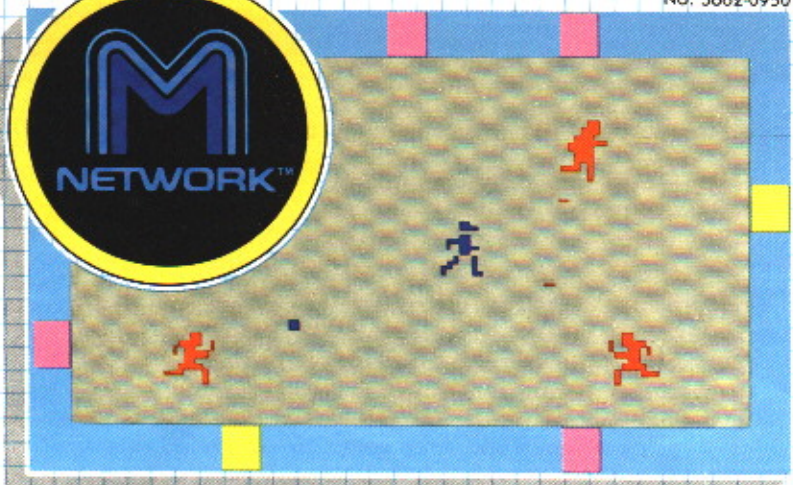
No. 5662-0950



TRON DEADLY DISCS†

INSTRUCTIONS

(For 1 Player)

The ultimate in futuristic adventure! Based on the Motion Picture from Walt Disney Productions. Move TRON safely through battle against warriors attacking in waves of three against one. Lethal saucers are the weapons. Score points by knocking them out before they get TRON!

For Your Atari* Video Game System

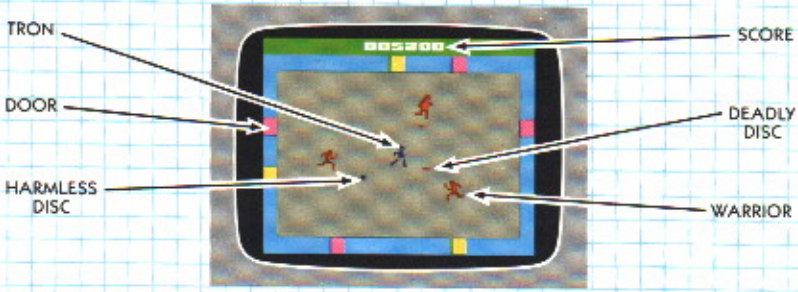
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Game inspired by **TRON**, the futuristic adventure Motion Picture from Walt Disney Productions

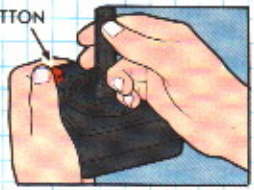
THE GAME



TRON is alone, standing in the center of an arena with walls on all sides. Three doors open and three computer-controlled attackers enter the ring. The contest is on! Warriors more around throwing destroyer discs. Split-second reflexes keep TRON in motion, dodging their deadly aim. Keep him moving...he can only withstand 5 hits before he is "de-rezzed" (that is, he dies). Try a fast exit... "teleport" (in one door and out another) and surprise his attackers. Fire back and hit as many of them as possible. Warriors destroyed by TRON's disc are replaced every 10 seconds, unless you clear the board by getting them before they get him. If you succeed in knocking down all of his opponents before the replacements arrive, you advance a scoring level. This increases the point value of each opponent hit. As your score goes higher, warriors become faster, more aggressive, their discs speed up, and they throw them more often. It's an action-packed game in which only the swift survive!

THE CONTROLS

Use your joystick controller with this game to move TRON around the arena. Be sure your controller cable is securely plugged into the back of your game console. Hold the controller so the red FIRING BUTTON is to your UPPER LEFT.

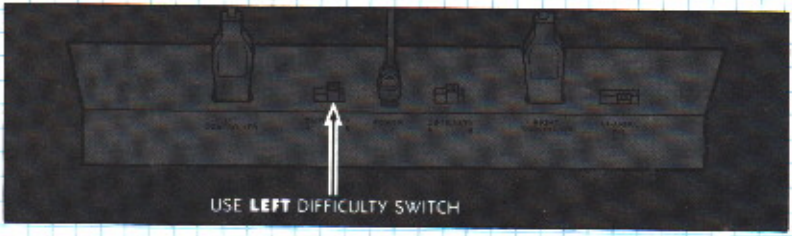


TRON's disc is thrown by depressing the red FIRE BUTTON on the joystick controller. It travels in one of the eight directions as indicated by which way the joystick is being held at the time the button is pushed. The disc returns to TRON after it travels far enough to reach one of the walls. It can also be recalled to TRON at any time while it is in flight simply by depressing the red FIRE BUTTON a second time.



- Push joystick LEFT to make TRON run toward screen LEFT.
- Push joystick RIGHT to make TRON run toward screen RIGHT.
- Push joystick FORWARD to make TRON run UP.
- Push joystick BACK to make TRON run DOWN.
- Push joystick diagonally in any one of four directions to move TRON diagonally.
- Press red FIRE BUTTON to throw TRON's disc; press a second time to recall disc.

DIFFICULTY SWITCHES



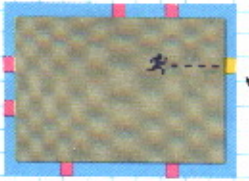
The only console switch used by this game is the LEFT Difficulty Switch, which can be set to either "A" or "B". The "A" position is the faster, more challenging game. The "B" position starts at a slower, easier level and gets faster. Warriors start out fairly ineffective and gradually increase their skill depending on the number TRON has knocked down.

ACTION!

TO START THE GAME, DEPRESS RESET SWITCH, THEN PUSH YOUR JOYSTICK CONTROLLER IN ANY OF THE EIGHT DIRECTIONS AVAILABLE.

There can be a maximum of three opponents on the screen at any one time. Move TRON directly in line with an attacker and fire away! Hit as many warriors as possible, without risking TRON's life in the process. Dodge those oncoming discs! TRON weakens and fades in color each time he is hit (five times maximum). Whenever you clear the screen of opponents before the replacements arrive, TRON recovers from one hit and darkens in color (five is still the maximum after recovering). If you hit the last warrior at the same time he hits TRON, TRON does not recover from the hit.

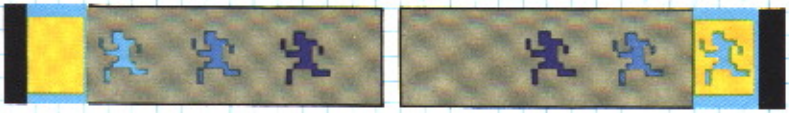
Keep in mind that TRON's disc is dangerous to the opponents only while it is travelling away from him. This part of the travel is depicted by a thin picture of a disc. It is **not** harmful on the return path, when the disc is depicted as a square. Opponents hit are replaced after a short delay. If you succeed in knocking down all of his opponents before the replacements arrive, you advance a scoring level, which increases the point value of each opponent hit.



Whenever an opponent enters the arena, he comes in via an entrance created just for him. An entrance may be locked open by TRON if he strikes it with his disc; this locked open condition is indicated by a color change.

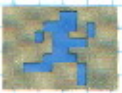
DOOR IS LOCKED OPEN

TELEPORTING: Often there will be two entrances opposite each other across the arena which will have been locked open. Together they provide a mechanism with which TRON can "teleport" himself across the screen, disabling enemy shooting for about two seconds. Simply direct TRON into one of the pair of entrances. The entrance from which he is "teleported" is then closed.



SCORING

Your score is displayed at the top of the screen at all times. Every screenful of attackers is worth more than the preceding group. At the lowest scoring level, you score ten points each time an opponent is hit. This value gradually increases each time you advance a scoring level, which is indicated by the color of the opponents.

LIGHT GREEN WARRIORS	DARK GREEN WARRIORS	BLUE WARRIORS	WHITE WARRIORS
			
10 POINTS	20 POINTS	40 POINTS	75 POINTS

YELLOW WARRIORS	BLACK WARRIORS	RED WARRIORS	GOLD WARRIORS
			
150 POINTS	300 POINTS	500 POINTS	800 POINTS

WINNING TIPS

- Keep TRON on the run! A moment's hesitation may cost him his life! Dodge oncoming discs while trying to hit as many warriors as possible.
- Be careful in the corners. It's easy to get trapped there!
- Lock as many doors open as you can. "Teleport" to escape being hit or to surprise your attackers.
- When "teleporting" TRON, think ahead and watch out! Don't run smack into a warrior or group of warriors on the other side. That could prove deadly!

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Service Center (West)
13040 East Temple Ave.
City of Industry, California 91746

Mattel Electronics Service Center (East)
10 Abeel Road
Cranbury, New Jersey 08512

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