are below them and charge straight at you when they are below you or at your height. Try to outsmart them; they have very limited traction.



Tires - After you get below Surfaceville, you will then need to watch out for tires that get jarred loose from above. These relics come loose and fall from their place in the old landfill. If you listen carefully you can hear them coming before they appear on top of the screen.

The Gems



Adrenalide - A jewel made from compressed caffeine crystals...It'll really speed you up.



Tranquillum - Grab this jewel when you can, it makes creatures very slow.



Densidian - Born of a mix of sugar and lead, this crystal will weigh you down.



Moolamite - As valuable as gold in Trollsville, grab these while you can for big points.



Resurrectite - A mystical rock said to have powers to revive past lives of trolls.



Blastidian - The key ingredient in troll explosives, grab this to replenish your TNT box.

The Rulers

Shrew Man-Chew - Disciplined in the shadows of Mt. Fuji by ancient mystics, Shrew Man-Chew developed into a fearless rodent ruler. After hundreds of years of training, Mr. Man-Chew has learned the dark secrets of the forces controlling the Underworlds. These secrets permit him to perform magical maneuvers such as his whirlpool spin, which allows him to levitate up to the top of the screen, and his evil minion spell which allows him to release indestructible rats that destroy any creature they contact.

T. Wrecks - Given eternal life by the hoary host of the netherworlds, this infamous beast roams the darker depths of the Underworlds. With an appetite for flesh and a reptilian temper, this behemoth has been a legend told to troll children by their parents to keep them from traveling too close to the surface. He emerges from the darkness to surprise his victims, but he's not very intelligent. Watch for patterns in his attack.

D. Evil - His true identity is one of the black secrets of the underworlds. This demonic lord hosts the lowest depths of earth and rules with an iron hoof. This evil incarnate is the most treacherous of all the Rulers. Using magic fireballs, he dispels anyone who opposes him and his ability to teleport to anywhere makes him one of the most difficult foes ever encountered.

The Underworlds

Surfaceville: Trees, fences, green grass...humans are pretty familiar with all the amenities of the surface. Trolls rarely come to the surface, but in this case Grag & Thog have made an exception. Creatures are sneaking down the crevasse and into the lower levels of the Underworlds. This is where Grag & Thog must begin their quest to stop this insidious invasion.

Ancientville: Remnants of civilizations left over from many thousands of years ago still remain in the strata below the surface of the earth. Beware of the gigantic spiders that still reside here, feeding on the decaying bones of the residents of this once grand culture.

Waterville: The earthquake that opened up the giant rift also created a crack in the ocean floor which allowed a flood of ocean water down into the empty space below Ancientville. Here Grag & Thog must take a very deep breath and continue their battle against all the creatures that have been let loose.

Mudville: With all the water from Waterville slowly seeping downwards, a horrible mess is being created. The Mighty Casey never met with the likes of this Mudville. Here Grag & Thog are still recovering from the bellyache they developed after mistaking the mud for chocolate.

Subterraneanville: As you progress farther down from the surface, the temperature begins to drop. Subterraneanville is the area where all the ambient moisture begins to condense and freeze, making traction a bit questionable. Bat Tee is also rumored to be roaming around the confines of these caves.

Iceville: Here all the heat from the surface is lost, only the echoes of a livable environment remain. Although Grag & Thog's toes are most certainly going to be frost bitten after this level, they must forge on and rid this area of any unwelcome visitors.

Prehistoricville: Once past Iceville, the heat from the very core of the earth begins to warm up the environment. The oldest remains of any living surface creature can be found here. Baby raptors, with a healthy appetite for flesh, are still rumored to roam this area.

Oilville: A few years ago, the citizens of Trollsville discovered a motherload of petroleum just a few levels above their heads. They set up a large extraction facility here to help with their energy needs. Unfortunately, the quake caused severe damage to this facility and now oil has spilled everywhere and coated the entire area with its slippery residue.

Stoneville: One of the hardest layers of the earth, this area is the last resting place before entering the hottest and most dangerous parts of the Underworlds. With only cracks and a bit of graffiti, this rocky land is only for the very hard headed.

Moltenville: Things really start to heat up in this area. It seems the fires of Hellville have built an immensely hot area known as Moltenville. Everyone here seems to have the hot foot and with good reason. Here solid rock is reduced to a thick goopy lava. There is no time to stand in one place for too long because if the heat doesn't get you, the creatures most certainly will.

Hellville: This place doesn't take much of an introduction. Here D.Evil reigns supreme over his domain and isn't afraid to let loose with a vulgar display of power. Lost souls are not to be feared here, for they are kept locked within the gates of Hellville. Instead, the danger of this area lies in the wickedness of its pesky invaders.

Trollsville: The birthplace of Grag and Thog, Trollsville is the sole residence for all living trolls. Living in their grass huts, trolls live out their everyday existence in peaceful solitude. Grag & Thog are bound by honor to protect their motherland.

Credits & Thanks

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1 A.M. Productions

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Jason Tartaglia

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Jon Tartaglia

All-Knowing High Tech Guru & Code Magician

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