TRON SOLAR SAILER*
Intellivoice Voice Synthesis Cartridge Instructions
(For 1 player)

*TRON Solar Sailer is a trademark owned by and used under license from Walt
Disney Productions.

OBJECT OF THE GAME

Game is based on TRON, the Walt Disney Productions futuristic movie! You are the
character, FLYNN. Your opponent is the tireless Master Control Program! Your only
hope of returning to the real world is to destroy the MCP before it destroys you.
To do this you must overload the MCP. In the opening game phase your Solar Sailer
will ride intersecting beams on your TV screen. Recognizers and cannon-firing
tanks will attack the Solar Sailer on its way to the MCP & the decoding phase. In
this second phase you'll be involved with frantic decoding action inside the
heart of the MCP. Points are won for shooting the Solar Sailer's attackers (phase
1) and for correctly placing digits into a display (phase 2).

TRON SOLAR SAILER cartridge is designed for use with BOTH your Master Component
and INTELLIVOICE Voice Synthesis Module.

LET'S TAKE A PREVIEW!

DEMO MODE: 1st Phase -- Solar Sailer. 2nd Phase -- MCP Center.

For a quick preview of both game phases...

Turn console switch ON... and LEAVE EVERYTHING ALONE.

Title will appear, followed by demo of 1ST PHASE.
Title will reappear, followed by demo of 2ND PHASE.
This cycle occurs over and over again.

Press DISC to begin a game. Use EITHER ONE of the hand controllers.

COURSE OF THE SOLAR SAILER

The computer world you are in is arranged in eight concentric rings or TRACKS.
The Master Control Program is located at the center - TRACK ZERO, your goal. The
ring farthest away from center is TRACK 7. Each Track is divided into eight
SECTORS. Solar Sailer moves right or left on your screen through all the SECTORS
in a Track, counter-clockwise or clockwise.

OBSTACLES: As you sail above the game grid, the MCP will do everything in its
power to stop you or throw you back. MCP's outer defenses are TANKS and
RECOGNIZER ROBOTS.

CHECK GAME CONTROLS

KEYPAD 1 through 6: Change Beam
KEYPAD 8: Leave MCP
KEYPAD 0: Location

UPPER SIDE ACTION BUTTONS: Accelerate
LOWER SIDE ACTION BUTTONS: Brake

DISC: Aim & Fire (1st Phase) / Move "Bit" (2nd Phase)

GAME PLAY ACTION

At the start of Phase 1, you have two numbers to remember. Both will change and
you will have to remember the changes. First is the GOAL SECTOR NUMBER which will

appear on your screen (on line 3). And second, the ACCESS NUMBER which will NOT
be displayed. It will be given to you by ALAN's VOICE ONLY. TO PLAY GAME PHASE 1,
YOU MUST REMEMBER THE GOAL NUMBER (1 DIGIT) AND THE ACCESS NUMBER (5 DIGITS.)

1. Turn console switch ON.

2. Press DISC to bring up "LOCATION", "TRACK", etc. message. LISTEN TO ALAN's
VOICE: REMEMBER THE ACCESS CODE NUMBER. YOU WILL NEED IT LATER!!! (WRITE IT
DOWN.)

3. Game Grid then appears. SOLAR SAILER sits on a beam.

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YOU ARE NOW IN GAME PHASE 1

4. Use TOP side buttons on a hand controllers to MOVE or ACCELERATE the SOLAR
SAILER. Use BOTTOM BUTTONS to slow it down.

5. Use DISC to AIM & FIRE at the attackers. Score points for hits. (See SCORING,
below.) REMEMBER: SHOOTING LOWERS BEAM ENERGY. SO DO HITS FROM THE ATTACKERS.
LOSE TOO MUCH ENERGY AND YOU LOSE THE GAME! LISTEN TO TRON's VOICE "ENERGY LOW",
etc.

IF THE BEAM ENERGY DROPS TO ZERO, AND THE SOLAR SAILER NO LONGER MOVES -- GAME'S
OVER, YOU LOSE!

To begin a new game, press hand controller DISC.

6. For RENEWED ENERGY reach an intersection and SWITCH BEAMS. Move Solar Sailer
to where the horizontal beam crosses a vertical beam. Press ANY key on either
controller from 1 through 6.

WARNING: You can't stay on one track forever! Each time you jump from one beam to
another, you steal energy from that track!

GRID BUGS tell you about track energy! When there are no Grid bugs on your TV
screen, it means track energy level is almost zero!

7. When you reach the correct white vertical I/O beam (your GOAL location) the
game will FREEZE. GREEN CURSOR (Square) will appear. Enter ACCESS CODE number on
either hand controller & press ENTER. If the correct number is entered, you will
jump two tracks closer to MCP Center. (If you are already on Track 1 or Track 2
-- you will jump ONE track only.) BONUS POINTS for each track jump! (See
"Scoring", below.)

Notice: Whenever you correctly enter an ACCESS CODE, you will always ENTER THE
NEXT TRACK AT SECTOR ZERO.

8. When you get to Track Five (or closer to the MCP -- 4, 3, 2 or 1) look out! A
RECOGNIZER could show up at any time. As soon as you see one, start shooting!
Move the Solar Sailer out of there fast! Recognizers can really hurt you! A
Recognizer can pick up the Solar Sailer and send it backwards 1 or 2 tracks!
(From Track 4 to Track 5 or 6 -- away from your goal, Track 0, the MCP Center.)
It's a costly detour and you'll have to fight your way back. To find out where
you are if that happens, press LOCATION (0) button on a hand controller. You'll
also want to head toward Sector 0 WHITE I/O beam to get the ACCESS CODE for the
new track.

"CAN'T REMEMBER" THE ACCESS CODE NUMBER? Here's what to do:

- If you can correct yourself BEFORE pressing ENTER, you're OKAY. Press CLEAR on
the controller. Make your correction, THEN press ENTER.

- If you have ENTERED a WRONG access code number, game will UNFREEZE, start up again. You can loop back to the beam and try again. Or go back to the Sector Zero I/O beam, if you've completely forgotten the code.

PHASE 1 continues until Solar Sailer has moved all the way to TRACK ZERO, MCP CENTER.

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YOU ARE NOW IN GAME PHASE 2

Decoding phase begins! Screen changes to the heart of the MCP Center, your goal in game Phase 1. To retain control, the enemy MCP must make continuous data transmissions. Large ZEROES and ONES will fly out at you. You must intercept and capture them with BIT, enter them correctly into a display. Stop enough transmissions, and you'll overload the Master Control Program... and win yourself 50,000 points!

9. DISPLAY will appear at the bottom of your screen. 8 DIGITS, ZEROES IN RED. VOICE will tell you the OVERRIDE CODE, an 8 digit binary display (all ones and zeroes.) REMEMBER THE OVERRIDE CODE!

With the announcement of the Override Code Number, transmissions begin. Zeroes and ones will start flying straight at you!

10. CAPTURE THE FLYING DIGITS! Press DISC to move BIT until it collides with a flying digit (One or Zero). To do this you must get directly in front of the digit. (Bit will appear to be the same size as the intercepted one or zero.)

11. FOLLOW THE OVERRIDE CODE. Enter the correct display position (1- 8) for the digit you have captured on a hand controller. (For example: If the Override Code is 01000101 and the digit you've captured is a One, you need to press 2, 4 or 8 on the controller keypad.) Digit will be placed in a correct position on the display.

Most often, ONES are what you want. And as you enter them BIT's VOICE will guide you, "Yes" or "No". (If you enter a One in the wrong position you will need a Zero to replace it.)

12. YOU HAVE TO BE QUICK! A data transmission lasts only a short time. The task is to enter all 8 digits into the display before the transmission stops! If you're too late, you'll hear from the MCP! No more ones or zeroes will fly. You've been too slow, you LOSE 10 on the Overload Factor scale. (See "Scoring", below.) What's more, the time of transmission gets shorter & shorter as you go along!

YELLOW ONES & ZEROES are another obstacle! If a YELLOW digit hits Bit it will automatically enter itself at random on the display! Unless you get lucky, it will enter a wrong position and you will have to replace it. More time lost!

Remember: If the MCP Overload Factor is reduced to zero you LOSE, GAME'S OVER! Your final score will be displayed.

WHAT HAPPENS WHEN YOU WIN!

Screen boarders turn RED. You'll hear THEME MUSIC! You have increased the Overload Factor to 100! The enemy Master Control Program is defeated.

Now you have TWO OPTIONS!

- You can collect 50,000 points and call it quits. You've won! (Press LEAVE MCP [8] on either controller.)

- OR you can GO FOR BROKE! Try for an "Overtime" period and STILL MORE POINTS. (DON'T press LEAVE MCP!)

Another transmission will begin -- ones and zeroes will start flying again. It's "overtime"!

DON'T FORGET, IT'S GO FOR BROKE! If you decided to try for more points, you must block every single transmission! Fail and you won't get the 50,000 point bonus! THE GAME IS OVER! YOU LOSE!

It's up to you. The 50,000 bonus points may be earned only once. But you can stop and collect them after any successful transmission block in "overtime".

SCORING

Remember: Scoring points is only part of the action! Your goal is to destroy the MCP by overloading it. Watch the OVERLOAD FACTOR. When the MCP Overload factor reaches 100, you WIN (MCP overloaded, destroyed!) If the Overload Factor drops to zero, you LOSE! As play starts (phase 1) the Overload Factor is 50.

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GAME PHASE 1

OVERLOAD FACTOR

- Each time you reach a track closer to the MCP for the first time, you INCREASE the MCP Overload Factor by 5.

- Each time a RECOGNIZER pushes you BACK ONE OR TWO TRACKS, the MCP Overload Factor is REDUCED by 5 (At 0 you lose!)

POINTS

TRACK ONE
Grid Bug Hits: 100 points
Tank Hits: 300 points
Hits On Recognizer: 500 points

TRACK TWO or THREE
Grid Bug Hits: 75 points
Tank Hits: 225 points
Hits On Recognizer: 375 points

TRACK FOUR or FIVE
Grid Bug Hits: 50 points
Tank Hits: 150 points
Hits On Recognizer: 250 points

TRACK SIX or SEVEN
Grid Bug Hits: 25 points
Tank Hits: 75 points
(No Recognizers on 6 or 7)

5000 BONUS POINTS for reaching a track closer to the MCP for the first time.

1000 BONUS POINTS for reaching a closer track again.

10,000 BONUS POINTS for entering decoding phase - game phase 2!

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GAME PHASE 2

OVERLOAD FACTOR

- Each time you correctly complete the OVERRIDE CODE display (all 8 digits within the time limit), MCP Overload Factor INCREASES by 10.

- Each time you fail to complete OVERRIDE CODE display in time, MCP Overload Factor is REDUCED by 10. (At zero you lose!)

POINTS

Black Screen border (BEFORE completing display, overloading MCP)
    For entering each digit into code display correctly: 250
    For successfully completing code display (on time): 5000

Red Screen border (AFTER completing display, overloading MCP)
    For entering each digit into code display correctly: 500
    For successfully completing code display (on time): 10,000
    Overload Factor 100, leaving MCP (YOU'VE WON!): 50,000

NOTE: A yellow digit could enter itself in a correct position on Override Code Display and score points FOR YOU.

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TO CHECK YOUR SCORE:

DURING PHASE 1:

Press SCORE (Enter or Clear) on either hand controller.

POINT TOTAL appears first. (Updated, both games phase 1 & 2.)

MCP OVERLOAD FACTOR appears second.

DURING PHASE 2, score is continuously displayed at top of screen.

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VOICES YOU'LL HEAR & CAST OF CHARACTERS

FLYNN... That's YOU, a video game designer trapped inside a computer system you created.

TRON... His voice reports beam energy levels for the Solar Sailer. TRON is on your side.

YORI... Navigator and your friend, her voice reports location of the Solar Sailer.

ALAN... Your friend & co-worker. His voice gives you vital access codes.

BIT... Floating data unit. His voice helps you by correcting you with "Yes" & "No".

MCP... Master Control Program, your tireless enemy all the way.

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