



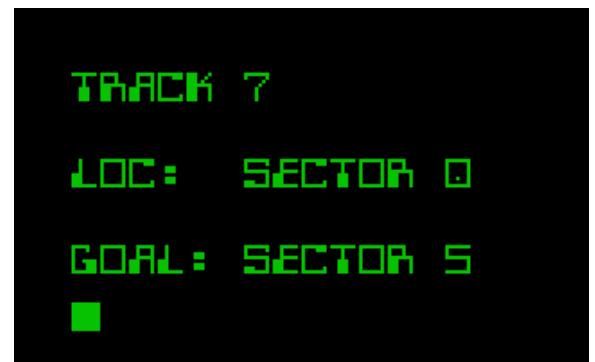
Game Instructions:

The game plays basically as the original game with enhancements to make the game play better. Please read the original manual if needed (available at: http://www.intellivision.us/intvlibrary/Games/Manuals/tron_solar_sailer/gallery.php)

Starting the game

On the title screen, pressing 1 thru 7 selects which track you will start on. Pressing any other key will start you on track 7.

Once selected, you will be taken to the information screen. The sector you need to reach to advance to the next track will be spoken. Access codes are no longer needed. After a pause, you will be taken to PHASE 1 of the game.

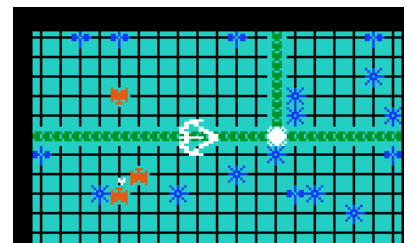


Game Play in PHASE 1

During game play, press 7 thru 9 to hear the goal sector number. When you reach the white I/O beam in the target sector, you will automatically advance tracks.

Pressing 1 thru 6 on the keypad to change beams. The color of the Sailer will change from yellow to white (or yellow to red when on track 7). The Sailer will change back to yellow once the Sailer changes beams.

NOTE: It is possible to pass a beam and not change to it. This occurs on the top and bottom horizontal beams. When this happens, your Sailer will NOT change back to yellow and WILL take the next track.



Enhancements in PHASE 1

The MCP level is set lower the closer you start to the MCP (20 for track 1 and 50 for track 7 - increments 5 per track). The lower the track number you start on, the more challenging PHASE 2 will be.

Updated color schemes - track is now green so you can see the yellow bullets.

Update tank graphics.

Game Play in PHASE 2

During game play, press 1-6 when no digit is caught to hear access code.

Enhancements in PHASE 2

Catching digits in phase 2 is a little easier.

Game end has been updated.