



am just missing a few chips. If you have them, it would be great if you could e-mail them to me. Just give me the name and then the description in quotes. The description can be found by pressing A in the View Chips section. My e-mail address is DEarnhardtRulez@yahoo.com

[11/06/04] v. 0.7

-Finished the game with Mercury but there's still more for Tron. I updated the chips up to where I am, almost all of the chips are done. I hope to finish up Tron in the next update.

[10/31/04] v. 0.5

-Finished up to level thirteen with both Tron and Mercury and updated chips.

[10/26/04] v. 0.4

-Finished the next four levels for both Tron and Mercury. Also updated Chips up to where I am so far.

[10/23/04] v. 0.3

-Finished the next two levels for both Tron and Mercury.

[10/19/04] v. 0.2

-Started the FAQ/Walkthrough. Completed the Controls section. First five levels done for both Tron and Mercury. About 10% done with the chips section and power ups sections added. More will be added in future versions as I progress through the game.

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## 2. - Controls

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### 2.1 - Tron/Mercury

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D-Pad - Move  
A - Jump  
B - Shoot\*  
L - Block  
R - Strafe  
Start - Pause game  
Select - View chips  
A and then L - Jump Impact

\* Hold to target.

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### 2.2 - Tank

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D-Pad - Move  
A - Hold to aim up/down  
B - Shoot  
L - Strafe left  
R - Strafe right  
Start - Pause game  
Select - No use

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### 2.3 - Recognizer

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D-Pad - Move  
A - Raise  
B - Shoot  
L - Strafe left  
R - Strafe right  
Start - Pause game  
Select - No use  
A+Down - Drops Recognizer quicker

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2.4 - Light Cycle  
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D-Pad - Move  
A - Use power up  
B - Use ability  
L - No use  
R - No use  
Start - Pause game\*  
Select - No use

\*Countdown will be given when play resumes.

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3. - Walkthrough  
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"Inside every computer exists a world like our own, a world populated by living programs. Here, programs carry out instructions given by people of our world, people known to the programs only as "Users." Now, the ENCOM System has come under attack by a sophisticated virus, released by an evil and mysterious User. Tron, a legendary program with great skill in battle, has been called to combat this new and terrible threat. Mercury, an advanced Light Cycle program designed for speed and stealth, also finds herself defending the system. The Fate of the ENCOM System rests in their hands..."

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3.1 - Tron  
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Level 1  
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User : I'm in! Perfect. Now to get to business. Time to show ENCOM a thing or two. Ha ha ha!  
Alan : That's odd... We seem to have a corrupted File in Drive M. Hmm... ENCOM security has been breached. The corruption is spreading like wildfire!  
Tron : What's going on? Bit, do you have any idea why I've been brought out of stasis?  
Bit : No.  
Tron : That's what I thought. Well, I'm going to go and find out. Care to join me?  
Bit : Yes.  
Tron : Excellent!

Now you finally get to play. You can go forward and use the recharge station by pressing the B button. Refill your energy unless you want to walk around with

very little energy. Continue through the path listening to Bit. Fall off the platform and don't touch the red. Jump over the gaps and stay along the path. You will come across your first enemy and Tron will talk to Bit some more about how to attack.

Go up the platforms and kill the two enemies up there by either throwing your disc or using the Jump Impact. Kill the enemy bugs that will jump out every once in a while too. After you kill all of them, jump off the platform and go to the right. Jump on the next platform and throw your disc at the pole on the other platform. Hit it as much as you want and continue through the path. Go to the platform and use the teleporter to get you to the tank grid.

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Level 2  
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Tron : Now, let's see, how do I navigate this thing? Pressing the B button fires the cannons?

Bit : Yes.

Tron : The radar displays enemies and mines as red dots. There may be pits in this sector but if we're lucky there should be some power ups, too. We won't be able to get through until we clear this sector of all Tanks, First. Let's go, Bit!

Bit : Yes.

This is the first tank level. In this level, all you have to do is to shoot all of the other tanks and then go to the final destination of the level when all of the others are killed. Use your radar for help because it really will. The red dots will show upcoming enemies so go towards them and kill them as fast as possible. The blinking arrow will show where you have to go when you finished killing all of the other tanks. Go there when you do kill them all and finish off the level. The glowing blue orbs are energy orbs so you can get more health/energy.

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Level 3  
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Start along the path and you will reach an ICP Trooper. There will be a distance where you can throw your disc and it will hit the trooper but the trooper's attacks won't reach you. The bombs he throws will just stop before your feet and explode. Grab the energy booster he drops and break the next objects by simply using the Jump Impact. One of them will drop another energy booster for you.

Go up to the next ledge but do NOT fall down. Throw your disc at the trooper below you and his attacks won't get on the platform where you are. If you fall down you can't jump back up so only fall when that trooper is dead. Grab the energy booster it drops and continue through the path. Grab the power-up and it will allow you to double jump by simply pressing the jump button while you are still in the air. Use the double jump to get over the gap and on to the next platform.

Continue through the paths and try to stay on the platforms above the troopers and that will prevent their attacks from hurting you. Kill all of them and pick up the energy boosters some drop until you get to the recharge station. Use that to get full energy and continue through the path. Go to the terminal and press the B button to activate it. When it asks you to hack the terminal, simply choose "yes."

To unlock this gate, you will have to connect the blue node with the purple node. R and L will rotate the pieces and A will place them. Power ups will be shown when a piece lands on a block next to the item and to get the item, you will have to put a block on it. Just keep connecting the pieces from blue until you reach the purple node. When the time runs out, a trooper will appear and you will have to kill it. The attack won't be hard at all so just relax while you are solving the puzzle. The blue clocks will give you more time and the red clocks will deduct time.

Now go through the gate that just opened and talk to the programs in the next area. Climb up the stairs after the conversation and read the discussion about chips. Grab the chip at the top. Now avoid the troopers and go to the right side of this platform. Grab the double jump power up and use it to get the power up that will let you throw bombs instead of your disc. They are a lot stronger and you can just throw them from where you are so the troopers won't hurt you. Continue to the terminal and hack it just like the last time.

After hacking the terminal, continue through the path. Kill the trooper and jump through the gate. Just make sure to avoid the sentry's attacks. Go through the gate and kill the trooper up there. Grab the energy booster it drops. Continue through the path and talk to the program at the end if you want to. Stay on the platform and shoot the trooper on the platform below you. Jump on the moving platform and grab the chip to the far right. Then get the extra life and continue through the path killing the enemies.

Go to the left and kill the bug generator and it will drop another chip. Pick that up and continue killing enemies. Now go back and to the bottom right. In the big area where you came from, to the right, will be a recharge station for you so you won't have to back track all of the way back to the last recharge station. Continue through the path going down and left. You will find a locked gate. To open it, you will need a key and you can get it from 4NN4. This program will be green and will be the last program you will see before the program at that recharge station.

Now you can go to the right but you don't have to. Kill all of the troopers and break the object for a double jump power up. Use it to jump up to grab the chip. Now go to the left and kill the troopers there. Just keep going until you reach the end of the level. Don't forget the chip at the end of the level to the right.

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Level 4  
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Tron : A Recognizer! It's been a while since I've Flown one of these things!  
Let's see, B Button Fires the cannons. Pressing A Button boosts the elevation and A Button Control Pad Down will drop me down quickly.

Bit : Yes.

Tron : We've only got a limited amount of time to get through here and take out all those enemy Recognizers!

This one is just like level two with the tank. There are more advanced controls though so take a look at them in the controls section. Just keep shooting at all of the enemy recognizers and kill them all. Follow the flashing arrows on the radar until you get to where you are going. Just shoot at all of them, grab the energy boosters, and go to the last point of the level. You will have five minutes to beat this level but you should really only use less than two.

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Level 5

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Start off by breaking the yellow objects in the path. They will drop some energy boosters. Continue through the path killing the troopers and grabbing the energy boosters along the way. Break the yellow objects later on so you can get a triple shot against the two troopers that are standing next to each other. You will reach a firewall after a while, choose to disable it and you will be in a really hard challenge.

Keep shooting at those moving bars in the middle. They will sometimes drop weapons for stronger attacks. Just keep collecting those weapons and using them to break through the walls. Pay attention to whatever circles around the bug will glow because those are the circuits that will shock you. Follow the circuit wires to where you are and make sure you are not on the same line that will shock you. Just keep avoiding the shocks and shooting the walls. You can get shocked three times before you die. Continue through the path and don't bother killing the troopers here, just go straight to the light cycle grid.

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Level 6  
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Tron : I must use the Control Pad to change directions. I better avoid those cycle trails or it's game over! Looks like there are power-ups! We better make use of those if we're going to get through this.

This is a very easy light cycle battle. You can practice in the battle mode so you know what you're doing with the light cycles. All you have to do is not crash at all, you can't crash into the wall of light cycle trails. The main objective is to make the other light cycles to crash into the walls or the cycle trails. On the first grid, it will be one on one. On the second, it will be one other again. On the last it will have four light cycles. Just go straight up and through the hole in the wall the other light cycle creates to finish the level.

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Level 7  
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Mercury : Wait! Stop! Who are you?

Tron : I am known as Tron, but I don't have time to-

Mercury : Tron? You're real - then the ENCOM system is in danger!

Tron : A viral program named the Corruptor has been introduced into the system. His User's purpose is still unknown. With each sector that falls, the Corruptor grows stronger.

Mercury : But how does the Corruptor keep evading ENCOM's security force?

Tron : His User must be familiar with the system's inner workings. He must be helping.

Mercury : Something has to be done. Maybe we can work together to stop them!

Tron : We don't have a choice. There's not enough time for me to stop both. I will bring down the User's network while you go after the Corruptor. Agreed?

Mercury : Agreed! I may be just a light cycle program but I'll find a way to stop him.

Tron : Let's communicate again as soon as possible. Good luck to you.

User : There seems to be a rogue program destroying my Troops. Here's a little something to put an end to that!

Stand on the platform that you start on towards the bottom corner. Just throw your disc at the two troopers down there until they both die. Grab the energy

booster both of them drop and continue through the level. You will eventually reach a few enemies on a platform where you will have to climb up some stairs to reach. To the right will be a recharge station if you need it. Climb up the stairs and kill all of the troopers up there. Grab the chip in the top corner and hack into the terminal for the key.

After you get the key, go to the right and recharge again if you have to. Break the objects in your path and jump on to the moving platform. Get off at the other end and grab the chip. Now go back on the platform and go down and to the left. Jump everywhere you can land without getting hurt continuing through the path. You will reach some enemies after a few jumps. Break the yellow object in the middle for a Fast Fire Upgrade. Now shoot at all of the troopers in the area with it. Go down and to the left for a chip. Go to the left and shoot the infected programs so they will land on the disinfectant pads. Talk to them for an extra life. Keep going to the left and hack into the terminal for a key.

When you're done with all that. Go to the right and refill your Fast Fire upgrade. Keep going to the right and you can continue through the level. Jump on to the next platform and go through the gate. Continue through the path. At the top of the stairs, there will be a program that will trade a chip with you for ten energy. Just trade it and if you need more go back to the last recharge station. Kill the troopers in this same area and hack into the terminal.

Go up on the next platforms. You can take the next power up but I advise you don't because it is just a paralyze shot. They could help in some situations. Break the objects up here for energy boosters and continue through the levels. Now you have to get the infected programs on to the disinfectant pads again. You will have to get them up the ramp first. Try to get one at a time up there and then knock them into it so it will be a lot easier. After you fixed both of them, talk to them for an extra life.

Jump to the left from the pad and recharge your energy at the recharge station. Now go up to the next platform and make the virus run towards you. It won't fall off that platform so you can just safely kill it from where you stand. Make the other virus run to the edge just like the last. Now get the double jump and jump on the platform. Kill the virus and use the elevator to get on the platform to the left. Grab the chip and extra life and fall off. Hack into the terminal for a key. Also don't fall off the ledge because chances are you will die and if you do survive, you will have to make a long trip back to this area.

Now go back and get the double jump power up again. Get on the elevator and get on the next platform where you killed that first virus. Kill the two viruses that are towards the end, try to make them attack you one at a time so it will be easier. Hack into the next terminal at the top corner next. In this hacking, you will have to beat the puzzle two times. On the second time, you will have to connect to two other nodes. Keep going through the path and kill the trooper at the end. Go through the gate and grab the chip.

Stay on this platform and go towards the end to the right. Go on the elevator and let it bring you down. At the bottom, keep going to the right. Jump on to the next platform to get another chip. Now just jump from platform to platform killing troopers and getting chips. Break the objects for chips and power ups too. There will be a recharge station to the top right after a while so pay attention. You will eventually have to jump on to the platform with the Tank Grid entrance.

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Just like the other tank levels. Just kill the twelve other tanks and get to the end of the level to finish it.

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Level 9  
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Just follow the yellow path on the ground killing the enemies in your path. Make sure to pick up the energy boosters that they drop. When you can jump to the right, do it and grab the chip there. Continue through the path and jump up the platforms. Kill the trooper there and then go after all of those grid bugs. Kill the generator to the left. Now push all of the infected programs into the disinfectant pad and talk to them for an extra life.

Now break those yellow objects there and jump on that platform. Get the virus to run towards you and stay on the other platform. Kill it however you wish and go to the top left to hack into a terminal. Grab the chip near there and go to the left. Kill the troopers there. Hack into the next terminal down there and keep going to the left killing the troopers. Break the yellow objects in your path near the end.

Go down and to the left for a nice recharge station. Go to the right and grab the bombs there. Also talk to the program and trade the energy. Go back to the recharge station to refill again after that energy trade and go up and to the left. Kill the trooper there and avoid the sentry gun that you will come across. Kill the enemies on the next platform and hack into the terminal for a key. Go to the right and jump from platform to platform and get the chip. Go back when you're done in that area.

Go to the left and jump on the moving platform. Go on the next platform and get on the next moving platform. When you get off try to avoid the sentry gun. Climb up this platform and get the chip. Now start taking out all of the enemies on the highest platform up here. Go to the left and break the objects to reach the infected programs. Get them on the disinfectant pad and talk to them to get stuff.

Go to the left where the disinfectant programs were and don't grab the double jump yet. Instead, kill the troopers on the other side of the wall. Now get it. Jump up and kill all of the enemies around you. Keep climbing up and kill the generator the highest up you can go. Grab the chip from it and kill the last of the grid bugs if there are any left. Now hack the terminal for a key. Stay up here and kill the trooper below you.

Now fall off and talk to the program to the right of you for a chip. Use the recharge station if you have to. Now go down and fall off the platform, don't fall in the red. Circle around this whole area and kill the troopers in the way. Keep circling it and hack into the terminal when you reach it. Now go back and to that area to the right. Grab the chip and the double jump power up.

Kill the enemies in this area and get the generator as quickly as possible. Get the chip it drops but you will need the double jump for it. If you don't have it anymore, go back and grab it again. Hack into the terminal there for another key. Now go to the left. Grab the chip and hack into this terminal. Now you have to back track. Grab the double jump to get above the high platform. You can also take an elevator that you will have to wait for over there. You will have to go back to the gate by the very beginning of the level. You can open up that gate with the seven keys you've collected. You can now grab the chip there and enter the next sector.



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Level 10  
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This is just a fight against Kernel. It's pretty hard but there are no real strategies to beating this program. The two yellow objects will have energy boosters so use them when you need to. Just keep strafing and throwing your disc at it. Go into the next sector when you beat it.

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Level 11  
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This is another Recognizer level, just do what you did in the last.

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Level 12  
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Go to the left and you will have to destroy all of the spam files. This is kind of hard so be careful. You can make three mistakes, either shooting a blue file or letting a red file pass by you. You have to shoot all of the red files that will go by you. It will automatically strafe so you won't have to hold the strafe button. Also don't let any of the files hit you or you will get hurt. Just try to stay alive without making three mistakes in just one minute.

Go down the elevators before you go to the left. Go all the way down to the bottom and grab the fast fire down there. Break the yellow objects for energy boosters. Now go to the right and kill the trooper with the fast fire, try to shoot it before it sees you. Grab the chip there and go back up the elevator. Go up all of the elevators until you get back to where you started.

Now stay on this level and go to the left jumping around corners to get through. Kill all of the troopers around here and keep going. Go to the communication port and run by it, you can't use it yet. Continue through this path killing all of the enemies around here now. Now when you go down the platform to the left, go to the right. Knock all of the infected files on to the disinfectant pad and grab the chip in the middle of this area. Talk to them a key and a back up unit.

Now go to the left and kill the two viruses that run towards you by staying on a platform above them. Now go to the elevator to the left. Don't go up it but jump to grab the virus's attention. Shoot at it while you are lower than it and go up the elevator there. Avoid the sentry guns and go to the left. Kill the viruses on the lower platforms there and break the yellow objects for items. Hidden behind one of them in a small section of the wall will be a chip.

Hack into this terminal for another key. Now for a shortcut, jump to the right to the lower platform. DO NOT fall off or you will die, if you don't want to take the chance, then go around. Go to the farthest right you can go without going into the area with yellow on the ground, where the infected programs were. Go through the gate over there and continue through the path.

Go to the moving platform and break the yellow object on the other side. Grab the fast fire that will appear and go to the right along the path. Kill the two enemies there and go to the recharge station. Now go down and to the left and there will be a small platform with a chip on it. Grab it and jump back. Now go back to where the moving platform was.

Break the row of yellow objects there and grab the chip and back up unit behind them. Now go to the right and kill the trooper there. Continue killing all of the enemies there and go to the far right for a chip. Keep going along the path now and killing the enemies. Go along the small platforms jumping from one to another and knock the infected files on to the disinfectant pad and talk to them for different things. Talk to the program standing on the platform and trade some energy for a chip.

Continue through the path and go up the stairs. Go to the left and you will hurt yourself a little. If you killed the trooper there, its energy booster will have dropped. Grab the chip and hack into the terminal there. Now you have a minute to get all the way back to the communications port. Use it to pretty much end the level. Now you have to go back to the terminal.

Now when you get there, go to the right. Break the objects in your path and kill the enemies here. Hack into the terminal and continue through the path when you're done. There will be a recharge station right here. Go in the next area and kill all of the troopers there. Now don't go to the next sector just yet, it's time to go chip hunting.

Go back to where those stairs were and go to the right. There will be a chip to the right over there but you will get hurt when you get there. Now go back and go below where that terminal was. Go to the bottom corner and grab the chip there. Now go to the very end and go to the equip chips screen. Equip the jumping module and that will always let you double jump. Jump up on that high platform and grab the chip and back up unit. Now you can go into the next sector.

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Level 13

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This is just another quick light cycle level. You will have to win in five grids to get to the next sector.

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Level 14

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Start off by falling off and to the left. Grab the chip there and then you will see the infected programs. Knock them on to the disinfectant pads and talk to them for a few items. Now go down and on to the lower platform. Kill the virus down there, get back on top to kill it easily. Keep going along the path for another virus, again get on the higher platform to kill it easily.

Break the yellow objects by the red grid now. Grab the energy boosters they drop if you need them and go to the right and down. Get that virus to run towards you and then jump on to a different platform. Kill it easily again. Now go to the right and up, make sure you have the jumping module equipped. Kill the trooper on the higher platform and kill the trooper there. Jump up there with the double jump and grab the chip.

Now go down and kill the trooper across the grid from you. Now there will be a lot of different routes you can take that are just all apart. In the middle of the path will be a recharge station but be careful because there will be a sentry gun that will reach it. You can take a nice shortcut by the sentry gun if you want to. Just make sure you still have the jumping module and go on the platform to the right of the sentry gun. You can double jump to the right and reach it but be very careful because if you don't make it, you die. If you don't want to even try just go around.

On that platform, just go after the trooper. Don't try to kill all of the grid bugs because you will be trying for ever. After you kill the trooper there, go up the stairs. Kill the generator up there. Now get the chip to the left and jump down to kill the grid bugs that got away. Now go to the left and grab the chip and hack into the terminal. This terminal will have three levels now, they will all have three after this one.

Now before you go any further, go down. Go to the right most platforms and kill the virus in your path. Jump all the way down the path for a very important chip, the invincibility cheat chip, you still need more though. Now go back and go up those stairs and go through the gate. Now go to the left and kill the trooper in the middle platform. Grab the chip it drops and stay on that platform. Kill the enemies around you and then continue through the path.

Kill the generator up there and grab that chip. Now stay on this platform and avoid everything below you. Break the yellow object and kill the trooper there. Grab the chip there and then go down. Now fall down to the right and run up towards the disinfectant pad. Break the yellow objects there and grab the chip and back up unit on the other side. Now get all of the infected programs on to the disinfectant pad. Talk to them for items and then go to the right and jump past all of the moving platforms. For a nice shortcut go through the yellow objects instead of the moving platform. Go to the red area that will kill you. Break the yellow object to the right and you could just barely double jump to it and off of it to the right for a big shortcut. The jump is pretty hard to make and you have to time it perfectly so be careful or just don't try.

Kill all of the enemies after the sentry gun. Go down and to the left and hack into the terminal there. Now go to the right and break the yellow objects there. One of them will contain the double jump upgrade if you don't have the jumping module. Now talk to the program there and trade your forty energy for a new chip that will be extremely useful. Equip that because it will really help you in the game. Continue through the path and stay on the higher platforms to kill the viruses there. Go down to the recharge station at the end of this path.

Now go through the next gate. Now kill all of the enemies in here. Go to the right and stay on the right most area here. Jump on the platform and keep jumping up all of the platforms. Jump to the platform to the left and grab the stuff over there. Now go back to the highest moving platform and continue through the path. Kill the ship there and go up the stairs. Grab the chip and continue through the path.

Kill all of the enemies in this new area. You can go on the green grid so you don't have to try to avoid that. Kill all of them and go to the left. Break the yellow object there and double jump to it. Grab the chip there. Now go to the right and go into the communications port. Now before you leave the level, go to the left and break the two yellow objects for two chips. Now go past the sentry gun. Grab the chip and enter the next sector.

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Level 15  
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This boss isn't really too hard, especially if you have a lot of back up units. What you have to do first is to avoid the bombs Securo throws. That is your number one priority, but it doesn't matter if you have a lot of back up units to spare. All around on small separate platforms will be this objecting floating there. Just jump to the platform and use a jump impact there. Break all of them, you will know when you broke them all because Securo will fall to

the ground. Now just attack it and kill it like you've killed the other enemies. Now enter the tank grid.

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Level 16  
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Another tank level, just do what you've been doing for the other tank levels.

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Level 17  
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Start going up and follow the path. Jump over the red grids and break the yellow objects in your path. Kill the grid bug after it and keep going. Grab the double jump ahead of you and use it to jump over the red grid ahead of you when you jump on to the higher platform. Kill the grid bug and avoid the sentry gun just ahead of you. Kill the grid bug and then go past the next sentry gun. Now kill the grid bugs and quickly kill the generator. Now this is what you have the double jump for. Jump on that platform where the generator was and grab the chip there.

Now follow the path and avoid the red grids that you will come across. Jump on the higher platforms and grab the fast fire upgrade. Now break the yellow object in your path. Kill the grid bugs there and quickly continue through the path before the generator throws some more grid bugs on you. Now at the end of this path, you will have to jump on to a different platform to the left. Jump on the elevator and when you get up make sure you avoid the sentry gun up top.

Kill the grid bugs that may still be on this platform. You will get the message that says you are almost done with the game. Go around the corner and kill the generator on the next small platform. Grab the chip by it and jump on the higher platform. Go into the next sector now for the last Recognizer level in story mode. The yellow object in this area will have an energy booster and if you have the jumping module you could jump on the platform with the entrance to the next sector.

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Level 18  
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Last Recognizer level of story mode, enjoy. If you still want to play more recognizers levels, you can go to battle mode on the main menu and play it as much as you want.

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Level 19  
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Now you get to play the last light cycle level of story mode. If you still want to play, then go to battle mode and play it as much as you want. There is only one grid in this level.

User : What? Impossible! My plan was perfect. Well, ENCOM isn't through with me yet. Next time, they won't know what hit them.

Alan : The virus has been neutralized! It seems our unknown user is offline as well. Looks like Tron and that strangely aadaptive Light Cycle program managed to save ENCOM!

Tron : I wonder how Mercury made out. The corruption is gone - the sectors are

clear. She must have done it.

Bit : Yes.

Tron : Well, I suppose we'll never know for sure. Let's get into stasis, Bit,  
so we can rest up for the next major catastrophe!

Bit : Yes! Yes! Yes! Yes! Yes! Yes!

Tron : Sounds good! Initiate Stasis.

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3.2 - Mercury  
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Level 1  
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User : I'm in! Perfect. Now to get to business. Time to show ENCOM a thing or  
two. Ha ha ha!

Alan : That's odd... We seem to have a corrupted File in Drive M. Hmm... ENCOM  
security has been breached. The corruption is spreading like wildfire!

ENCOM : ALL ASSOCIATED LIGHTS CYCLE PROGRAMS: ACTIVATE

Byte : Hibernation concluded. Program: Mercury activated.

Start off by going to the left. Listen to Byte and use the recharge station to  
refill your energy. Continue through the path and jump over the gaps. Do NOT  
touch the red or you will slowly lose energy. Keep going and kill the bugs and  
the big enemy that generates the bugs. Keep attacking all of them until they  
are all dead. You can go back to the recharge station if you want to, it will  
always be there so use that to your advantage.

Break the yellow glowing objects that will block your jump. You only have to  
break one so break one and jump over, you can break the others if you want to.  
You can very easily break all of them by using the Jump Impact near the edge.  
Continue through the path and you will reach a big pole on a platform from a  
distance. Just shoot at it as many times as you would like to and continue  
through the path. Listen to the other programs and go to the platform and press  
B. Now you will get to go to the light cycle grid.

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Level 2  
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Mercury : Let's go!

This one is very easy and quick. There will only be one other challenger so you  
don't have to worry about the others. Start off by going straight down here.  
Now you will have to pay close attention to the other light cycle because they  
can turn at any second. When they do, turn out of the way or turn when you  
think it is necessary to do so. Just make that light cycle hit your trail or  
the track and grab the power up in the middle.

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Level 3  
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Mercury : Light cycle battles get easier every time... Now, where did those  
programs go? I want to know more about that security breach!

You will start on the next section of the first level. Here, you can back track  
all of the way back to wherever you wanted to go to in the first level, and  
yes, the recharge station will still be there. Remember it if you ever need

energy and there are no other recharge stations around you. Use the elevator to the left of where you started and kill the ICP Trooper ahead of you. Grab the energy boost if you need it and fall off to the left. Break the object for another energy boost if you need it. Go to the left and grab the double jump power up. Use it to jump up on the platform and hack into the terminal by using the computer right in front of you.

To unlock this gate, you will have to connect the blue node with the purple node. R and L will rotate the pieces and A will place them. Power ups will be shown when a piece lands on a block next to the item and to get the item, you will have to put a block on it. Just keep connecting the pieces from blue until you reach the purple node. When the time runs out, a trooper will appear and you will have to kill it. The attack won't be hard at all so just relax while you are solving the puzzle. The blue clocks will give you more time and the red clocks will deduct time.

Go through the gate when you successfully hack the terminal and grab the chip on the other side. Continue through the path and walk up the ramp. Kill the two troopers up there and grab the energy boosters they drop. You can break the yellow object there to get another energy booster if you need it. Now go and hack into the next terminal and open up the next gate with it. This next part is optional, if you don't want to do it, don't, it will only get you a new chip. Grab the double jump and jump up to the higher platform. Kill the troopers there and grab the chip in the top corner.

Now go down and left and grab the extra life on the small platform. Hack into the terminal again to get through the next gate. Before you go through the gate, kill the troopers. Go to the right if you want another chip and kill the troopers while you are on a platform above them. Grab the chip there and go back to where you hacked the terminal. Now go down and left to go through the gate. Now read what happens during the cut scene and get to the light cycle grid.

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Level 4  
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Alan : That's odd. How did that one Light Cycle program escape infection?  
Mercury : Come on Byte - we've got to get away from that program!

This is probably even easier than the first light cycle battle. The other light cycle will start above and to the right of you. Right from the start, hold the right button and that will cut light cycle off. The other light cycle will usually crash straight into your trail but if it doesn't, be ready for a tough fight. Just try to box it in and it will eventually hit a wall.

There will then be another set of a light cycle fight. Equip the shockwave ability and use it right away to kill the light cycle near you. Then go to the right and just get the other light cycle out by either cutting it off or by using the shockwave ability.

There will be one more set of light cycles, this time there will be four. This one will be easy. Just go to the right and get rid of the light cycle to the right of you. Then go up to the big hole in the wall at the top of the level that was created by another light cycle.

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Level 5  
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Mercury : Wait! Stop! Who are you?  
Tron : I am known as Tron, but I don't have time to-  
Mercury : Tron? You're real - then the ENCOM system is in danger!  
Tron : A viral program named the Corruptor has been introduced into the system. His User's purpose is still unknown. With each sector that falls, the Corruptor grows stronger.  
Mercury : But how does the Corruptor keep evading ENCOM's security force?  
Tron : His User must be familiar with the system's inner workings. He must be helping.  
Mercury : Something has to be done. Maybe we can work together to stop them!  
Tron : We don't have a choice. There's not enough time for me to stop both. I will bring down the User's network while you go after the Corruptor. Agreed?  
Mercury : Agreed! I may be just a light cycle program but I'll find a way to stop him.  
Tron : Let's communicate again as soon as possible. Good luck to you.  
User : A Light Cycle program escaped infection in the sector. Odd. That won't do. Let's take care of that, shall we?  
ENCOM : ALL SYSTEMS: MAXIMUM ALERT.  
Byte : Maximum alert. All unauthorized programs subject to immediate de-resolution.  
Mercury : We're going to have to avoid security troops as much as possible. They won't know what to make of us being so far from the Light Cycle grid!

Go forward and talk to the program if you wish to. Continue through the path and break all of the yellow objects in the path. Grab the items there and continue through the path. Break the next object for another energy booster and kill the troopers right after for another energy booster. Jump on to the small platform and talk to the program there. The program will trade you a chip for ten energy. If you have energy to spare, make the deal, if not, try to get more energy and come back for it.

Get on the moving platform and get on to the next area. Break the two yellow objects there for power ups and use those bombs. Continue through the path and kill the bug and trooper just ahead of you. Grab the energy boosters they will drop and keep going through the path. Go to the bottom right and up the elevator at the end of this path. Push the infected programs on to the disinfectant pad in the top corner. Just throw the rod at them and it will push them back to the pad. Talk to the programs for an extra life.

Break the object in your path just ahead of you and kill the bug there. Continue through these paths killing the enemies in your way, breaking objects in your way, and jumping over the gaps in your way. Go to the far right and talk to the program for a key. Grab the chip there and then hack into the terminal. Go on the moving platform and talk to the program there for the last key.

Go through the gate and just run by everybody. You don't have to kill these troopers and it is a lot easier to just run by them all. Get by the sentry and keep going through the path. Go to the top right after you fall off the platform and go on the elevators to get to the moving platform. Get on the platform and get to the other side to fight the troopers. You don't have to, but kill the bug generator and hack into the terminal.

Go down and talk to the program for another key. Keep following the path now. Run by all of the troopers with shields and climb the stairs to get to a recharge station, finally. Keep going through the path killing the enemies as you come across them. Talk to the next program you come across for the third key. Now go on the moving platform and get off at the other end. Get the chip

and fall off. Now go along the route that you used to get there and you will see a gate to the far bottom right.

Jump over the gaps killing the enemies you come across. Slowly push the infected programs on to the disinfectant pads again. Talk to all of them for an extra life. Now go up and break the object. Jump the gaps to get a chip. Now go back and to the left. Go on the moving platform and get off at the other end. Kill the troopers and jump on each area that you could stand on. Now go to the left if you want to so you can get the chip down there. Now go back and to the right and kill the troopers there. Kill all of them and just get to the last chip. Go to the Tank grid for the next level.

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Level 6  
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This is the first tank level. In this level, all you have to do is to shoot all of the other tanks and then go to the final destination of the level when all of the others are killed. Use your radar for help because it really will. The red dots will show upcoming enemies so go towards them and kill them as fast as possible. The blinking arrow will show where you have to go when you finished killing all of the other tanks. Go there when you do kill them all and finish off the level. The glowing blue orbs are energy orbs so you can get more health/energy.

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Level 7  
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Jump across the gap right in front of you and get one of those viruses to run towards you. Jump back over the gap so they can't reach you. Just keep throwing your rod at it until it dies. Do the same thing to the next. They will both drop energy boosters if you still need them from the tank level. Now kill the next trooper by strafing around, make sure to dodge its disc when it is coming back. Break the yellow object on this platform to get the bombs.

Now there are three different paths you can take. The first path you should take is to go down and left. Jump across these moving platforms. Talk to the program there and trade the twenty energy for a chip, that is, if you want to give up twenty energy. Hack into the terminal on the same platform for a key. Break the object there for an energy booster before you cross the platforms to get back.

Now go back to that platform with the fork in the road and go up and right. Break the object in your way and then move off the platform to avoid the virus. Just do the same thing you did to kill the first two of these you came across. Kill the trooper that throws discs ahead of you and then jump from each small platform to the next. Hack into this terminal and get the key. Now go back and go through the only route you haven't taken yet.

Kill the enemies up here and before you go through the gate, go to the left. Break the object down there for an energy booster. Now go through the gate quickly and run back out so you will fall off on to a lower platform. Try to get the viruses right next to you except on the higher platform and just do what you did to the first two again. Kill the next trooper you will come across.

Break the objects in your path and grab the fast fire power up. Use it to kill the trooper at the top and then talk to the program if you want to, you won't have to since it won't give you anything. Now this part will be pretty hard and



you will have to be good at jumping. If you land on the dark red areas, you will die so be careful. Just get whatever you want from up here and get on that moving platform.

Go on the platform and the end and grab the double jump power up. Wait for that bug to jump off the platform so it won't bother you when you are fighting the trooper. Kill the trooper and break the yellow object for another fast fire power up. Kill all of the enemies in the next area and jump from platform to platform. Kill all the enemies here and grab the chip. Go straight up and hack into the terminal.

Go to the right and get by the sentry gun. Break all of the yellow objects in your path. Kill the two troopers down there and hack into the terminal. After you got the key from the terminal, knock all of the infected programs on to the disinfectant pad. Talk to the one that stays there for an extra life. Continue through the path and go up the elevator. Just quickly grab the chip and fall back down because you don't have to get any further.

Stay on the elevator and kill the virus while you are still on it. Go through the gate and just keep killing all of the enemies. Get to the program and talk to it if you want to. Go one platform below that program and to the left. Shoot at the trooper to the far left so it won't bother you later. Now get on that moving platform that will get you to where that trooper was. Kill all of the enemies here and hack into the terminal for a key.

Now go to the right and you can't go through the gate just yet. You can go to the right on a very narrow platform. Go through the path and kill all of the elevator to get to the top. Get the bombs and kill all of the enemies up there. Hack into the terminal and get the key. Fall back down and go to that gate that you couldn't open before.

In this new area, go to the right. The disinfectant pad will be in the upper right corner behind a lot of yellow objects. Push the infected programs into it and talk to them so you will get an extra life and a chip. You will reach another fork in the road. Go up to reach the recharge station. Go the other way and just continue through the path killing enemies and grabbing chips as you progress. Get to the very end of this path and you will finally reach the end of the level.

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Level 8  
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Jump from platform to platform so you won't touch the red. At the end, you will find FATZNE. Talk to that program. Now you will have to find a way to defragment FATZNE. Keep following the path. Grab the bombs and jump on to the moving platform. Kill the trooper on the next platform and jump on to the next moving platform. Kill the trooper on the next platform and wait until the moving platform stops. Jump off at the other end.

Break the yellow object here for an energy booster. Go to the left and jump on the platform for bombs and a chip. You need a running start to get on the platform. Once you get everything up there, go on the moving platform and kill the two troopers at the other end. Take your time with these. Get on that platform and on to the next moving platform when they die.

Jump off on to the next platform and go to the right. Go through this path and push the infected programs on to the disinfectant pad. Talk to the program that is still there for an extra life. Now before going any further, go back to those moving platforms. Keep going through the path killing all of the troopers

that you come across. Get the chip at the end of this path and go to the recharge station in the right part of this platform.

Now go back through the moving platforms and get back to where those infected programs were. Go to the left and kill the trooper there. Keep going through the path and after you kill the first two grid bugs, you will see a lot of tough troopers. Be careful when you fight these. After you kill those, jump on the platform to the left. Behind those yellow objects will be a chip. Break them all for the chip and a few energy boosters.

Now fall off this platform and go to the right. Kill the trooper there with the shield. Go on the next platforms and kill the enemies right in front of you. Don't go there quite yet, instead, go to the left. Kill the trooper and go up the elevators. You will have to jump from one to another. Kill the grid bugs by just using your jump impact attack. Kill the generator there too. Now go to the left and talk to the program. Get the chip by trading thirty energy. You can go back to the recharge station if you have to.

Now go to the right and go up the ramp. Kill the enemies up here and get the double jump. Use it to get on the platform higher than you. Kill the enemies up there too. Get the chip in the middle and jump on the higher platform with the double jump, if you still have it. If you don't just go get it when it respawns. Get up there for a back up unit and a chip. Now fall off and continue through the path like you normally would.

Kill all of the enemies down here and go to the left. Go down the platform and grab the chip there and climb back up to where you just were. Jump down to the next platform and kill all the enemies down here. Keep going through the path. You will reach another recharge station which will help you so you won't have to backtrack all the way back to the first recharge station. Now go and beat the firewall.

Keep shooting at those moving bars in the middle. They will sometimes drop weapons for stronger attacks. Just keep collecting those weapons and using them to break through the walls. Pay attention to whatever circles around the bug will glow because those are the circuits that will shock you. Follow the circuit wires to where you are and make sure you are not on the same line that will shock you. Just keep avoiding the shocks and shooting the walls. You can get shocked three times before you die.

Kill the grid bug shortly after and then go to the defragmenter. This might look a bit confusing at first, but it's not. All you have to do is group up six of the same color blocks together. You will get a total of twenty eight of each color. The cursor will pick up the highest block in that column or row and it will drop it at the highest free block in that column or row. The red blocks will be there just to block you and the white blocks will take away all the red blocks together. The clock is in the bottom right corner.

After you defrag the system, go back to FATZNE. FATZNE will give you the key to the next sector. Go through the gate you past two times already. Grab the chip and then go into the next sector, the Recognizer Zone.

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Level 9  
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This one is just like the level with the tank. There are more advanced controls though so take a look at them in the controls section. Just keep shooting at all of the enemy recognizers and kill them all. Follow the flashing arrows on the radar until you get to where you are going. Just shoot at all of them, grab

the energy boosters, and go to the last point of the level. You will have five minutes to beat this level but you should really only use less than two.

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Level 10  
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Go along the path and grab the virus' attention. It will run towards you, run back and jump on the old platform you were on since the beginning of the level. Just keep throwing your rod at it until it dies. Continue on killing the enemies ahead of you. Don't grab the bombs here but don't jump down yet either. Instead, stay up top and throw your rod at the virus down there. After you kill it, grab the bombs and fall down.

Kill the next virus down here and circle around the red grid. If you still have the bombs, the next trooper will be easy. Wait for it to throw its disc at you and then block the disc. Quickly throw a bomb at it while it doesn't have the disc. Keep doing that until it dies. Continue around the path and shoot the viruse while the red grid is in between you and the virus. Kill the next trooper by staying the same distance from the virus and just keep strafing. Grab the chip while you continue through the path.

Break the yellow object in your path and keep going. Kill the grid bug before you go past the sentry gun so it won't bother you while you are going past it. Keep going and grab the attention of the virus with the shield. Try to drag it back as far as it can go. If you want to just kill it go ahead but this way will probably save you some energy.

Now go back to that ramp and stay as close to the wall as possible. Go by the terminal but don't hack into it just yet. Instead, kill the virus below you. Grab the fast fire and then hack into the terminal for a key. Now continue through the path and jump from platform to platform. Now at the communication port, go up. Break the yellow object and kill the enemies up here. Just keep following through the path and killing the enemies in your path.

Knock all of the infected programs into the disinfectant pad and talk to them for a back up unit. Now go next to the disinfectant pad and hack into the terminal for a key. Now go down and jump to grab the key. Jump back and go along the platform where all of the infected programs were. Go down to the lowest area you can go and jump on a platform. Now jump along these platforms to get to the gate.

Kill the virus shortly after that gate and continue through the path. Kill the troopers and avoid the red grid. Keep going through the path until you reach the terminal you hack into for a key. Keep going killing the next enemies. Now this next part will be a bit of a challenge. You have to jump on the moving platforms and on the non-moving platforms, just make sure you don't land on anything red. Break the yellow objects at the end and kill the trooper there.

Jump to the left and you can get an extra life. Hack into the terminal for another key. After you get that key, go to the up. If you think you can, jump across the moving platform. There will be a recharge station there. Talk to the program standing there to get a chip. Now go back and to the right to open up the gate. Kill the virus from a distance and try to kill the enemies by getting them to get caught by the red grid.

Push the infected programs on to the disinfectant pads. Talk to them for another back up unit. Now go down and to the right for a chip. Now go left and jump on to the moving platform. Avoid the sentry guns and grab the two chips down there. Now get back to the disinfectant pad. Go up and kill the enemies

on the next platform.

You will now get a choice to go either left or right after you've walked far enough. Go to the right and grab the chip. Now go back and go to the left. Keep going and keep killing all of the enemies around here. Kill all of the troopers down here and then go on the first elevator. Kill the generator up there and go to the left. Kill the virus and get the double jump. Before you hack into the terminal, jump on the higher platform. Grab the chip and double jump again. Kill the generator and all of the bugs. Go to the recharge station and then hack into the terminal.

Now go all the way back to the communication port. You have exactly one minute to get there so be quick. Now while you are here, jump to the left if you haven't get the fast fire and the chip. Now go back by the disinfectant pad. You can either go back to that large area with the elevators or to the next level. There are still more chips in that area so if you want all of the chips, go there. Now go back if you did go that way and go right and up when you can to leave this level.

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Level 11  
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Another quick light cycle level. Just do what you've done with Mercury before. If you have the Phase Shift Ability, use it. This ability will make you be able to go through trails like a ghost. The downside is it takes away quite a bit of energy and that it doesn't leave a trail while you use it. You also can't go through walls so don't even try. You will have to go through five grids to finish this level.

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Level 12  
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Right away, kill the grid bug near you by throwing your rod at it. Go down the quick ramp and kill the two viruses. To kill them easier, try this. Grab their attention so they will run up the ramp. Now go down and to the left of them. There will be a small section where there isn't a ramp and they can't fall. Try to get them to run there and you can kill them easily. Kill the other grid bug down here and kill the trooper. Continue through the path by going to the right.

Jump on the higher platform and make a few steps through the path for a virus. Make it run towards you and again run back to a lower area. Kill it easily. Do the same thing for the rest of the enemies here. Go up the elevator you can and grab the chip up there. Go through the moving platforms killing the enemies along the way. Grab the chip at the end and hack into the terminal there. Now go back to the elevator, you can fall down so you can avoid the red grids you past.

Go up the stairs and break the yellow object in your path. Kill the virus by making it run towards you and just staying on a platform lower than it. Kill the grid bug there and follow the path. At the two troopers, climb up that middle platform. Both directions will have chips. Grab them and then get back on the main path.

Now go down the elevator and knock the infected files on to the disinfectant pad. Don't go along this path, instead go back to the elevator and go on the elevator that is going down again. Go through this path doing whatever you want. Grab the chip and go on the path to the left. This path will bring you to

a recharge station. To the left of the recharge station will be a chip there too. Now go back and go up and left to the next elevator. Grab the chip there and knock the last two infected files on to the disinfectant pad. Now talk to all of them for items.

Now go back to that recharge station and open the gate there. Kill all of the viruses in this new area by dragging them to the edge of the platform. Jump on the next platform and get off of it quick to avoid the sentry gun. Quickly kill the viruses there. Go back to the recharge station if you need to. Again, jump on to the next platform and quickly get off again to avoid this sentry gun. Kill the viruses on this next platform. Jump on the next quick platform doing the same thing and kill the three viruses and four troopers here. Go back to the recharge station if you want to.

On this next platform, you can just make the infected programs run on to the disinfectant pad themselves. Some won't do it but most of them will. Also make sure to kill the viruses here first, it will make the infected programs a lot easier. Talk to them for more stuff. Go to the top corner of this area and break the yellow objects. Go up and kill the trooper there. Break the yellow objects in that corner and grab the chip behind them. Continue through this path jumping from platform to platform killing the enemies and hack into the terminal at the end.

Now go back to where those yellow objects were when you broke them by the ramps. Now go to the left and kill the enemies here, try to bring them to the edge of the platform by where the infected files were. Kill the grid bugs there and the generator. Grab the chip on the platform by the generator. Now go back to where the infected files were and back track to get the fast fire. Now go through the gate and kill all of the enemies around here.

When you get to the moving platform, there will be a trooper on both sides so be very careful, especially not to fall on the red grid that will make you die right away. It's easy to kill them both without getting hurt with the fast fire. Jump off at the other end and get on to the next platform. Use the recharge station there if you need to and continue through the path. Grab the chip at the bottom of the stairs. Get to the top and get the fast fire. Use it to kill the virus at the other side and then get on the moving platform. Grab the chip there and enter the next sector.

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Level 13  
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Enter the tank grid and do the same thing you've done in the last tank level.

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Level 14  
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Fall down and kill the virus down there. Continue through the path and kill the other viruses from a distance also. Now go to the left and knock the infected programs on to the disinfectant pad. Talk to them when you got them both in there for a back up unit and the answer to how to beat the corruptor. It will tell you to ricochet your weapon off the posts on either side of his architecture. That same program will also give you a key.

Now go to the right. Break the yellow object in your path and run back to a different platform. Kill that virus and continue. Go down on a separate platform to reach a fast fire upgrade. Now go up and to the right. Kill the trooper there. Go to the highest point on this platform and kill the trooper from

across the platforms. Now continue through the path and you will reach a recharge station. On that platform will be a virus so be careful with it.

Now in this huge area, do whatever you want. There will be three paths to the left. The lowest path will have a chip off to the side and a fast fire at the end. The middle will have a terminal you will have to hack into to get a key. And the top path will bring you towards the end of the level. There are troopers and viruses all around here in this area so be careful. On the highest path will be another terminal. You can either get up there with the jumping module or just walking around to reach the platform. This terminal and all from here on out will have three levels.

Now go to the left most platform. You will have to have the jumping module equipped by now. Go to the very left corner of that platform and shoot the virus from across this gap. You can jump across here and you will have to. It is pretty hard to make so get some practice jumps by the recharge station because you will have to double jump with the jumping module and you will have to jump at the second before you hit the grid.

Go to the higher area and kill the enemies up there. Get the chip in the middle of that area. Now go on to the moving platforms to the left. Go through this path and break the yellow objects for a lot of items. Now go back. Go to where you made that double jump. Go on the area where you went up and go down on the lower platform. Had you continued through that path a few seconds ago, it will bring you to a gate that you got to skip and save the keys of.

Break the yellow object there and kill the virus behind it. Now break the next yellow object and kill the virus on the other side again. Now go to the next platform going to the left and go through this path to get a chip. Now go back and to the left. Jump up and kill the grid bugs. Now go to the end for a lot of things. Talk to the program and go hack into the terminal for another key.

Go on the next platform and kill all of the enemies up here. Now knock the infected programs on to the disinfectant pad. Make sure to go up the ramp first and kill the enemies by the disinfectant pad. Also make sure to kill the generator there. There will be more enemies and infected programs to the right so be ready for them. Go to the left of the disinfectant pad and jump on the moving platform. Get across and hack into the terminal. Also grab the chip there and then go back to the disinfectant pad.

Make sure you kill all of them and then get on the moving platform. Grab the chip and go through the gate. Grab the chip in between the two pillars and talk to the program there for a chip. Now go to the end and kill the grid bugs and the generators. Now go back to that program and fall down that platform to grab the chip. Now kill all of the enemies down here and hack into the terminal for another key.

Now go to the left and break the yellow objects to get through easier. Kill the virus down there by staying on this platform and continue through this area killing all of the enemies. Hack into the terminal here and go through the gate. Kill the enemies in this area and go up and you will reach a chip. Now go to the right from there and go up the elevator. Talk to the program there and get a nice chip. Now fall down and go to the middle of this area for another chip.

Now go to the far right and down. Kill the trooper and jet here. The yellow object in the middle will contain a power-up if you need it. Go down and through that little passage. You will find the door locked, that means you will just have to continue through the path and to the communications port. Go and grab the chip, then kill the two viruses. There will be another recharge

station here.

Now jump past the sentry gun. Jump on the moving platforms and avoid the red grids. Now break the yellow objects in your way by the end. Jump past the sentry gun and go into the communications port. Grab the chip after you've had your discussion with Tron. After you're done with this small area, go back to the door to the next sector and go through it.

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Level 15  
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Corruptor : At last we meet!  
Mercury : I'm here to destroy you, Corruptor!  
Corruptor : Don't be a fool! I'm no file in need of disinfecting. Open your eyes! I am a super virus with the capacity to learn, and by the nanosecond my power grows.  
ENCOM : VIRUS IDENTIFIED - SYSTEM-WIDE DISINFECTION IMMINENT.  
Corruptor : What's happening? How can this be? How is ENCOM aware of my presence?  
Mercury : Tron must have managed to sever the User's connection!  
Corruptor : No matter. Once I take care of you, I'll send out more troops to destroy the main security system.  
Mercury : I can't let you do that, Corruptor! Come on Byte, let's put an end to this!

This is pretty easy, especially if you have extra lives. All you have to do is throw your rod to bounce off the pillars on the each side of the Corruptor. The rod will bounce off and hit the corruptor. Just keep avoiding his attacks and keep doing that. There will be one energy booster off to the left in the yellow object if you want it for help. After the Corruptor says something, it will try to electricute you. The ground will glow so avoid them. They will do damage only when the floor flashes so you have some time to avoid it.

Corruptor : This can't be! This can't be happening! My task is nearly complete!

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4. - Chips  
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Here will be a list of the Chips. I will match the numbers and letters together and give information about each one. With the chips, you will unlock weapon power ups and mini games.

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

A1 - Weapon Booster Interface  
"Direct Connection Between Input Systems and Weapon Controls."

- A2 - Advanced ICP Infantry Module  
"ICP Specialization Code For Extremely Dangerous or Unknown Situations."
- A3 - Advanced Energy Booster  
"Highly Advanced Energy Enhancement. Status: Experimental"
- A4 - Security Booster  
"Medium Security Access: General Systems."
- A5 - Tank Radar Upgrade  
"Enhanced Tank Radar Functionality. More Objects Detectable."
- A6 - Tank Shield  
"A Rechargeable Defense Shield Around The Tank"
- A7 - Play as Grid Bug 1 of 4  
"Component 1 of 4 Grid Bug Module Cheat Code"
- A8 - Play as Tron in Mercury Levels  
"Program Visual Code - Tron Module"
- A9 - Tank/Recognizer Invincibility 1 of 2  
"Component 1 of 2 Tank and Recognizer Systems Cheat Code"
- A10- Tron/Mercury Combat Invincibility 4 of 4  
"Component 4 of 4 Isometric File System Cheat Code"
- B1 - Improved Weapon Booster Interface  
"Accelerated Connection Between Input Systems and Weapon Controls."
- B2 - Target Mastery  
"Direct Connection Between Input Systems and Enemy Targeting."
- B3 - Streamlined Coding  
"Restructures Program Code, Increasing Energy and Weapon Levels."
- B4 - Advanced Security Booster  
"High Security Access: Advanced Systems."
- B5 - Tank Weapons Upgrade  
"Enhanced Tank Attack Power."
- B6 - Tank Mines  
"Newly Developed Tank Combat Code for Laying Mines. Set of Five Mines"
- B7 - Play as Grid Bug 2 of 4  
"Component 2 of 4 Grid Bug Module Cheat Code"
- B8 - Infinite Power-ups 1 of 2  
"Component 1 of 2 Permanent Power Up Cheat Code"
- B9 - Tank/Recognizer Invincibility 2 of 2  
"Component 2 of 2 Tank and Recognizer systems Cheat Code"
- B10- Light Cycle Invincibility 1 of 2  
"Component 1 of 2 Light Cycle Grid System Cheat Code"
- C1 - Maximum Weapon Booster Interface  
"Over-driven Connection Between Input Systems and Weapon Controls."



- C2 - Advanced Target Mastery  
"Accelerated Connection Between Input Systems and Enemy Targeting."
- C3 - Improved Streamlined Coding  
"Tightens Program Code for Greater Energy and Weapons Levels."
- C4 - Shadowware  
"Maximum Security Access: System Infiltration. Status: Restricted."
- C5 - Tank Assault Module  
"Advanced Assault Tank for Offensive or Defensive Combat Situations."
- C6 - Advanced Combat Tank  
"Heavy Attack Tank for for Assault Situations."
- C7 - Play as Grid Bug 3 of 4  
"Component 3 of 4 Grid Bug Module Cheat Code"
- C8 - Infinite Power-ups 2 of 2  
"Component 2 of 2 Permanent Power Up Cheat Code"
- C9 - Tron/Mercury Combat Invincibility 1 of 4  
"Component 1 of 4 Isometric File System Cheat Code"
- C10- Light Cycle Invincibility 2 of 2  
"Component 2 of 2 Light Cycle Grid System Cheat Code."
- D1 - Improved ICP Infantry Module  
"ICP Special Infantry Combat Upgrade for Combat Systems."
- D2 - Energy Booster  
"Enhanced Technolgy for More Efficient Energy Usage."
- D3 - Advanced Streamline Coding  
"Perfects Program Code For Superior Energy and Weapon Levels."
- D4 - Maximum  
"Advanced Combat and Mobility Booster. Status : Restrcticed"
- D5 - Increased Tank Accuracy  
"Enhanced Accuracy in Tank Combat Situations."
- D6 - Recognizer Defensive Maneuvers  
"Enhanced Recognizer With Elevated Combat Functions."
- D7 - Play as a Grid Bug 4 of 4  
"Component 4 of 4 Grid Bug Module Cheat Code"
- D8 - Mega-Disc/Mega-Rod 1 of 2  
"Component 1 of 2 Disc and Rod Single Shot Cheat Code"
- D9 - Tron/Mercury Combat Invincibility 2 of 4  
"Component 2 of 4 Isometric File System Cheat Code"
- D10- Infinite Access Keys 1 of 2  
"Component 1 of 2 Access Key Security Cheat Code"
- E1 - Combat Mastery Protocol  
"Enables High Damage Combat Potential. Status : Illegal."

- E2 - Improved Energy Booster  
"Advanced Enhancement for Energy Supply Management."
- E3 - Jumping Module  
"Standard Patch Allows Access to Remote Data Paths."
- E4 - Superior  
"Advanced Combat and Mobility in all Capacities. Status : Restricted"
- E5 - Tank Defense Maneuvers  
"Enhanced Tank Automatic Defensive Functions."
- E6 - Play as Mercury in Tron Levels  
"Program Visual Code - Mercury Module"
- E7 - Play as Mercury in Tron Levels  
"Program Visual Code-Mercury Module."
- E8 - Mega-Disc/Mega-Rod 2 of 2  
"Component 2 of 2 Disc and Rod Single Shot Cheat Code"
- E9 - Tron/Mercury Invincibility 3 of 4  
"Component 3 of 4 Isometric File System Cheat Code"
- E10- Infinite Access Keys 2 of 2  
"Component 2 of 2 Access Key Security Cheat Code."
- F1 - Speed Boost Ability  
"Temporary Speed Boost, Fully Draining the Speed Boost Meter."
- F2 - Alternate Bike Style I  
"XR Style Light Cycle"
- F3 - Alternate Bike Color III  
"Purple Light Cycle Mode"
- F4 - Recognizer Radar Upgrade  
"Enhanced Recognizer Radar Functionality. More Objects Detectable."
- F5 - Time Lag  
"Delays Recognizer Node Connectivity Shut-Down."
- F6 - Recognizer Defensive Maneuvers  
"Enhanced Recognizer Automatic Defensive Functions."
- F7 - Advanced Attack Recognizer  
"Advanced Recognizer with Attack Specializations."
- F8 - Full Combat Recognizer  
"Advanced Recognizer With Elevated Combat Functions."
- F9 - Mercury Brandishes Rods  
"Mercury Brandishes Her Rod."
- F10- Disc Arena Battle  
"Disc Arena Battle"
- G1 - Brakes Ability  
"Temporary Deceleration, Fully Draining the Brakes Meter."

- G2 - Alternate Bike Style II  
"M-1 Style Light Cycle"
- G3 - Alternate Trail Style I  
"Trail Style Alpha"
- G4 - Recognizer Weapons Upgrade  
"Enhanced Recognizer Attack Power."
- G5 - Increased Recognizer Accuracy  
"Enhanced Accuracy in Recognizer Combat Situations."
- G6 - Recognizer Shield  
"A Rechargeable Defense Shield Around the Recognizer"
- G7 - Advanced Defensive Recognizer  
"Advanced Recognizer with Defensive Specializations."
- G8 - Recognizer Hunter Module  
"Specialized Recognizer For Locating The Remaining Enemies."
- G9 - ICP Troops on Patrol  
"ICP Troops On Patrol"
- G10- The Kernel's Ship  
"The Kernel's Ship"
- H1 - Phase Shift Ability  
"Teleports Cycle Over a Trail."
- H2 - Alternate Bike Style III  
"Z-99 Style Light Cycle"
- H3 - Alternate Trail Style II  
"Trail Style Beta"
- H4 - Tron  
"Tron - The Mythical Hero of ENCOM."
- H5 - Bit  
"Bit - Tron's Ever-loyal Sidekick."
- H6 - FATZNE  
"FATZNE - ENCOM's FAT Storage Program is a Wise Storehouse of Knowledge."
- H7 - 7A77LE & Prophet.exe  
"7A77LE & Prophet.exe - Citizens of ENCOM File System"
- H8 - Jet  
"Jet Bradley - Son of Alan Bradley."
- H9 - Recognizers Give Chase  
"Recognizers Give Chase"
- H10- Mercury Escapes  
"Mercury Escapes"
- I1 - Shockwave Ability  
"Causes All Light Cycles Within a Two-Grid Radius to Lose Control."

- I2 - Alternate Bike Color I  
"Red Light Cycle Mode"
- I3 - Alternate Trail Style III  
"Trail Style Gamma"
- I4 - Mercury  
"Mercury - One of the Best Light Cycle Racers in the Grid."
- I5 - The Corruptor  
"The Corruptor - A Powerful Viral program."
- I6 - ICP Trooper  
"ICPs - Intrusion Countermeasure Programs."
- I7 - Super Security Program  
"Securo - Defender of the User's Communication Nodes."
- I8 - Infected File  
"Infected File - An ENCOM Program is Hideously Corrupted."
- I9 - Light Cycles Ready to Race  
"Light Cycles Ready To Race"
- I10- Troop Attack  
"Corruptor Troops Attack a Sector"
- J1 - Super Bike  
"Maximum Cycle Upgrade - All Advanced Abilities in one Light Cycle."
- J2 - Alternate Bike Color II  
"Gold Light Cycle Mode"
- J3 - T-Bar Defense  
"Highly Restricted Cycle Race Code. Creates a Spike in the Cycle Trail."
- J4 - Byte  
"Byte - Mercury's Guide and Companion."
- J5 - Kernel  
"Kernel - Head of ENCOM's Intrusion Countermeasure Forces."
- J6 - Alan  
"Alan Bradley - ENCOM Programmer and the Creator of Tron."
- J7 - User  
"The User - A Hacker with a Grudge Against ENCOM."
- J8 - Corruptor Troops  
"Corruptor Troops - Spreading Their Corrupted Virus Throughout ENCOM"
- J9 - Tron Game  
"Classic Tron Game"
- J10- Discs Of Tron Game  
"Classic Discs Of Tron Game"

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5. - Power Ups  
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#### Double Jump:

This power up will let you jump even higher if you press the jump button again while you are still in the air. It lasts for thirty seconds and the icon is just a circle with a foot in it tha glows blue.

#### Bomb:

This power up will let you throw bombs like ICP Troopers do. You will have a maximum of eight bombs and the icon is a circle with a target in it. All of the power ups will glow blue.

#### Fast Fire:

These will shoot a lot faster and they are even more powerful than the bombs. You will have fifty shots with this but if you hold the A button, it will wear out quickly. The icon will have a boomerang figure on it.

#### Triple Shot:

These will shoot three shots in front of you, one directly to the front, and the other two in each other direction going forward. You will get ten shots (ten sets of three) and the icon will look something like an anchor.

#### Paralyze Shot:

These shoot really slow and bounce of walls. They will paralyze them if you hit them. You will have ten shots and the icon has two zig zags on them going down.

#### Back Up Unit:

This is simply an extra life. The icon will be the same as the icon in the top left corner.

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## 6. - Strategies

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Recharge stations will always be there so you can go back to them at any time and power ups will always come back after a while.

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### 6.1 - Tron/Mercury

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This is where I will give you strategies on how to beat all of the enemies you will come across as either Tron or Mercury. Also please note that some of these aren't the official names of the enemies, I just name them by those names.

#### Grid Bugs

These are those small little guys that will just walk around, sometimes they will slide. If they do slide, they will stop for a second, then slide to somewhere else but they will slide quick so pay attention. These will be the easiest to beat all of the time. Just one attack with any weapon but it takes two if you use the jump impact. Use jump impact if there are more than one near you.

#### Generators

These are those things that generate grid bugs. They take a while to kill and they will keep throwing grid bugs around. Just keep using your jump impact around these so if any grid bugs do get by you, you could just kill them all at the same time. If you have any power ups, just use those because they will be a lot stronger, especially the bombs.

## ICP Troopers

These are those enemies that are actually beginning to look like people. The first few of these will throw bombs while later on in the game they will all do different things, such as shooting three discs and using a fast fire power up on you. Just strafe around these enemies and keep attacking them. If they have a shield, try to time your shots so the shield will be down when your attack hits it.

## Virus

These are those enemies that just keep running towards you. They are much faster than you so there really isn't a point to try to run away. They are still pretty easy to kill though. You can either do the same thing as described against the ICP Troopers or you can do the little trick to trap them. All enemies can't move up or down any platforms and they also can't go on any of the red grids. Just grab their attention and they will start to run straight at you. If there is something in between you and the virus that it can't move past, it will never reach you. Just keep attacking it and it will be some very easy kills.

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## 6.2 - Tank

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### Red Tank

These enemies are the average tank except they don't do as much damage and they are easier to kill. Just strafe away from its attacks and stop. Try to learn how long it take in between each of its attacks. Keep shooting when it doesn't shoot and then strafe around when it does shoot.

### Yellow Tank

These are the same as the red tanks except for a few differences. They will shoot at a faster rate of speed, do more damage with each shot, and they will last longer. Just do what you did with the red tanks, strafe when it shoots and shoot when it recharges. Just remember how long it takes for them to recharge so you know when to start moving again.

### Recognizer

These are kind of hard to fight against, especially when there are other tanks around you shooting at you. Try to either kill those tanks or just avoid them. Now run away and aim up with the cursor. Now try to go after the recognizer and shoot it while you're all alone with it.

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## 6.3 - Recognizer

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### Recognizer

This is the only enemy you will come across while in the recognizers. Just try to stay at the same level as the enemy recognizer you are trying to kill. Keep doing what you do with the tanks. Strafe when it shoots and shoot while it recharges. Remember how long it takes to recharge so you know when to avoid its attacks.

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## 6.4 - Light Cycle

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There are a few strategies you could use for light cycles.

### Boxing Them In

This is probably the quickest and most effective way to win. You just have to make the other light cycles crash so box them in. Try to get them in a small area where they will have to eventually crash and you could win them all very easily.

#### Taking It Easy

Most of the time, the other light cycles will just crash on their own. You can just drive around the grid and taking it easy. They will eventually crash somewhere. Also try to drive around the inside walls but you have to be going outwards or else you will box yourself in. Just keep driving around and they should eventually all crash.

#### Using Abilities/Power Ups

You can get a few abilities as you progress through the game and you could also grab some power ups that will do the same thing except only once. Some of these abilities could be very useful. If you are stuck, you could use the phase shift ability except you can't go through an actual wall, you can go through the bike trails though. You can also speed up and slow down with a few abilities. If you are ever driving down a narrow path, you could use the T-Bar defense. This will usually take out anybody else near you. The shockwave will kill anybody that is near you.

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### 7. - Cheats

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There is only one cheat for this game. That cheat is to unlock all of the mini-games. You will have to enter this at the title screen. The title screen is the screen that says Tron 2.0: Killer App, where there is a black background with blue letters. It won't work on the Main Menu.

#### Unlock All Mini-Games:

Left, Left, Left, Left, Up, Right, Down, Down, Select

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### 8. - Mini Games

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#### Tron (1982)

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This game is the original arcade version back from the early 80s. The buttons are pretty much the same as in the story mode of the game except L and R rotates your character around so you can aim in different spots.

Light Cycle - The light cycle level is just like the light cycle levels in the regular game except worse graphics and your light cycle is slower but you can go faster by pressing the A button.

Tank Grid - This is just like the tank missions in story mode except the whole thing is in 2-D. Remember L and R will rotate where you are aiming. Also note that it takes about three of your shots to kill one tank while it takes the tanks one shot to kill you.

Enter Circle- This one is also pretty simple. Just walk into the circle. The grid bugs in your path will multiply themselves so they will just keep coming and coming. Try to go one way and kill all of the grid bugs in your way then hop into the flashing circle.

MCP Cone - This one is really a time trial but it is very easy. You cannot touch the different colors or you will die. The cone will slowly move down which is the whole challenge. Just aim up by pressing L or R to aim. Keep shooting all of the blocks in your path. Stay as close to them as possible but make sure to back away so you won't get killed. Just keep breaking them until you find an opening and go into the cone.

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#### Discs of Tron (1983)

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This was the old disc games. You just have to throw your disc and try to bounce them off the walls to make it hit the program on the other side. You can deflect throws and you can't get hit by their discs. Just keep avoiding the other program's discs and hit it with yours. You can also aim left and right by pressing L or R.

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#### Firewall

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This is a good mini game if you like shooting. All you really have to do is keep shooting at the wall until all of it goes away and you get to kill the bug on the other side. Of course, the bug gets to fight back. Pay attention to the circuits to the right. Look for which ones will begin to glow. Follow the line to the left and make sure you're not on the circuit ends that will shock you. Just keep attacking it and you will eventually beat it. Also try to get power ups to help break the walls quicker.

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#### Security

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This puzzle is pretty interesting. You have to connect the blue node with the purple node. There is a time limit in the bottom right corner and you don't want it to run out. the yellow blocks on the clock will represent one second and the blue blocks will represent ten seconds. The blue clocks will give you more time and the red clocks will subtract time. You can put one piece on top of another but time will be deducted. Also remember that it doesn't all have to be connected all the way through, you can put pieces you don't want to the side. If you have pieces you think you could use later on, just put them where you think they will go. Also pay attention to the next circuit you will get by looking to the right of the screen.

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#### Defragment

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This is a pretty fun puzzle game to play when you're bored. You have to match any six colors somewhere and they must be touching, except they can't touch diagonally. You can switch between going horizontally and vertically by pressing L or R. You will always pick up the pieces closest to the cursor in that row or column. The red pieces cannot be taken away unless a white block touches them. Try to save the white blocks until you really need them.

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#### 9. - Disclaimer

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