

TRON
Game Description

HARDWARE

MCR 11 (with video option 1)

MECHANICAL CONTROLS

One 360 degree knob and one 4 position joystick with firing button.

CABINET

Should be modeled after an PDP11/70 with tape drive support, etc.

DESCRIPTION

Tron might best be described as a hybrid approach employing the player decision features of a maze game as well as the variety of challenges presented in a multi-mission venture.

Upon selection of either one or two player mode, the video screen animates a small human being hurled into intricate computer type structure finally landing on a playfield which looks like a printed circuit board. (See Figures

Once positioned on the P.C. board the player selects one of 7 paths which lead to various structures which look like electronic components. When a component is reached, the video playfield is changed and the player is now presented with his first challenge.

The player (see Figures 1 & 9) is equipped with one light disk (see Figure 12) which is not only his weapon but also serves as his shield. If he successfully completes all 7 adventures he accumulates a small computer-like object at the bottom of the screen and it is awarded to him through an animated (cutsie) sequence similar to the intermission scenes in PAC MAN. When the player then starts off on his quest of the next 7 adventures, he now has in his possession the capability of firing two light disks.

The 7 adventures mentioned are not always located in the same position on the P.C. board. Essentially the deck will be shuffled each time the player completes 7 adventures on a new game

OR

"RINGS"

"Rings" is a mission based upon the combat between SARK and TRON. This same type of combat also took place in the beginning of the movie when TRON defeated the four blue warriors and FLYNN faced CROM in combat.

The game is essentially a duel using light disks. Each combatant stands on an island composed of a series of rings in the form of a bullseye. The combatants may only move within the island boundaries and not off of it. The combatants each have a light disk which they may hurl at an opponent or use a shield to block an opponent's light disk. When a light disk is thrown, one of 3 events can occur.

1. The disk misses the opponent
Effect: Disk is returned to thrower.
2. The disk is deflected by the opponent's shield.
Effect: a. Disk is returned to thrower
b. Opponent loses 1 ring of his island
3. The disk hits the opponent on an unshielded area
Effect: Opponent is de-rezzed.

The strategy of this game is to bounce the light disk off walls rather than throwing it straight at the opponent. This is similar to bouncing energy pellets off the mirrors in the movie. The player must also decide when to throw his disk since he will only be able to defend himself by dodging while his disk is in flight. In addition, if the player chooses to bounce his disk off several walls, it will be in flight longer and he will be without his shield for a longer period of time. Although a combatant can deflect an opponent's shot, this becomes costly since one of the rings of the island is erased for each deflected shot. Thus the deflecting of a shot, cost maneuvering space.

The following options are currently proposed:

1. When a combatant is down to a single ring island, deflecting a shot will not cause this ring to be destroyed.
2. The player will receive additional rings after completing a series of missions. In this mission, there will be an additional opponent for each ring the player has at this stage in the game.

"PARANONIA"

"Paranoia" is on the game grid as one of the arcade games designed by FLYNN.

The objective of the player is to build a bridge of spiders to reach the island on the opposite side of the screen. The player is paranoid because a spider can change color and become harmful to him. Therefore, he needs the spiders to accomplish his goal but is also fearful of them.

The player starts on an island at the base of the screen area. On his right side is a honeycomb containing short green spiders and on his left a honeycomb containing longer yellow spiders. On the opposite side of the screen is a blue warrior on an island also containing a honeycomb with blue spiders. The blue warrior and the player each attempt to pick up spiders and build a bridge to the opposite side of the screen. As the player sets spiders in place, he must walk over the spiders he has already set in place.

If the blue warrior completes his bridge he crosses over to the player island and attempts to touch the player. The player has no defense against the warrior except to avoid him and attempt to complete his bridge to exit the area.

The player is given the choice of green or yellow spiders to enter the element of risk versus benefit. The yellow spiders are longer and thus complete larger spans of the bridge. However, the yellow spiders are also more likely to turn red and become harmful.

The blue warrior is used to give the mission a time element and to teach the player how to build the bridge. The blue warrior will not have his spiders turn red. The blue spiders are longer than the green spiders but shorter than the yellow so the blue warrior's bridge will be built at a constant rate.

Strategy:

1. The player must weigh the progress of the blue warrior vs the risk of using the more dangerous yellow spiders.
2. The player must cautiously examine each spider prior to walking on it for it may be harmful. However, the player must also attempt to go as quickly as possible since he is in a building race with the blue warrior.

Options:

1. Spiders may turn pink prior to turning red to give the player some warning.
2. After a spider becomes harmful, it can remain in its place forcing the player to build around it or the spider could walk off the screen forcing the player to replace it.
3. In future racks the blue warrior could move more quickly or there could be more than 1 blue warrior building the bridge from 1 or more islands.

4. The player could have more interaction with the blue warrior. He could hit the warrior with his disk causing him to de-rezz and be replaced or the hit could cause the warrior to be temporarily disabled.

"Tank Pursuit"

In this scene the player is presented as shown in Figure ___ and is placed in a maze constructed of 45 degree building blocks. There is a random placement of tanks which fire at him and maneuver through the maze. His objective is to destroy the tanks with his disk and escape the maze unharmed.

As the player advances to future versions of this challenge, he will encounter a new randomly constructed maze design and increased number of tanks with a higher level of intelligence.

"Space Spores"

This mission is on the game grid as one of the arcade games designed by FLYNN. The player must attempt to exit an area in which poisonous space spores are growing.

The player must not touch a space spore at any time. However, the spores may be destroyed by a shot from the player's light disk. The mission starts with a random set of spore clusters placed on the screen between the player and an exit to the area. The player uses his light disk to cut a path through the clusters to gain access to the exit. As the mission progresses, the spore clusters change colors until they reach some color where the next stage is the exploding of the cluster into separate spores. The spores eminent out of the cluster and after traveling some distance each spore turns into another cluster and begins to change colors.

The strategy of this mission is for the player to select some path through the spores. The player must decide which clusters may explode and effect his path. The player must act quickly or there will soon be so many clusters that he will not be able to cut a path and the screen will be engulfed by spores.

Options:

1. As the racks increase in difficulty there will be more clusters and the clusters will change colors more rapidly.
2. There will be several different sets of initial cluster positions so that the player will be forced to select different paths to reach the exit.

I/O TOWER

This particular challenge consist of a room containing electrifying blue warriors with luminent auras. They do not fire rings at you but try to contact you and thus electricute you. Your objective is to reach the randomly located energy socket, after which you receive 1 extra ring to use only in the next adventure you attempt.

As the player advances through future versions of this particular challenge, there will be an increase in the number of warriors as well as random room geometries and random placement of the energy socket.

LIGHT CYCLES

Upon entering the light cycle arena (See Figure 15), the player changes form to that of a light cycle rider. (See Figure 6). His opponent is also on a light cycle. The objective is to successfully box in your opponent with a luminous light trail constructed by your cycle, and in so doing cause the enemy player to crash. The game will play similar to Checkmate in movement and strategy.

When the player completes all 7 adventures and begins his next attempt at the 7 adventures, this particular game will now contain 2 light cycle opponents. The number of opponents will increase with each new set of adventures as well as the speed of play.