

# LEGEND OF HERO TONMA

TM

"Turbo Grafx", "Turbo Chip",  
"Turbo Express", "Turbo Pad" are  
trademarks

Legend of Hero Tonma is a trademark of  
IREM Corp.

Printed in Japan

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

TGX040083

Printed on Recycled Paper

**irem**  
IREM CORPORATION

**TURBO**  
16  
**GRAFX**

TM

Distributed by

**Turbo Technologies, Inc.**

6701 Center Drive West, Suite 500  
Los Angeles, CA 90045

# THANK YOU!

...For buying this advanced TurboChip game card, "LEGEND OF HERO TONMA™"



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.

© 1993 IREM CORP.

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

## WARNINGS

- 1 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.



## C O N T E N T S

|   |     |
|---|-----|
| Story: Tonma! Help!.....                          | ★2  |
| Method of operation .....                         | ★3  |
| The game .....                                    | ★5  |
| Magic items .....                                 | ★6  |
| Enemy characters .....                            | ★8  |
| Map of No-man's Island (stages in the game) ..... | ★10 |

# STORY

## Tonma! Help!

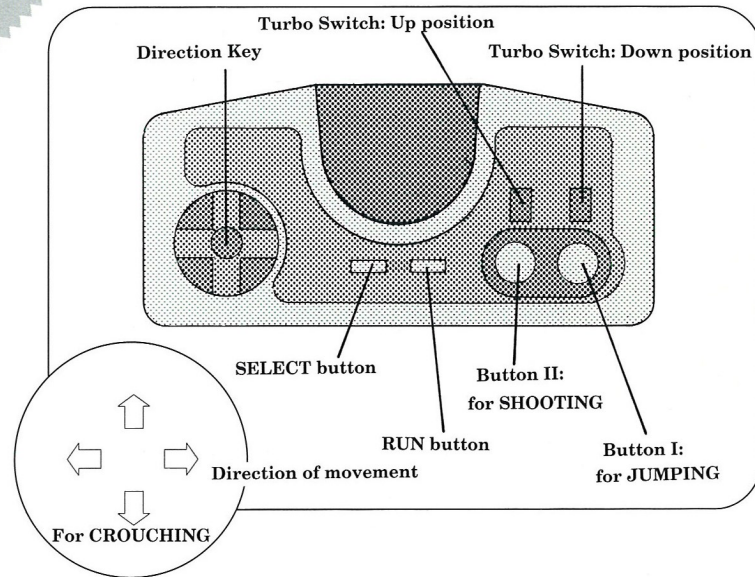
Long ago, in the days when we could still travel between the human world and the world of magic, there lived Tonma, an apprentice to the great wizard Merlin.

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 START

This starts the game.

### 1 PLAYER

You can change this to 2 PLAYERS mode by pressing Button 1 or the RUN Button. Two players can then take turns playing.

### SOUND MODE

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

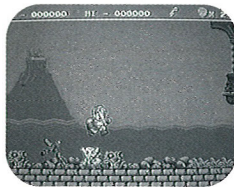
- ↑ During a jump, if you press "up" on the direction key, you will come down more slowly.
- ↓ If you press "down" on the direction key, you will come down from a jump more quickly.

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

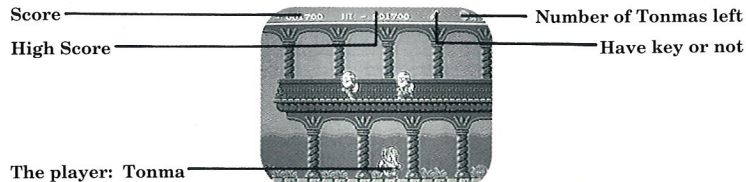
## GO FOR THEIR HEADS!

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



## BASIC ATTACK



Your conventional weapons have three power-up levels.



### Barrier

This is a sphere revolving around Tonma to protect him.

Choose and use just one!  
Each type has two power-up levels.



### Groundhog bomb



### Parabola bomb



### Guided bomb

## AUXILIARY ATTACK



### Smithereens!

The enemies in the picture disappear.



### Ancient map



### Bonus



### Treasure chest

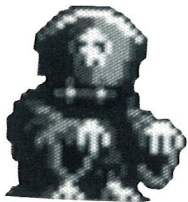
Coins come out.



### 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.



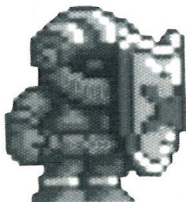
## CRUSH BARREL

Comes rolling down from above.



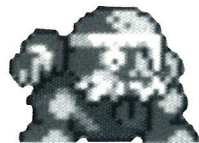
## GORDIAN

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.



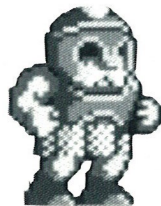
## LEON

Fixed to the spot. Attacks with a long tongue.



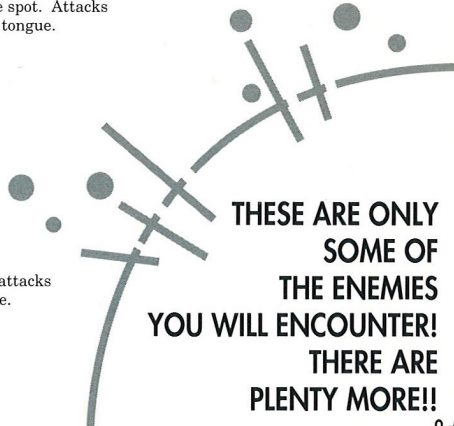
## HUNTER

Comes at you with a gun.



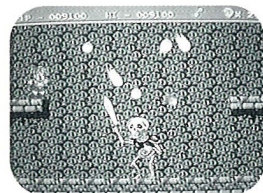
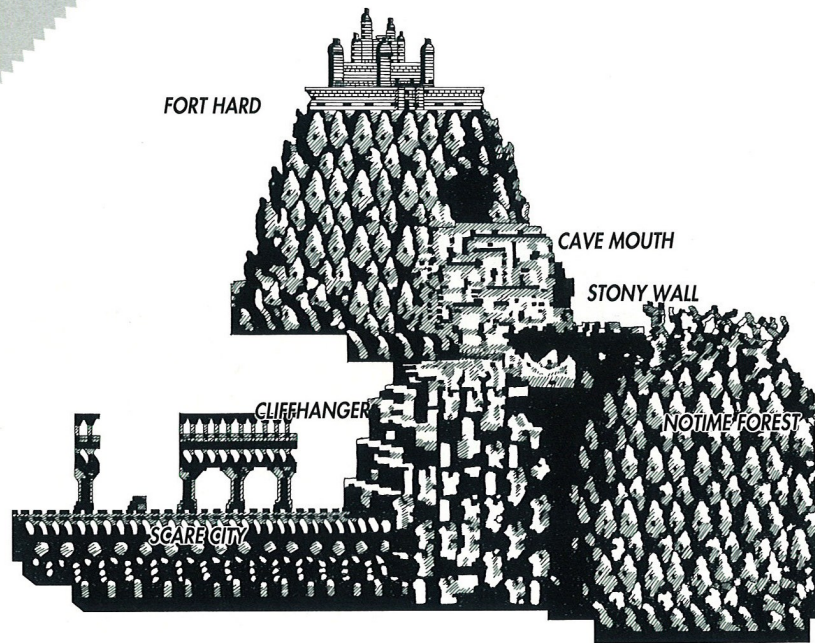
## FIRE MAN

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



THESE ARE ONLY  
SOME OF  
THE ENEMIES  
YOU WILL ENCOUNTER!  
THERE ARE  
PLENTY MORE!!

# MAP OF NO-MAN'S ISLAND



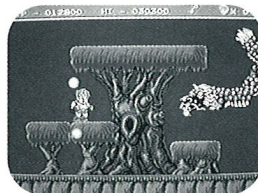
STAGE : 1

## SCARE CITY

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.



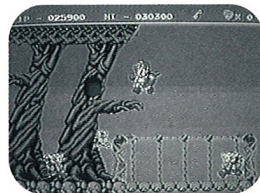
STAGE : 2

## CLIFFHANGER

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

### 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!



