AQUARIUS™
CARTRIDGE INSTRUCTIONS

TRON
DEADLY DISCS*

FOR 1 PLAYER



FOR COLOR TV VIEWING ONLY

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MATTEL ELECTRONICS®

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THE GAME

Based on TRON, the futuristic adventure 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. It's a soaring, blocking, running fight. Score one million points or set yourself a new World Record!

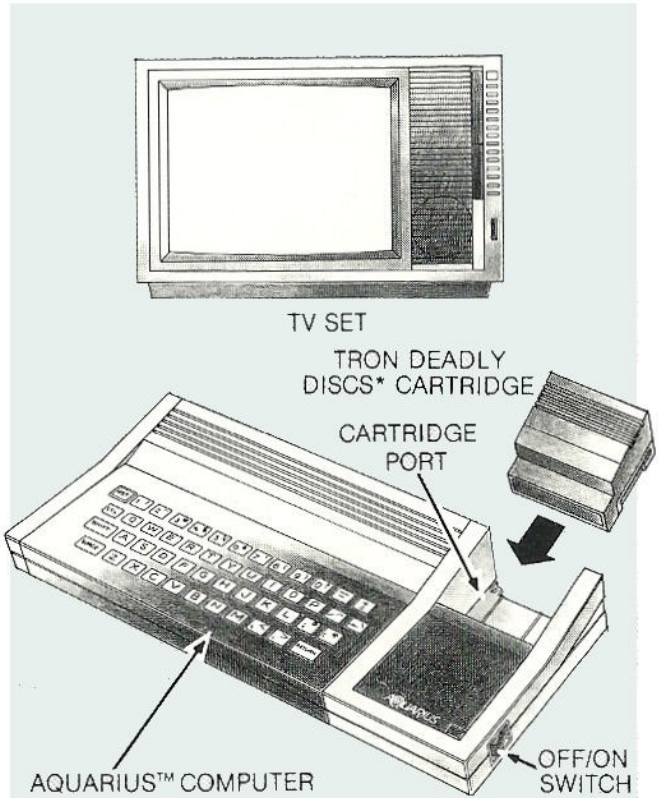
OBJECT OF THE GAME

Score points by knocking out computer-controlled attackers with flying discs. Your task is to bring your man, TRON, safely through battle after battle. Attacking Warriors are also armed with destroyer discs. They'll come at TRON in wave after wave of three against one! You get them. Or they'll get TRON. Game difficulty increases dramatically in the later stages. 100,000 points is a good score. 1,000,000 points are entirely possible!

CHECK YOUR EQUIPMENT

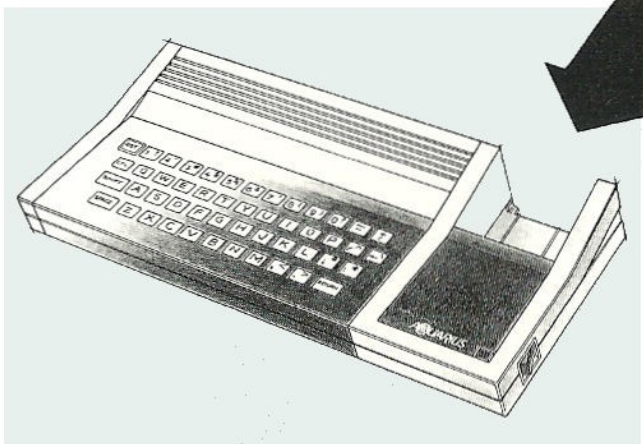
MAKE SURE:

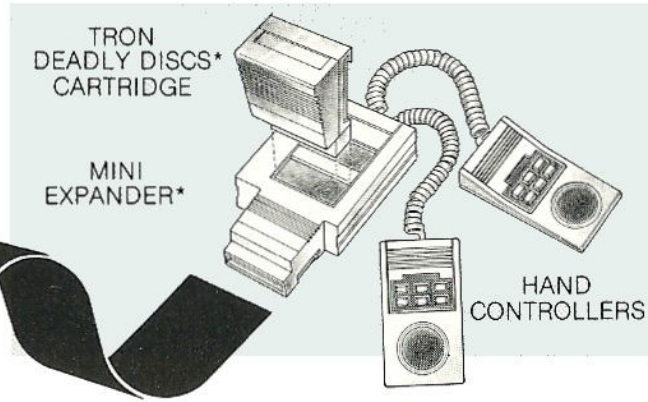
- AQUARIUS™ Computer is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at COMPUTER.
- TV SET is plugged in and properly adjusted.
- TRON DEADLY DISCS* cartridge is placed in CARTRIDGE PORT, firmly engaged. Game title should be facing up.
- OFF/ON SWITCH is turned ON.



IF MINI EXPANDER AND HAND CONTROLLERS ARE USED*

■ Insert MINI EXPANDER in AQUARIUS™ computer cartridge port.
■ Insert TRON DEADLY DISCS* Cartridge in Mini Expander.
■ Plug HAND CONTROLLERS into Mini Expander.





■ Turn OFF/ON SWITCH on computer ON.
(For detailed directions, see your Mini Expander instructions.)

*SOLD SEPARATELY.

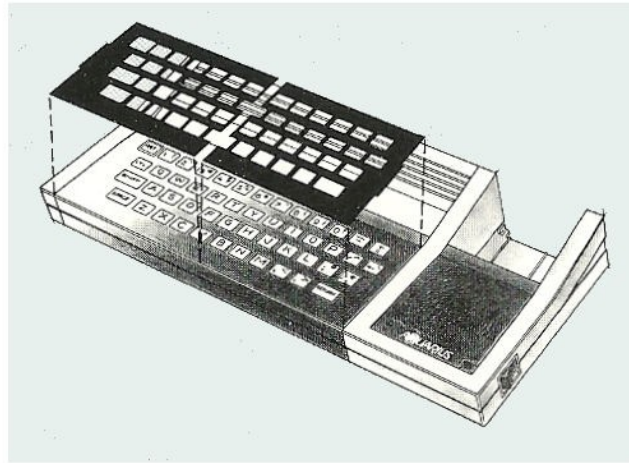
PRESS THE RST KEY ON YOUR COMPUTER. Game title will appear on the TV screen.



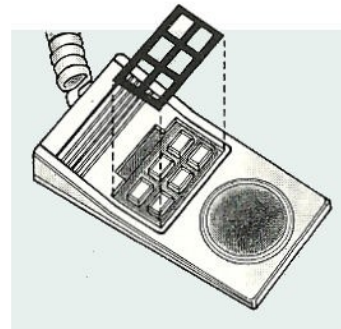
ADD OVERLAYS

Your TRON DEADLY DISCS* cartridge comes with two overlays for the computer keyboard and two overlays for the hand controllers. These overlays are your visual guide to the TRON DEADLY DISCS* game.

If you are using the computer keyboard to play the game, fit the KEYBOARD OVERLAYS over the keyboard.

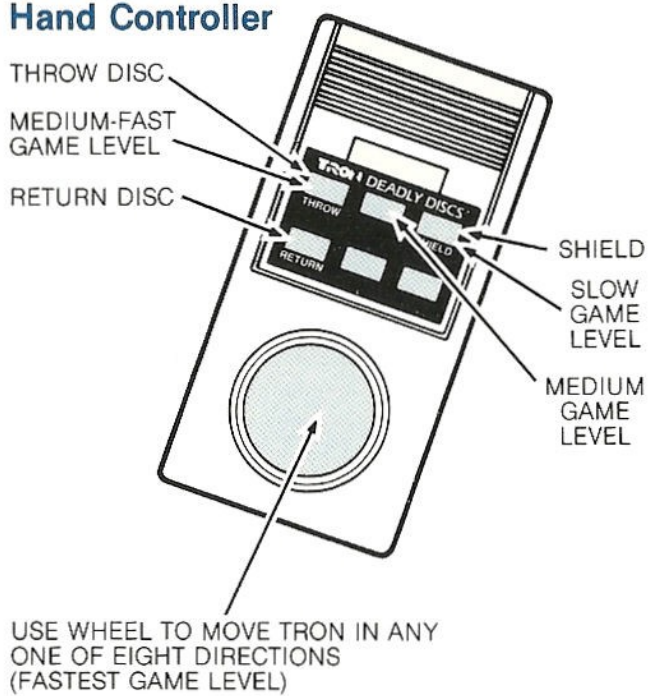


If you are using hand controllers to play the game, fit one hand controller overlay over the keys of each hand controller.

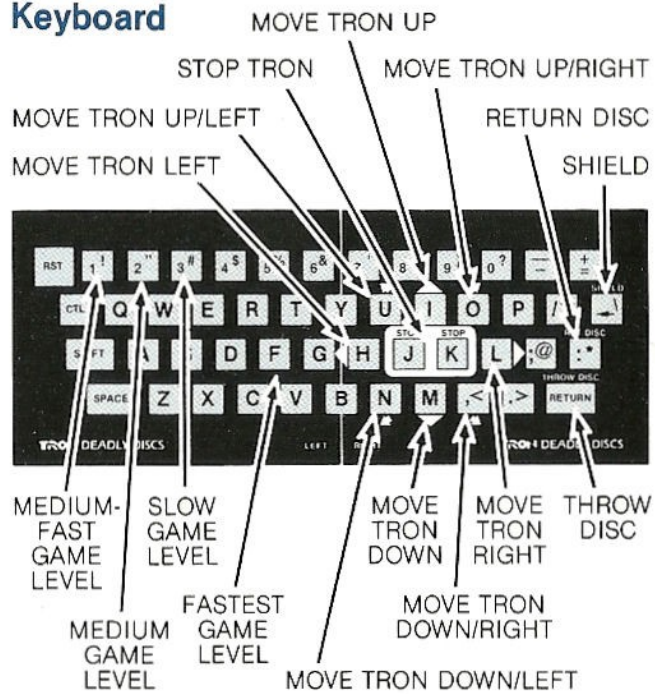


EXAMINE YOUR CONTROLS

Hand Controller



Keyboard



SELECT GAME SPEED

When you see the game title, select the level of game difficulty. Game speed increases with level of difficulty.

LEVEL	COMPUTER KEYBOARD	HAND CONTROLLER
Slow	**3**	**3**
Medium	**2**	**2**
Medium-Fast	**1**	**1**
Fastest	**Any key** except 1, 2, or 3	**Disc**

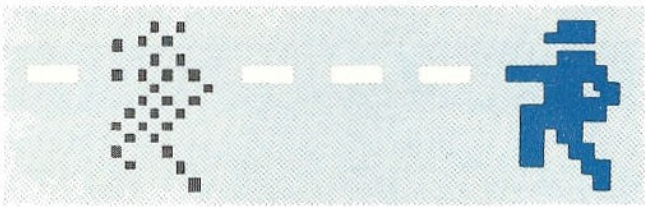
NOTE: Speed you select goes for the entire game. But the higher point score you reach, the more difficult the game will become in OTHER ways than speed. (You'll have to fight tougher, harder-to-knock out BLACK WARRIORS, PURPLE WARRIORS, YELLOW WARRIORS, ETC. See page 9 for "WARRIORS".)

TAKING HITS & RECOVERY

As the game starts, TRON can withstand 3 hits from a wave of Warrior attackers. Warriors destroyed by TRON's disc will replace themselves within approximately 10 seconds, unless the grid is cleared by destroying the whole wave of 3 Warrior attackers. When a new wave of 3 attackers appears, TRON can again take at least 3 hits!

In addition, TRON recovers from hits on a TIME BASIS. He recovers and con-

tinues to recover from each hit approximately every four seconds until the maximum level is reached or TRON is destroyed ("de-rezzed").



AND at higher point totals, TRON can withstand extra hits.

- After 50,000 points, TRON can withstand 4 hits.
- After 100,000 points, TRON can withstand 5 hits. (See page 00 "SCORING".)

NOTE: Taking hits SLOWS DOWN TRON.

LET'S PLAY

- Press RST key on your computer to bring up game Title on TV screen.

- To begin ACTION, press one of the game level keys on either the Computer Keyboard or Hand Controller (see page 00 for "EXAMINE YOUR CONTROLLERS").

- Move TRON and avoid hits.

ON COMPUTER KEYBOARD:
Press the move keys (see page 4 for "Keyboard").

ON HAND CONTROLLER:
Press Disc in any one of the eight possible directions (see page 4 for "Hand Controller.").

■ FIRE discs and knock out attacking Warriors (TRON's disc is white).

ON COMPUTER KEYBOARD:
Press the RETURN key.

ON HAND CONTROLLER:
Press THROW DISC (1).

■ RETURN disc.

ON COMPUTER KEYBOARD:
Press the :* key.

ON HAND CONTROLLER:
Press RETURN DISC (4).

■ SHIELD/BLOCK Warrior disc (normally the color of the attacking Warriors).

ON COMPUTER KEYBOARD:
Press ↵

ON HAND CONTROLLER:
Press SHIELD (3) or (6).

Pressing the SHIELD/BLOCK button will randomly activate TRON's shield (sometimes it will, sometimes it won't) for a random length of time (sometimes a few seconds, sometimes shorter). A SHIELD/BLOCK will remove the Warrior's disc for approximately ten seconds. However, using the SHIELD/BLOCK requires TRON's energy and you are penalized points when you use this option (see page 8 for "SCORING").

SCORING



Points are won in this game by destroying ("de-rezzing") computer-controlled attackers by hitting them with the WHITE disc from TRON.

BONUS points can also be earned as follows:

■ For clearing the grid of attackers, TRON must destroy all 3 attackers before they are replaced. Bonus earned is 5 TIMES Warrior value at that stage of the game. (See page 9 "WARRIOR POINT SCORE TABLE".)

When higher point totals are earned (50,000 and 100,000), TRON can withstand EXTRA hits. You will have a better chance to reach higher scoring levels because TRON has a better chance to last longer in the combat.

■ After 50,000 points are earned, TRON can withstand 4 hits instead of just 3.

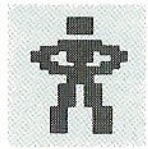
■ After 100,000 hits, TRON can withstand 5 hits instead of just 3.

NOTE: Use of the SHIELD/BLOCK is penalized by decreasing your total score by 10 for each unit of time the SHIELD/BLOCK is on. This time unit becomes smaller as your score increases. If you use the SHIELD/BLOCK until your score reaches zero, the game is over. At 1 million points, the SHIELD/BLOCK can no longer be used.

WARRIOR POINT SCORES

YOUR (TRON) POINT TOTALS		WARRIOR POINT VALUE
0 - 999		**50**
1000 - 1999		**100**
2000 - 2999		**150**
3000 - 4999		**250**
5000 - 7499	BONUS:	**300**
7500 - 9999	5 TIMES	**500**
10000 - 14999	Warrior	**750**
15000 - 19999	value for	**1000**
20000 - 24999	clearing	**1250**
25000 - 29999	the board.	**1500**
30000 - 39999		**2000**
40000 - 49999		**2500**
50000 - 74999		**3500**
75000 - 99999		**5000**
100000 - Above		**10000**

THE COMPUTER-CONTROLLED WARRIORS



In the earlier stages of the game, below 10,000 points, Warriors are slow and not very accurate with the RED discs they throw at TRON. Above 10,000 points Warriors are more accurate and harder to hit.



DEADLY HARMLESS

NO disc is deadly when returning. THIN flying discs do the damage!

THE DOORS: OPEN, SHUT, JAMMED OPEN

■ DOORS OPEN whenever Warriors enter to join the battle against TRON.

■ DOORS SHUT automatically whenever Warriors are replaced by the next set of Warriors.

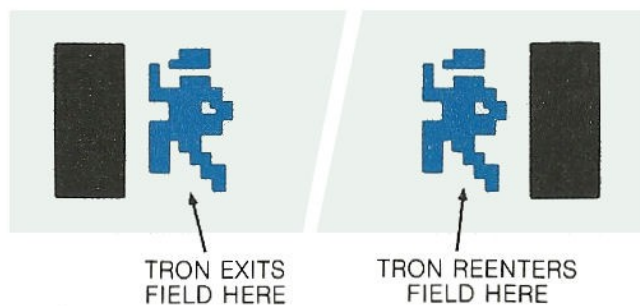
DOORS can be JAMMED OPEN by TRON in two ways:

1. By making TRON run into the CENTER of the door opening. (Side door, top or bottom door.)

2. By hitting any door CENTER with a disc from TRON.

TELEPORTING!

When DOORS are JAMMED OPEN directly across from one another, try a surprise FAST EXIT! Move TRON in one door, out the other. The entrance from which he is "teleported" is then closed. Successfully execute a "teleport" and TRON will automatically recover 1 hit.



WINNING TIPS!

■ KEEP TRON MOVING throughout the game. And keep an escape route open. Don't let TRON get trapped in a corner!

■ 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!

■ Always keep an OPEN door behind you for emergencies. A quick exit comes in very handy, especially in the later stages of the game when you're fighting off more accurate Warriors.

START A NEW GAME

At the end of a game, you can return to the title frame to start over by pressing the RST key on your Computer Keyboard.

Then select skill level and begin play again.

90 DAY LIMITED WARRANTY

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Mattel Electronics sole obligation under this warranty will be to repair or replace the defective product, at its option. If defective, return the cartridge, cassette or disc along with proof of the date-of-purchase to either your local dealer or postage prepaid to:

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