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Printed in Japan

TurboChip¹³ Game Card manufactured in Japan. 90-day limited warranty (details inside).

TGX040083

Printed on Recycled Paper



THANK YOU!

...For buying this advanced TurboChip game card, "LEGEND OF HERO TONMA $^{\!\scriptscriptstyle {\rm TM}}$ "



Before using your new TurboChip game card, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, precautions concerning its use and the proper use of this TurboChip game card. Always operate your TurboGrafx-16 SuperSystem and this TurboChip game card according to instructions. Please keep this manual in a safe place for future reference.

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TurboGrafx[™]-16 Entertainment SuperSystem TurboChip® Game Card Turbo Express[™] Handheld Entertainment System

WARNINGS

- 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, 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 especially for use with the TurboGrafx-16 Entertainment SuperSystem and the TurboExpress Handheld Entertainment System and will not operate on other systems.

Any duplication of this software is strictly prohibited.



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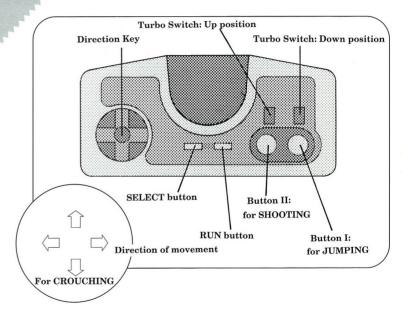
Long ago, in the days when we could still travel between the human world and the world of magic, there lived Tonma, an apprentice to the great wizard Merlin.

One day, while in deep meditation, Tonma heard the voice of a princess crying out for help. He asked Merlin what this voice meant, and Merlin understood that it was time to tell Tonma about his childhood.

"Tonma," said Merlin, "You were born a Royal prince in a distant kingdom. The princess whose voice you have heard is destined to be your bride."

Tonma resolved to rescue the princess, using the magic powers he had learned from Merlin. He set off on a journey to the world of magic, where the creatures awaited him...

METHOD OF OPERATION



MOVING DOWN

If you press Button I at the same time as the "crouching" button, you can jump down.

SELECT MODE

Press the RUN button to see the SELECT MODE menu.



Press the SELECT button or the direction key to move the pointer.

GAME STAR

1 PLAYER

SOUND MOD

This starts the game.

You can change this to 2 PLAYERS mode by pressing Button I or the RUN Button. Two players can then take turns playing. This lets you see the SOUND MODE menu. There's a big selection of music to choose from

TO CONTINUE

After GAME OVER, you'll see the CONTINUE menu. If you want to continue, press the RUN button. If you want to go back to the beginning, select END with the direction key, and then press the RUN button.

THE GAME

JUMPING

- During a jump, if you press "up" on the direction key, you will come down more slowly.
- If you press "down" on the direction key, you will come down from a jump more quickly.

The longer you press the jump button, the higher you can jump.



GO FOR THEIR HEADS!

When you jump, try landing on an enemy's head — you'll bounce up into the air again!

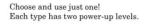
At the beginning, Tonma has only conventional weapons to fight with. But if you collect power-up items and special bombs, you can use both types of weapons at the same time!

SCREEN DISPLAY



MAGIC ITEMS









Your conventional weapons have three power-up levels.



BarrierThis is a sphere revolving around Tonma to protect him.



Groundhog bomb



Parabola bomb



 ${\sf Guided\ bomb}$



Smithereens!
The enemies in the picture disappear.



Ancient map



Bonus



Treasure chest



Treasure goblin
This is in the treasure chest.
All the enemies in the picture turn into coins.

ENEMY CHARACTERS



ZOMBIE

Comes at you in leaps and bounds.



BLUE BAT

Runs and jumps after you.



CRUSH BARREL

Comes rolling down from above.



GORDIAN

Fixed to the spot. Unleashes balls of fire.



SHIELD SQUAD

Their shields make them formidable opponents.



TRIPMAN

Crawls on the ground and gets in your way.



LEON

Fixed to the spot. Attacks with a long tongue.



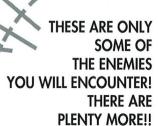
HUNTER

Comes at you with a gun.

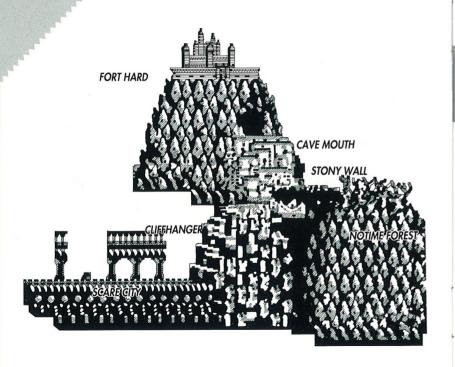


FIRE MAN

When he gets close he attacks by throwing balls of fire.



MAP OF NO-MAN'S ISLAND





SCARE CITY

STAGE: 1

You start in the ruins. If you don't pick up the key, you can't open the door. Once you get out of the town, you enter the skeleton's cellar.

BOSS: HELTER SKELETON

Watch out for the green fireball shooting from the tip of his sword.



Grab the power-up items and get up that cliff! Those giant trees are the home of a 4,000-year-old dragon.

CLIFFHANGER

STAGE: 2

BOSS: KILLAGON

Killagon comes slithering through the trees breathing fire.



STAGE: 3

NOTIME FOREST

Get through the forest, over the hanging bridge, past more trees and into a cave.

BOSS: SPOUT-SPROUT

A giant tree monster that spits out tree-stump beasts. Watch out for giant falling nuts!



STAGE: 4

STONY WALL

Climb up the colored rocks.

BOSS: SAUSAGES

Two giants with superhuman powers. They throw down stones from the top of the cliff and disappear and reappear as they attack. These guys are really a problem!

STAGE: 7

CHAMBER OF FEAR

You're inside the castle. At long last, you are face to face with the EVIL LORD.



CAVE MOUTH

A maze scene.

BOSS: ROCK FACE

At the end of the tortuous, winding maze is a humongous head made of stone. A witch who lives inside its mouth hurls rocks and stones at you.



STAGE: 6

FORT HARD

You're outside the castle. Climb the castle walls up to the gate.

BOSS: HEDUSA

A stone statue with four heads guards the gate.

DO YOU REALLY THINK YOU HAVE WHAT IT TAKES TO RESCUE THE PRINCESS? GOOD LUCK!

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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, and be prepared to present it in case of a warranty claim.

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- 2. Damage, deterioration or malfunction resulting from:
- a) Accident, negligence, misuse, abuse, neglect,impact, fire, liquid, lightning or other acts of nature, commercial or industrial use, product modification or tampering, failure to follow instructions supplied with the product:
- b) Repair or attempted repair by anyone not authorized by TTI;
- c) Any shipment of the product (claims must be submitted to the carrier):
- d) Removal or installation of the product; and
- e) Any other cause that does not relate to a defect in material or workmanship.
- Any product as to which the TTI serial number has been altered, defected, or removed.

HOW TO OBTAIN WARRANTY SERVICE For warranty information, call 1-800-366-0136 Monday-Friday 8:00 A.M. to 7:00 P.M. Central Time.

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- Damage to other property caused by this product, damages based upon inconvenience, loss of use of the product, loss of time, commercial loss; or
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