

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 lite cycle. The objective is to successfully box in your opponent with a luminent 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.



dave
nutting
associates

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December 17, 1981

Mr. Dave Marofske
Midway Mfg. Co.
10601 W. Belmont St.
Franklin Park, IL 60131

Dear Dave,

I came away from Monday's Tron meeting with some concerns for which I have given some thought.

First, I was impressed with the Tron presentation. Bill and George obviously spent a great deal of thought and energy developing their game concepts. I see emerging a real spark of creative energy.

My concerns lie in the area of too many ideas and too many unknowns. Unless these areas are addressed immediately, to commit for a Tron delivery of 1 April is a courting disaster.

The creation of a video game is the same as creating a movie with the significant exception that the video game is real time and the player is a character in that real time action.

In the multi game approach I am concerned over the multi character rolls the player must learn, the different points of view, and most important how the player interacts with the CRT through player controls that would be different for each game.

Addressing these problem parameters, I recommend the following:

1. The Rings game is unique in its point of view utilizing perspective 3D. It also provides a visual presentation that fully exploits the power of the hardware system. Consider developing just Rings as the Tron game. Establish multi levels of difficulty (ala Tempest). The controls would be the roller ball utilizing similar approach we used with the pitcher in baseball. The Player would have limited control of path of the disc as it travels.
2. For a multi game approach I would suggest three games Cycle, Tank and MCP, point of view is 2D, two birds eye view, one profile view. To maintain character identification at the beginning of each game Tron animates on screen to his vehicle and then becomes a cycle, a tank, a space ship. The controls would be an eight way Gorf handle plus four buttons ala Zapp. Establish multi levels for each game.
Cycle
 - A. Standard checkmate
 - B. Place obstacle on play field.

C. Play area is larger than what is visual on screen.
(Super Bug)

The controls would be four positions of Gorf handle. The four Zapp buttons could control larger area motion.

Tank - create multi levels of mazes but stay with basic X Y.

The eight way joy stick becomes full effective in open field mazes. If you pull trigger the tank fires in direction of tank motion. Player can alternately choose one of four Zapp buttons and tank fires ala Zapp.

MCP - perhaps the player must achieve several levels of cycle and Tank before he can confront the MCP.

Display MCP as a sudo three D cylinder with vertical panels. Now animate a bright light moving from panel to panel back and forth. Player is a rocket ship in lower screen ala Gorf. Player must hit lighted panel to break hole in MCP as light moves back and forth the hit panel animates like a spark gap. Meanwhile the entire cylinder is descending down on player. Player objective is to move up through gap blown in MCP and not move through when spark gap could also destroy him.

The four Zapp buttons could activate different types of missile - laser, missile - fireball etc.

The player can play all games using only the Gorf handle. The four Zapp buttons become secondary features giving player more power as he learns to use them.

This is as far as my thoughts go for today.

Sincerely,



Dave Nutting

BALLY MANUFACTURING CORPORATION

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CHICAGO, ILLINOIS 60618

MEMORANDUM

TO: John A. Britz

DATE: August 21, 1981

RE: AUGUST 20, 1981 MEETING WITH WALT DISNEY

The following people attended the meeting:

Walt Disney

Steven Lisberger
Richard Taylor
Jay Fleming

Bally

Dave Nutting
Paul Faris
John Pasierb
Bill Adams
Martin Keane

Disney agreed that our game could be inserted in the film as late as February 1982. They further agreed to supply us with copies of the audio and visual material of the film as soon as it becomes available; i.e., we will receive black and white stills, then color stills, rough film footage, then refined film footage, etc. as soon as possible. Jay Fleming will be responsible for collecting this material and forwarding it to Tom Nieman. We anticipate that Jay will ship us current material every two weeks.

M. A. Keane

Martin A. Keane

MAK
/ask

cc: Walt Disney

Steven Lisberger
Richard Taylor
Jay Fleming

Bally

W. Adams
P. Faris
D. Marofske
T. Nieman
D. Nutting
W. O'Donnell, Jr.



WALT DISNEY PRODUCTIONS

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January 4, 1982

Mr. [REDACTED]
Midway Manufacturing
10750 W. Grand Ave.
Franklin Park, IL 60131

Dear [REDACTED]:

Please find enclosed a selection of 35mm slides and 2½ transparencies which represent everything I have to date as reference on TRON, as well as an abbreviated storyboard, hardware dimension sheet and video tape of the TRON six minute NATO clip. Each slide or transparency is numbered in the upper right hand corner corresponding to the attached description sheet.

I have also attached as reference the following:

M80-3129 SARK. This is the correct color for SARK, his warriors and guards.

-3130 FLYNN and YORI. This is the correct color not only for these two but for DUMONT, TRON, RAM, etc. (Simply stated, the good guys are blue circuitry--the bad guys are red. Same body color for both.

-2810 This is the preliminary drawing of the tanks which gives you much clearer reference on the projectile.

703-12 (Still). This is the shot of FLYNN. Actually, it's his stunt double -- at the controls of a Recognizer. We are going back through all the set stills of the Recognizer and tank interiors looking for clear shots of the controls and I will send you stills of these as soon as possible.

I think these materials will answer most if not all the questions you asked of Lee Reem and I this morning. If I have missed anything or if there is anything additional you require, please give me a call.

Very truly yours,
WALT DISNEY PRODUCTIONS

A handwritten signature in black ink, appearing to read "Wayne Morris". The signature is fluid and cursive.

Wayne Morris, Supervisor
Merchandising & Publications

WM:ek