

Disney's Bonkers FAQ/Walkthrough

by Seraph 0

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System: Super Nintendo
Genre: Action/Adventure
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1. Introduction

I remember this cartoon when I was younger. I watched it every day after school. The Super NES game sticks very well to the cartoon, like most of Disney's games.

2. Story

The story begins when Bonkers and Lucky are patrolling the streets, and Bonkers reads in the newspaper that three of Hollywood' famous treasures have been stolen, by an unidentified thief. The three treasures are: The Sorcerers Hat, {from Phantasia}, The Mermaids Voice, {from The Little Mermaid}, and the Magic Lamp, {from Aladdin}. As Bonkers tries to convince Lucky that they must find the toondum's precious items, Lucky gets in a car crash. Newspaper states that Bonkers is the best man for the job. Bonkers feels responsible for Lucky's accident and sets out for justice.

3. Controls

I'm using the default settings.

D-Pad - Move Bonkers
Down - Crouch
B Button - Jump

Y Button - Dash
X Button - Bomb
Roll Attack - Dash + Down

- To Dash, hold the D-Pad in a direction and press Dash.
- When you Dash into an enemy, you usually repel them, (as well as certain objects), but you can destroy some enemies and objects as well.
- Bombs can be thrown just about halfway across the screen.
- You can attack by jumping on enemies.
- If you need to get to a higher place, jump on an enemy to get a boost. You can go even higher if you hold the Jump button.

4. Items

During your mission you will come across some items that will help.

- ? Balloon - Bust it open by Bomb or Dash, and get a prize. WARNING, some contain a Beezle. You can also use them as platforms, to reach higher areas.
- Badge - Looks like your basic, golden police badge. Get ten and you get one Bomb added to your maximum.
- Hyper Juice - A red bottle with a cork in it. Causes you to turn red and dash continually for about eight seconds. Although you can still be knocked out of it if you hit or get hit by an enemy, and of course certain objects you bump into.
- Donuts - Your basic round treat. Refills one Heart.
- Bomb Box - A box with a bomb sticking out of the top. Refills all Bombs.
- Bonker Doll - A small, doll version of Bonkers. Extra Life.
- Cake - Your basic white cake. Restores all Hearts.
- Heart Container - A large, red heart. Adds a Heart to maximum.

5. Enemies

There are many enemies you will come across. Some are from the show, others are not.

- Bulldog - Your basic quadruped enemy that barks and slowly chases you. Attack it anyway you want.
- Baseball Ape - An ape in a baseball uniform and wears a baseball glove. Throws baseballs at you, {obviously}, in an arc. If you are close, {like in your face close}, the baseball will fly right over you. If you don't feel confident with this, crouch. It's best to jump on it's head when he pauses from an attack.
- Beezle - This toon Bee chases you until you kill it. Can get annoying.
- Frog - Just swims around the water and jumps up once in a while. No real threat. Just jump on it.

- Bag - This bag follows you by hopping about. It can contain an item. Attack it anyway you want.
- Candle Stick - This toon hops in short strides and stops only to amplify its flame. You cannot jump on it, so you can only Dash, Roll Attack or Bomb it.
- Rubber Ball - A large red ball on a spring. When you touch it, it repels you in the opposite direction. Not really an enemy, but might bounce you towards an enemy.
- Possum - A possum with a large shield and wrenches for its weapon. He aims and tosses the wrench.
- Bat - Just a normal bat that flies back and forth in a small area. They can also swoop down to attack and also fly in a wave formation.
- Quark - A toon alien that hops about, firing a Ray Gun when it lands.
- UFO - Quark's flying spaceship. Moves up in down in the same spot, firing laser beams from both sides of its ship. Hit it once with a Bomb, and the Quark jumps out. You can use the UFO as a platform, just make sure you're not on the laser cannon.
- Outlaw - A dual six-shooting scoundrel. Moves slowly and fires twice.
- Kangaroo - These toons wait at the end of conveyer belts and throw three different items on to the conveyer belt. One item is the banana peel, which does not harm you but does make you slip up. Another item is a bomb, which obviously will harm you. The last item is a bouncing yellow ball, which are hard to dodge but can be jumped on.
- Rat - The Rats are digging through trash and once and a while throws trash at you. They throw one piece both left and right. They occasionally throw items.
- Oil Drum - A purple bouncing toon. You can't hurt it, but it can hurt you. Don't get under them, or they will squish you. You can use the Oil Drums as platforms.
- Scooter - These red toons don't have any projectile attacks, but try to hit you with them selves. They chase, jump at you and try to run into you. They can be a pain in great numbers.
- Weasel - These green toons throw potted plants out of windows. Like the Possum they can aim.
- Seagull - These birds fly back and forth in a arc motion. They drop coconuts as weapons.
- Broom - If you Dash into these toons, they repel you. You can only hurt them with a Bomb or Roll Attack.
- Sea Monkeys - Monkeys in sailor suits. They throw trash at you from the windows.
- Big Bad Wolf - Hits balls off of pool tables. He fires them upwards, so don't

jump on him when he is about to fire. The balls bounce.

- Penguin - They slide on the ice and try to impale you with their beaks. Jump on them just as they try to impale you.
- Alligator - These brown reptiles have spike scales on their back, making it hard to jump on. You can jump on their head or Bomb their head, but this will stun them for a short time.
- Sewer Croc - These green reptiles look exactly as the Alligators, except for the color and they are wearing goggles. These reptiles swim in the sewer water and at times, spit bones at you. Like the Alligator you cannot jump on their back, only their head is the weakness.
- Spore Plant - This odd plant fires spores in the air. Like the Possum, it aims well. Jump on it after it spits the spore.
- Spike - These odd insects, {I think}, walk back and forth for a little while, then spin over and erected spikes as protection. Jump on it when it's moving, or to be safer, throw a bomb.
- Piranha - These fish jump out of the water and try to stop you from making it to the end of the falling bridges.
- Mole - These guys throw rocks out from their buckets. Like many other enemies, they aim.
- Storm - This cloud tracks you and sends a bolt of lightning on you. Keep an eye on this one, because you can't kill it.
- Recoil Balls - Same as Rubber Balls, only blue and stronger repel.
- Dark Sticks - Same as Candle Sticks, only faster and green flame.
- Alarm Clock - Pops Time's minions. No real threat. They just chase you until the end of the screen.

6. Bosses

Here is the list of bosses, straight from the walkthrough.

Mansion

- Luminous Figure - The thief is actually a toon phantom. He can posses the vacuum and stand in the room, as well as take physical form. Note, you cannot hurt it in phantom form, you can only wait until it takes another form. Other then taking other forms, it will chase you at times.
- Thief - This form is the form it used to steal the three treasures. It stays transparent until it's going to spit Ecto Flame at you. This is the only time you can hurt the Thief form. You cannot jump or Roll Attack this form, you can only Bomb it.
- Stand - In this form you cannot jump on it. You can only Roll Attack it or Bomb it. Other the then Spear on top of its head to prevent jumping on it, it hops towards you.
- Vacuum - This form runs across the screen chasing you. You cannot Roll Attack, but Bomb or jump on it. It has no other abilities.

Although I think you can only hurt it in Thief form, it takes a total of 8 bombs to kill it.

Wacky Studios

Wooly and Bully - I remember these toons. First, you must get rid of Bully, by what ever means necessary. The way I killed him was to jump on his head and try to keep falling on his head, until he falls of the side. Wooly is a bit more difficult. First, you have to get him down from the lights. He will try to stop with banana peels on the conveyer belt and dropping bombs on you. To get him down, you must Dash into the button on the right side of the screen. You should wait until he is on the far right side of the lights, because you can trap him. Hit the button as many times as it takes to get him down. When he is down, he will throw two bombs at the same time, in both directions. Use the same strategy for disposing of Bully, for Wooly. When you killed both of them, you get the Magic Lamp.

Neighborhood

Rat-Bat - This toon can fly from chimney to chimney, while his partner drops bombs on you. He also throws exploding darts when he lands on the chimney. This guy is the least of your problem. Just hit him with a bomb when it lands.

Toon Helicopter - It is invisible and drops bombs when Rat-Bat flies from chimney to chimney. You have to throw Bombs in the air and hope it hits it. The best strategy I found was to wait behind a chimney, and when it starts dropping bombs, you throw a Bomb.

Cruise Ship

Louse - I remember this guy. He spits garbage at you, throws a rock on the floor, which causes a pit to form, breathes three tornados that repel you, and swipes you if you get to close. He also has a strong defense: he can hit your bombs back at you. The best strategy is to get close to him and throw a Bomb, because he repels your Bombs from long distance. When you defeat him, the final treasure is yours and Toots tracks the mastermind to the Underground.

Underground

The Collector - This character is in a machine that's only weak spot is the red oval on top of its machine. The machine has a couple of attacks and defense: has a spike shield that rotates to protect it from Bombs, a energy shield to protect its weakness, and a cannon that fires Fireballs, Freezballs, and Electricballs. You can knock it down with Bombs by two ways: hit it when the shield is out of the way, or hit it when its starts to move towards you. After you hit it a few times, The Collector will start to charge you, so crouch and attack its behind. After you destroy him, you find out he was just a pawn and the true boss has a great plan to use the treasures to bring people to their knees. After transporting the three treasures away from you, a door opens up and you enter.

Toon World

Pops Time - This guy has an assortment of attacks and defenses. When he raises both hands and gathers electricity, and fires a electric bolt that not only hurts you, but slows you down. He may be old, but has good aim. Another attack is to summon Alarm Clocks to chase you. The only way to attack him is to throw a Bomb at his head, when one of its hands is down. The other hand will be protected with lightning. When you do manage to hit him, he will spew out springs and gears in multiple directions. After a few hits, he will wise up and start switching hands to foul you. After about 10 Bombs, he will stop.

7. Heart Container Locations

Here is a list of the locations of the Heart Containers.

Level 1-1

1. On top of the fountain, near the end of the level. Use the fountain jet to get a boost.

Level 1-2

2. In the playroom. You have to jump on the first blimp to the left.

Level 2-1

3. The first studio you enter, on top of lights. Use the counter-weight platforms to help you jump on to the camera, then jump to the lights.

Level 2-2

4. When your reach the sixth building, {the Inn}, Jump on the roof and continue to the middle. You will enter a room where Mickey and Donald are taken a break, and a Heart Container await you.

Level 3-1

5. Right above you in the beginning of the level. Jump on to the first door you see and then onto the left window. Dash and quickly jump all the way to the left building window.

Level 4-1

6. Fall Apart has it. He is at the area with the barrels rolling towards you. Jump on to the gray platform, Dash and quickly jump on to the boat. Quickly jump again over the Sea Monkey and jump again off the boat to Fall Apart.

Level 5-2

7. It's in the area with the buckets moving up and down. You have to climb up with the first set, and jump onto the second set just as you are about to reach the top. Then you should see the Heart Container on the ledge to the right.

8. Walkthrough

Before beginning your mission, you should know that the game times you on how long you take on a level. I don't think it really matters for the end so don't worry about. You begin your mission by following the trail of the thief to a Mansion.

Mansion

Enemies - Guard Dog
Baseball Ape
Beezle
Frog
Bag
Candle Stick
Rubber Ball

Level 1-1

Begin through the gates of Mansion. Hit the 2nd balloon to get a Hyper Juice. Continue right, passing the Guard Dogs and Baseball Ape. If you want to get a few more Bombs added to your maximum, they go back and forth, hitting the coconuts. Continue up the stairs, passing the Baseball Ape and stopping at the top. You will see one of Bonkers friend, Fall Apart, a rabbit who literally falls a part. Hit him with a Bomb and he will give you a Bonkers Doll. If you want the Badges above you, jump on the near by Bee to get a boost. Continue down the stairs and hit the next balloon to get a Hyper Juice. Get the Cake if you need it and pass the pool. Time your jumps right when jumping over the barbecues and if you are low on Bombs, hit the balloon in between the barbecues. Continue right and use the fountain jet to get the Heart Container on top of the fountain. Continue right and the level will end.

Level 1-2

Start by breaking the statue of Donald Duck to get a Hyper Juice. Continue right and up the stairs. If you want a lot of Badges and a Bomb Box, then jump from chandelier to chandelier until the end. Be careful of the two small chandeliers, they fall when you are on them too long. Continue right and hit another statue for another Hyper Juice. Break the vases to get the Bonkers Doll and continue right. Before entering the dining room, hit the balloon next to the door to get yet another Hyper Juice. Make sure you don't jump on the Candle Sticks, but you can Roll Attack or Bomb them. Continue past the dining room and get the Cake if you need it. At the last table, there is a balloon with a Bomb Box if you need it. Continue right and you will enter a new area. Go up the elephant slide, but beware of the Baseball Ape on top. Before going right, jump on the left blimp and you will see a Heart Container on the ground. Continue right, passing the Baseball Ape and Rubber Balls. Soon you will enter a hallway and a doorway where the thief is hiding.

Luminous Figure - The thief is actually a toon phantom. He can possess the vacuum and stand in the room, as well as take physical form. Note, you cannot hurt it in phantom form, you can only wait until it takes another form. Other than taking other forms, it will chase you at times.

Thief - This form is the form it used to steal the three treasures. It stays transparent until it's going to spit Ecto Flame at you. This is the only time you can hurt the Thief form. You cannot jump or Roll Attack this form, you can only Bomb it.

Stand - In this form you cannot jump on it. You can only Roll Attack it or Bomb it. Other than Spear on top of its head to prevent jumping on it, it hops towards you.

Vacuum - This form runs across the screen chasing you. You cannot Roll Attack, but Bomb or jump on it. It has no other abilities.

Although I think you can only hurt it in Thief form, it takes a total of 8 bombs to kill it. After you kill it, you get a map to where the treasures are hidden. The next part you get to choose the next level you go to, but I suggest just let the game choose.

Wacky Studios

Enemies - Possum
Bat
Quark
UFO
Outlaw
Kangaroo

Level 2-1

Begin through the gates of the studio and continue right, passing any enemies. When you get inside the studio, look for and jump on the first camera you see. You will see a Heart Container above you. To get it, you have to use the counter-weight platforms to help you make the height. Once you got it, continue right. Be careful of the next counter-weights, there is a busted light that electrocutes you and It's easy to miss. Use the counter-weight platforms to get to the high ground and continue your mission. Hit the first balloon you see, if you want a Hyper Juice. Continue right and you will see a mechanical platform, which will move automatically when you jump on it. If you want to get a Bonkers Doll, then go on the platform, just. be careful of Bats and busted lights. Continue right, passing the enemies until you reach the next set. This set has an artificial gravity, so you can jump higher. The first balloon near the door has three Donuts, if you are low on health. This area is pretty straight forward, so continue right. Dodge or kill the Alien invaders and watch out for the open fans. They can make you fly, but they can put you in harms way. Continue right and end the level in the next set.

Level 2-2

The next set is a Wild West theme. Hi the second balloon for a Hyper Juice, but be careful not to hit the cactus. Continue right and you will see Fall Apart on top of a building. To get to him, continue right and jump on the camera. Then Dash and quickly jump to the first roof, just be careful of collapsing roof. Continue right until you get to the Inn. I suggest using the rooftops to get to the Inn, because behind the Inn sign on the roof, is a secret door. Behind the door is Mickey and Donald, taking a break from filming and a Heart Container. The balloon outside the Inn has three donuts, if you need a refill. Continue right and soon you will see a Bomb Box and Bonkers Doll under the floor boards. To get it, blow up the cactus on the left side, then Dash and Roll under the floorboards. In the next area, you will see moving backgrounds and a Kangaroos at the end. Pass these annoying enemies to the next area to fight the boss(s).

Wooly and Bully - I remember these toons. First, you must get rid of Bully, by what ever means necessary. The way I killed him was to jump on his head and try to keep falling on his head, until he falls of the side. Wooly is a bit more difficult. First, you have to get him down from the lights. He will try to stop with banana peels on the conveyer belt and dropping bombs on you. To get him down, you must Dash into the button on the right side of the screen. You should wait until he is on the

far right side of the lights, because you can trap him. Hit the button as many times as it takes to get him down. When he is down, he will throw two bombs at the same time, in both directions. Use the same strategy for disposing of Bully, for Wooly. When you killed both of them, you get the Magic Lamp.

Neighborhood

Enemies - Rat

Bag

Baseball Ape

Oil Drum

Scooter

Weasel

Level 3-1

Begin moving right and watch out for the Rats. Before moving forward, jump onto the first doorway and onto the left window. Dash and jump to the next window, on the left building. There lies a Heart Container. Continue right and be careful not to get electrocuted by the neon signs. Continue forward and Dash through the glass. There is a Bonkers Doll behind the green boxes and a Bomb Box in a balloon above the stairs. The stairs above the next Baseball Ape you see has a Cake, if you need it. Continue right and you will encounter the crushing Oil Drums. Skillfully pass the drums and continue to the end of the screen. Go up the stairs and you will meet Fall Apart. Get a Bonkers Doll from him and continue up the stairs. When you reach the top, the area is a road. If you continue forward, busses will start driving from behind you. You can jump on the busses to hitch a ride, just make sure you crouch when there is a tunnel. After many busses, you will reach the end where a Fall Apart will let you in the next area.

Level 3-2

Begin moving forward, but watch out for the Scooters. The second balloon you see contains a Hyper Juice. Continue right until you see a balloon in front of a semi. This balloon contains a three Donuts if you need it. Continue forward and down the stairs until you meet up with Fall Apart. He has a Bomb Box if you need it. Dash through the glass until the end. You will automatically jump onto the moving platform. On the way, you can get a Bonkers Doll and Bomb Box, just be careful not to get left behind and not to get hit by the Weasels. When you reach the roof, the next two balloons contain three Donuts. Continue until the end, where the next boss{s} await.

Rat-Bat - This toon can fly from chimney to chimney, while his partner drops bombs on you. He also throws exploding darts when he lands on the chimney. This guy is the least of your problem. Just hit him with a bomb when it lands.

Toon Helicopter - It is invisible and drops bombs when Rat-Bat flies from chimney to chimney. You have to throw Bombs in the air and hope it hits it. The best strategy I found was to wait behind a chimney, and when it starts dropping bombs, you throw a Bomb.

After about 5 hits each, the Helicopter explodes and you get the Sorcerers Hat.

Cruise Ship

Enemies - Seagull

Broom
Sea Monkey
Bag
Big Bad Wolf
Rat
Penguin

Level 4-1

Begin moving forward and watch out for the Seagull and Broom. The first balloon you see has a Hyper Juice. Continue right and dodge the barrels. You can use the barrels as platforms. To get the next Heart Container, you must jump on the gray platform and jump onto the boats. You have to Dash, jump quickly over the Sea Monkey and jump again off the next boat. On the next platform, Fall Apart has the Heart Container. Continue forward and you find out its a Kangaroo throwing the barrels. Kill him and continue right. The next balloon contains three Donuts, if you need it. Continue forward, dodging seagulls until you reach the doorway to the next level.

Level 4-2

Begin moving forward and hit the first balloon for three Donuts. Continue all the way to the end of this room and the left most balloon of the three, has another three Donuts. Continue into the next room and watch out for the balls. Continue right and pick up the Bomb Box between the pool tables, if you need it. After the pool tables, there is a Bonkers Doll under a pinball machine that you must Roll to get it. Continue forward and down the elevator. The kitchen and freezer have many traps, so watch your self. Continue passed the kitchen and into the freezer. Watch out for falling frozen swordfish. Continue until the first balloon, it contains a Hyper Juice. Just make sure you don't freeze yourself when in Mad Dash. Continue until the next elevator and down below is the next boss.

Louse - I remember this guy. He spits garbage at you, throws a rock on the floor, which causes a pit to form, breathes three tornados that repel you, and swipes you if you get to close. He also has a strong defense: he can hit your bombs back at you. The best strategy is to get close to him and throw a Bomb, because he repels your Bombs from long distance. When you defeat him, the final treasure is yours and Toots tracks the mastermind to the Underground.

Underground

Enemies - Bat
Alligator
Sewer Croc
Spike
Spore Plant
Piranha
Mole

Level 5-1

Begin by jumping down the sewer and try staying to the right or left. Land and go right to meet up with Fall Apart, who will give you a Bonkers Doll. Continue right and go down the pipe. You can go down certain pipes by rolling in them. Try to land on the pipe, if you don't, use the bat as a booster. Dash and jump from pipe to pipe, it's easier this way. When you get near the end, a pipe spewing sewer water will drop wooden logs that can be used as platforms. Get the cake above that pipe, if you need it, and continue right. Past the first

Spike and go up. You can get a Bonkers Doll by Dashing into the weak pipe. Continue down and Dash up the slippery floor. Get the three Donuts from the balloon and hit the switch by Dashing into it. The next switch is a little tricky, you have to hit it, jump on the sewer pipe spewing liquid and get past the door before it closes. Continue right and if you need Bombs, hit the balloon on the next geyser up. Continue right until you reach a passageway to the next level.

Level 5-2

Dash through the door and wait before the bridge. When you start moving on the bridge, the bridge will start to fall, so you must Dash and dodge until the next solid platform. Continue this until you reach solid grounds. Hit the next balloon for three Donuts and continue right. You will need to jump from the moving platforms, {buckets}, to get down and then up. Watch out for the Moles, they will be in some buckets. Also, the last Heart Container is on a ledge at the top. You have to fall off the first set of buckets onto the second set of bucket, when you are near the top. You will then see the Heart Container. Continue right and you will have to do the same thing, but make sure you don't go all the way up, there are cave spikes. Continue right and make sure to jump after the pipe spews the sewer water. When moving forward, watch out for a pipe that spew Spikes. After that, the next area is the boss.

The Collector - This character is in a machine that's only weak spot is the red oval on top of its machine. The machine has a couple of attacks and defense: has a spike shield that rotates to protect it from Bombs, a energy shield to protect its weakness, and a cannon that fires Fireballs, Freezeballs, and Electricballs. You can knock it down with Bombs by two ways: hit it when the shield is out of the way, or hit it when its starts to move towards you. After you hit it a few times, The Collector will start to charge you, so crouch and attack its behind. After you destroy him, you find out he was just a pawn and the true boss has a great plan to use the treasures to bring people to their knees. After transporting the three treasures away from you, a door opens up and you enter.

Toon World

Enemies - Storm

Recoil Balls

Dark Stick

Alarm Clocks

Begin moving right and always keep an eye on Storm. Use the Recoil Balls to help cross the level easier. Watch out for the Dark Sticks, sometimes there near the Recoil Balls and you will get burned. Continue right, passed the flying platforms until you have to go up. All you have to worry about know is the Dark Sticks. Continue up and at the top waits the final boss.

Pops Time - This guy has an assortment of attacks and defenses. When he raises both hands and gathers electricity, and fires a electric bolt that not only hurts you, but slows you down. He may be old, but has good aim. Another attack is to summon Alarm Clocks to chase you. The only way to attack him is to throw a Bomb at his head, when one of its hands are down. The other hand will be protected with lightning. When you do manage to hit him, he will spew out springs and gears in multiple directions. After a few hits, he will wise up and start switching hands to fool you. After about 10 Bombs, he will stop.

Ending

Pops Time is angry with Toon World for never thanking him for all the work he has done. He gives back the treasures and is about to send himself and Bonkers to oblivion, when Bonkers thanks him for returning the treasures. With this act, Pops Time's faith is renewed and he send Bonkers back. Lucky and Bonkers get medals for their work.

----- 9.Review -----

Graphics = 4
Sound/Music = 4
Gameplay = 3
Overall = 4

I liked the cartoon a lot and this game certainly catches the show. Graphically pleasing. Has good backgrounds, good character animations and overall likeable graphics. Maybe it could of had more detail, but then it might loose it's cartoon look. Sound/Music fit the game perfectly. There are some Sound FX that don't sound right, like the fountain jet in the first level. Gameplay is basically an above average platform game. It could have had more attacks, like classic anvil drop or any other cartoon related attacks. Another problem is that you can technically beat this game under 30 minutes. Overall, fans and anyone alike will enjoy this game, even if you just play through it once.

----- 10. Copyright -----

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