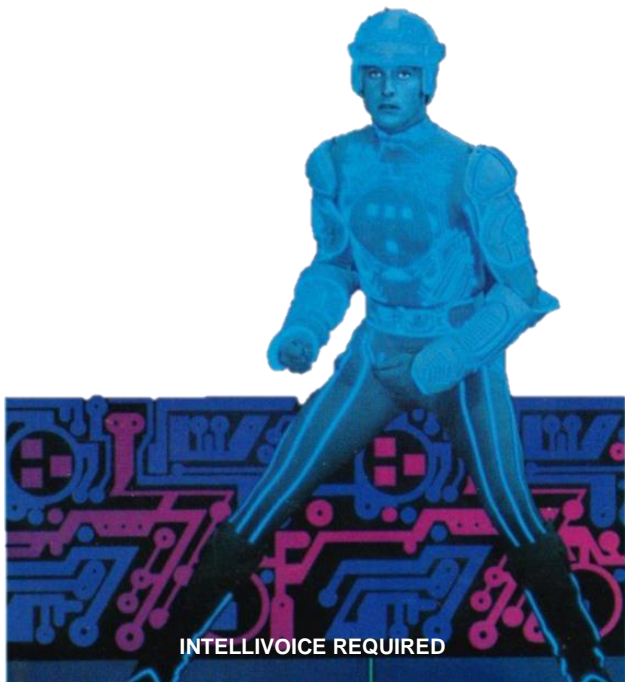


Intelligent Vision Presents

# MAZE-A-TRON

# TRON RELOADED

GAME INSTRUCTIONS



INTELLIVOICE REQUIRED

## PRESS RESET BUTTON

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Title will appear on the TV screen. Make sure to have the Intellivoice connected. There are 4 levels of play; keypad 1-4 with #1 being the slowest level and #4 being the fastest.



## GAME PLAY

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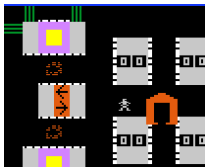


You, Flynn, are stuck in the computer with only one escape. Your goal is to open a passageway granting you access to the MCP and then destroy it. On your way, collect energy for your shields and zeros to unlock the RAM chips. You have three opportunities to beat the Master Control Program!

## OVERVIEW

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You need to get through the computer, **PHASE 1** to reach the MCP in **PHASE 2**. Each screen has different objectives.



**PHASE 1:** Navigate through the motherboard and enter TRANSFORMERS to collect energy for your shields the LATCHES to collect zeros. Your shields protect you from Recognizers and Force Fields.

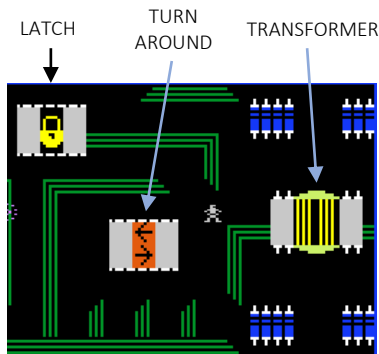
## OVERVIEW (Continued)

Zeros are used to reset RAM chips from a black one to a zero.

**PHASE 2:** The code to destroy the MCP is provided onscreen. As the MCP moves its program thru the circuits, you implant a virus by disabling those parts of the program. Fail, and the MCP kicks you back to the motherboard.

## PHASE 1 DETAILS

The game starts you on the motherboard in a random location. Your goal is to make all the RAM chip values black zeros. They can be black ones (enter the chip and press the top side button to switch to a black zero – you must have zeros stored), or white numbers switching back and forth between zero and one (entering the chip makes the number black – time your entrance or be ready to switch it with a stored zero). The chips can be entered from the top and bottom which affects which digit is updated.



Enter LATCHES on the sides and accumulate zeros. Press the 5 (five) key to hear how many zeros you have stored. Before reaching the RAM chips, you may want to consider collecting 28 or more zeros (voice will tell you when you reach this goal).

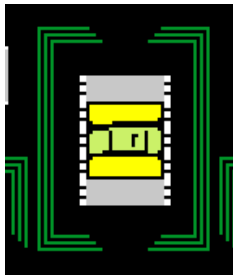
## PHASE 1 DETAILS (Continued)

Collect energy for your shields by entering the TRANSFORMER on either side. You accumulate 10 units at a time with a maximum of 245-255. Press 4 (four) to hear how many you have stored. Press the bottom side buttons to activate shields.

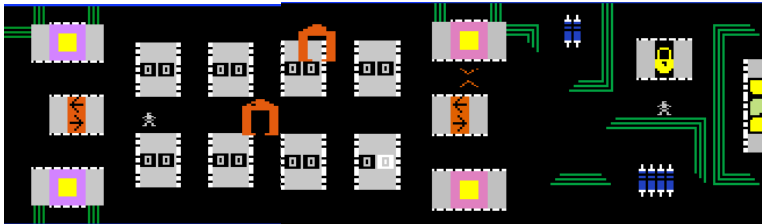
Enter a TURN AROUND on either side to change the direction of movement.

Press the 6 (six) to hear what level of play you are on.

To find the RAM chips you **HAVE TO** enter the I/O TRANSPORT (entry points are on top and bottom). On Level 1, you will reach the RAM chip area every time (1 in 1 chance). For level two, your chance is 1 in 2. Your chance goes down to 1 in 6 for levels 6 thru 12. Make all the RAM chips black zeros to advance to PHASE 2.



There are two primary landing locations for the RAM area. In between the chips or to the right of the chips.



There are two ways you can be stopped in PHASE 1. By being touched by an active Recognizer or not keeping up with the screen / falling behind. You will lose energy and zeros when either of these occur. You lose more by a Recognizer hit. You will be returned to the motherboard to continue your journey.

## PHASE 2 DETAILS

Now is your chance to beat the MCP! The secret code to disable the MCP are the pairs of numbers displayed on the far left and far right of the screen. 10 of the 14 sets of numbers are visible on the screen at a time.



The MCP will start showing his code in the inter columns of the screen starting at the bottom. The code / numbers will scroll up. To disable the MCP, you need to disrupt the MCP program by shooting out matching numbers. As an example, in the image shown above, the first set of numbers in the secret code is “1” (far left) and “0” (far right). On the inter columns, the top numbers are “1” (inner left) and “0” (inner right). Move your cursor up/down and side to side pressing the fire/side button to shoot the numbers which will turn black when you hit them. As the matching inter numbers scroll up off the screen, they will “pop the stack” and the matching secret code will move up off the screen showing the next set of numbers that need to match on the top. Do not wait for the matched numbers to move off the screen! Watch the MCP code carefully for the next set of matching numbers and shoot them quickly.

## PHASE 2 DETAILS (Continued)

The number on the bottom right of the screen shows how many matches have been made. Match all 14 sets of numbers and you beat the MCP!

The movement speed of the MCP code increases over time. If you are hit by the MCP fire eyes, the speed will increase even more!

Number on bottom left of screen shows the level being played.

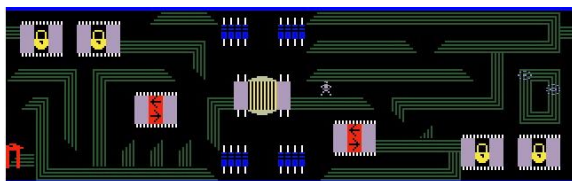
Miss a match and you will hear the frustration. The MCP program will speed up and then send you back to PHASE 1.

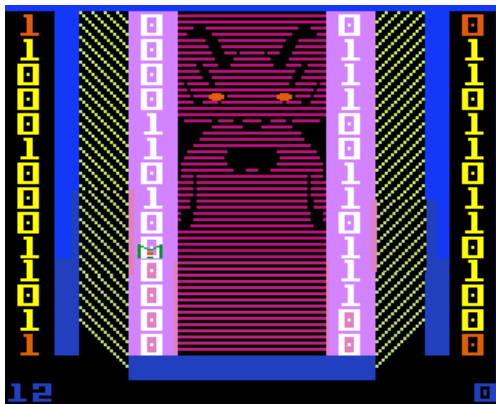
You have 3 opportunities to go face to face with the MCP. The MCP will beat you if you are not able to implant the virus by the 3<sup>rd</sup> meeting.

With each failure to beat the MCP, you return to PHASE 1 at a lower level. The maze moves faster but the MCP is getting tired and will scroll the code slower.

When you beat the MCP, the amount of time spent in the maze will be displayed. Can you beat the MCP quicker and at a higher level?







# INTELLIGENTVISION