



THE

LEGENDARY AXES

NEC

TURBO
16
GRAFX
TM

Thank You

...for Buying this Advanced TurboChip Game Card, "The Legendary Axe."

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.

WARNINGS

- 1 Be sure power is turned off when changing game cards.
- 2 This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
- 3 Do not forcibly bend your TurboChip game cards.
- 4 Do not touch the inside of the terminal area or expose the SuperSystem to water, etc., as this might damage the unit.
- 5 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 will not operate on other systems.

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TurboGrafx™-16 Entertainment SuperSystem
TurboChip™ Game Card

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Inserting the TurboChip Game Card

- 1 Remove the TurboChip game card from its plastic case.
- 2 Hold the TurboChip game card with the title side up and gently slide it into the Game Card Port until you feel a firm click (do not bend the TurboChip game card or touch its metal parts as this could erase the program).
- 3 Slide the Control Deck Power Switch to the ON position (if your game card is not inserted properly, the Power Switch will not move all the way to the right).
- 4 The title screen of your particular game card should appear on your television.

Welcome, Gogan—Mighty Warrior.

You are Gogan, the Mighty Warrior. Living long ago, in a faraway place, you are strong of body, keen of mind. But now you face an awesome challenge.

Your people are ruled by an evil cult—the Jagu. A savage band, they pillage the countryside, destroying all that is sacred. Their leader, Jagu himself, is half man, half beast. No one is safe.

Now the worst has befallen you. Each year your peaceful village of Minofu has been forced to offer a human sacrifice to the Jagu. This year it is your childhood friend, Flare, barely 16 years old.

Returning from a strange and remote village where you have studied warfare for two years, you rush into the village. But you are too late. Flare has been taken to the “Evil Place,” the mountain stronghold of the Jagu. Armed with the Legendary Axe “Sting” given to you by the village elders, you now stand at the entrance to the Evil Place. It is said that this axe possesses strange powers and offers tremendous strength to anyone who uses it. Fare well on your adventure, mighty Gogan. May the “whoosh” of cold steel ring victorious for you and the captive Flare.

Operating Controls

Use your TurboPad accessory to direct the movements of the mighty warrior, Gogan.

4-Way Controller

Pressing right moves Gogan to the right. Pressing left moves Gogan to the left. Pressing up enables Gogan to climb ladders and other obstacles. Pressing down makes Gogan crouch.

SELECT Button

When pressed at the same time as the RUN button, it resets the game.

RUN Button

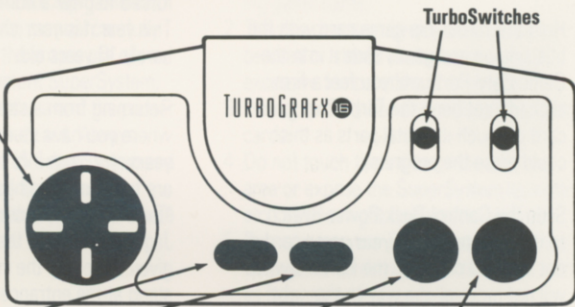
This button is used to start the game. During the game, it can also be used to pause the play action.

Button II

Gogan attacks with the Legendary Axe, "Sting."

Button I

Gogan jumps. The height of the jump is determined by how long the jump button is held down. Both Turbo Switches should be **down** for this game.



Starting the Game

Object of the Game

Penetrate the Evil Place and rescue Flare. Score as many points as possible along the way.

How to Play

"The Legendary Axe" is a horizontal-scrolling action game. Your only weapon is the mystical Legendary Axe which you carry at all times. With this powerful weapon, you must defeat all of the evil Jagu enemies. Gogan must attack with the amount of strength he has, based upon getting power (power supply) and accumulating it.

Press the RUN Button

This starts the game from the title screen.

Pausing the Game

During play, press the RUN button to pause.

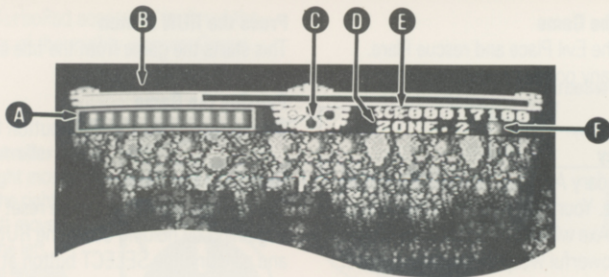
Resetting the Game

During play, the game can be reset to the beginning by holding down the RUN button and pressing the SELECT button at the same time.

Continue

After "Game Over," the game can be continued by pressing the RUN button while the "Continue" prompt is displayed on the screen. You may "Continue" up to 4 times.

Legendary Axe Screen Displays



A Vitality

This is a measure of how much strength or energy you have left. When the meter is depleted, you are dead.

B Power Gauge

During the game, a special power-up can be collected that will increase the available power supply. The strength of Gogan's attack is indicated by this power gauge. The power of each stage will rise slowly to the maximum level but drop completely with each attack.

C Power Level

When the power supply is increased, Gogan's maximum attack strength is shown in red. Also a magical crystal is added to the Legendary Axe.

D Zone

Shows the zone Gogan is presently in.

E Lives

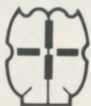
This is the number of remaining men in Gogan's army.

F Score

Points are awarded for destroying the minions of Jagu. Additional lives are awarded for surpassing certain point levels.

Power Items

There are a variety of power-up items that can be collected.
Destroy the Jagu idols to reveal these enhancements.



Power Supply

Increases the power gauge and Gogan's attack strength.



Wing

Increases attack speed.



Life-recover A

Restores the Vitality Gauge once.



Life-recover B

Restores the Vitality Gauge three times.



Life-recover C

Restores the Vitality Gauge seven times.



1-UP

Increases the number of remaining lives.



Blue Crystal

Increases the score by 5,000 points.



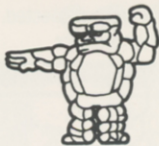
Red Crystal

Increases the score by 1,000 points.

Enemy Characters



Punjabbi 12,500 pts
Attacks by throwing and stabbing with a spear. Blocks Gogan's blows with a spear.



Rock Man 300 pts
Looks like an ordinary rock at first glance, but changes shape and attacks when Gogan approaches.



Jagi 500 pts
Spits bouncing fireballs.



Evil Eagle 800 pts
Locates Gogan and quickly strikes.



Ape Man 1,000 pts
Breaks through walls and hurls rocks at Gogan.



Aqua Lung 5,000 pts
The guardian of the evil Jagu. This powerful boss attacks with spinning fireballs.



Poisonous Moth 50 pts
Flutters toward Gogan.



Rolling Armadillo 1,500 pts
Runs back and forth.



Demon Giant 1,500 pts
Attacks Gogan with sharp claws. Watch out for jumping abilities.



Monkey 150 pts
Jumps on Gogan's back and bites.

Enemy Characters



Cave Man 1,500 pts

Attacks with a huge club.



Frog Man 250 pts

Jumps out of the water to knock Gogan off ledges and attacks with fireballs.



Nomad 100-200 pts

Jagu has appointed a variety of Nomads as guards. You gauge their power by the armor they wear.



Vampire Bat 50 pts

Flies at Gogan in an erratic pattern.



Amoeba 500 pts

Attacks Gogan by flying directly overhead and launching fireballs.



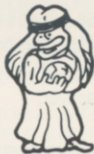
Jagu

The ultimate evil and leader of the Jagu cult. Little is known about this demon other than the fact that he is combined from the spirits of many different creatures. Beware, mighty Gogan, your most difficult battle has just begun!



Giant Tarantula 1,100 pts

Attacks suddenly from the ceiling. Spits poison from its mouth.



Ball Thrower 700 pts

Throws bouncing crystal balls when you approach.



Giant Boulder 10,000 pts

Rolls back and forth and tries to crush Gogan. Requires several hits to destroy.

Playing Tips

When you have acquired power and accumulated strength, you should attack.

Be careful about jumping.

You can overcome the Jagu by carefully watching their patterns of movement.

Always smash the idols! You'll uncover power-ups and other enhancements that will increase Gogan's score or abilities. Also, look for hidden idols behind objects and barriers. Look around—you'll be amazed at what you discover.

At many points in the game, you will be offered different paths to travel. Explore all the areas—you may be passing up hidden riches!

Look for the special keys that unlock additional levels of play. They're hard to find, but bonus points, strength and lives are your reward.

Be careful when you are traveling on ledges or near pits. The deadly Jagu enemies may strike at you and knock you off.

Enhance the strength of the Legendary Axe as early in the game as possible. When it reaches full power, you will have incredible abilities that allow you to defeat even the most difficult Jagu demons easily.

When you arrive in the Pits of Madness (level 5), be sure to map your way through or you may get lost. There is only one correct way through this area. If you do not discover the proper path, you will mysteriously be transported back to the beginning to try again!

Call TurboTeam at (312) 860-3648 for game tips.

NEC TurboChip™ Game Card 90-Day Limited Warranty

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This product is warranted for 90 days from the date of the first consumer purchase.

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 - b) repair or attempted repair by anyone not authorized by NECHE;
 - c) any shipment of the product (claims must be submitted to the carrier);
 - d) removal or installation of the product;
 - e) any other cause that does not relate to a product defect.

HOW TO OBTAIN WARRANTY SERVICE

For warranty information or game support, call (312) 860-3648, Monday-Friday 8:30 a.m. to 5:30 p.m. Central Time.

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these other TurboChip™
game cards?**

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