The ENCOM Corporation is under attack by a malicious hacker, who has broken into the network and is spreading a sophisticated, self-evolving virus. Completely unprepared for such an attack, the network’s security forces are in total disarray, attacking corrupted and innocent programs alike. Without support, this virus will completely overrun all systems, absorbing every program in its path.

Tron, a legendary security program, has been unexpectedly awoken from his archival slumber, forcing him into a dangerous world much different from what he remembers. Finding himself and the system under attack, Tron sets out to fulfill his programming, protect the system at all costs.

On a different part of the network, Mercury, a champion Light Cycle racer, finds herself at odds with the system’s security programs when they go on high alert. Not used to losing, she immediately goes on the offensive and seeks out the source of the problem.

With chaos all around them, it’s up to Tron and Mercury to free the system of corruption and stop the intrusion at the source. Two programs, programmed to win, against a network full of danger. The battle is on!

Getting Started

1. Make sure the POWER switch is OFF.
2. Insert the Tron 2.0 Killer App Game Pak into the Game Boy Advance slot.
3. Turn the POWER switch ON.

NOTE: The Tron 2.0 Killer App Game Pak is for the Game Boy Advance system only.

TITLE SCREEN
When the title screen appears, press Start to proceed to the Main Menu.

MENU CONTROLS
Use the following buttons to navigate the menu screen:

- **L Button**
- **R Button**
- **A Button**
- **B Button**

**+Control Pad**

- **Up**
- **Down**

Highlight menu options

- **A Button**
- **B Button**

Select option

- **Start**

Return to the previous screen

**SELECT**

**GAME BOY ADVANCE**

**Nintendo**
**MAIN MENU**

**STORY MODE**
Battle the corruption by playing as Tron or Mercury. Each character has their own goal and storyline.

- **New Game**
  If you select an empty game slot, you will be given the option to choose between the Tron and Mercury storylines.

  **Special Feature:** Merge collected Upgrade Chips from a saved game to a new game. Just start a new game in a slot that already holds a saved game. Once you merge your chips, you may again choose to play as Tron or Mercury.

- **Continue Game**
  Select one of the used slots to continue a saved game.

- **Delete Game**
  Select one of the used slots to delete the saved game.

**BATTLE MODE**
Play against the computer or Link up to three friends, and then light or race your way to victory. You may race against 3 players in Light Cycle, or battle one opponent in Battle Tanks or Recognizers.

**VIEW CHIPS**
Throughout the Story Mode game, you will find Upgrade Chips that contain offensive and defensive enhancements, character cards and cheats. Once collected, you may view them here or trade them to friends for Upgrade Chips that you have not yet found. Refer to Page 21 for trading details.

**MINI-GAMES**
Throughout the Story Mode game, you will encounter the System Security, Firewall, and Defragment mini-game puzzles. Once unlocked, you may access them from this menu and play for the high score. You may also access the classic Tron and Discs of Tron arcade games from this menu. Access the View High Scores menu to see where your scores rank.

**OPTIONS**
Choose to turn “On” or “Off” the Music, Sound FX, and Tutorial mode. You may also view the Credits.
TRON/MERCURY CONTROLS

Move  ➤ Control Pad Up / Down / Left / Right
Jump  ➤ A Button
Attack ➤ B Button. Press the B Button a second time to force the weapon to return.
Block ➤ L Button
Strafe ➤ R Button & Control Pad Left / Right / Up / Down
Jump Impact ➤ A Button + L Button

UPGRADE CHIPS

Find Upgrade Chips throughout the digital universe. These chips contain upgrades for Tron & Mercury: enhancements for your Light Cycle, Tank and Recognizer; Character Trading Cards; and Cheats. When playing as Tron or Mercury, you can use 20 of these Upgrade Chips to upgrade one or more of your defensive and offensive abilities.

UPGRADE CHIP INVENTORY

To access the Inventory menu, press Start and select Equip Chips. The far left side of the screen displays a grid of twenty slots. This is your library of collected Upgrade Chips. To the right of the chip library are four active memory slots. Use the + Control Pad followed by the A Button to select a memory slot. The chip library will then be activated. Use the + Control Pad to highlight chips in the inventory. A description of each chip will appear at the bottom of the screen. Press the A Button to place a chip into active memory. Activating a chip will cost you energy from your supply. The amount of energy deducted will depend upon the abilities provided on the chip.

<table>
<thead>
<tr>
<th>Chip</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Energy</td>
<td>Defense Combat</td>
</tr>
<tr>
<td>Targeting</td>
<td>Advanced Jump</td>
</tr>
<tr>
<td>Weapon Power</td>
<td>Security Skill</td>
</tr>
</tbody>
</table>
### Upgrade Chip Stats

<table>
<thead>
<tr>
<th>Upgrade Module</th>
<th>Description</th>
<th>Stats</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Weapon Booster Interface</strong></td>
<td>Enhances the power of Tron's Disc and Mercury's Rod.</td>
<td>Weapon Power +1</td>
</tr>
<tr>
<td><strong>Improved Weapon Booster Interface</strong></td>
<td>Further enhances the power directed to the Disc and Rod.</td>
<td>Weapon Power +2</td>
</tr>
<tr>
<td><strong>Maximum Weapon Booster Interface</strong></td>
<td>Greatly augments the power directed to Disc and Rod.</td>
<td>Weapon Power +4</td>
</tr>
<tr>
<td><strong>Jumping Module</strong></td>
<td>Allows Tron and Mercury to double-jump (Press the A Button twice).</td>
<td>Advanced Jump</td>
</tr>
<tr>
<td><strong>Improved ICP Infantry Module</strong></td>
<td>Increases weapon power and armor.</td>
<td>Weapon Power +1, Defense Combat +1</td>
</tr>
</tbody>
</table>

### Combat Mastery Protocol

- **Combat Mastery Protocol:** This illegal upgrade was developed to enable the user to inflict maximum damage.
  - **Weapon Power:** +2
  - **Enemy Targeting:** +1
  - **Defense Combat:** +1

### Advanced ICP Infantry Module

- **Advanced ICP Infantry Module:** For ICPs who are facing unknown and dangerous situations.
  - **Weapon Power:** +2
  - **Defense Combat:** +2
  - **Advanced Jump:**

### Target Mastery

- **Target Mastery:** Increase the number of enemies that you can target with one shot.
  - **Enemy Targeting:** +1

### Advanced Target Mastery

- **Advanced Target Mastery:** Further enhances the connection to the program’s targeting functions.
  - **Enemy Targeting:** +2

### Energy Booster

- **Energy Booster:** Enhances a program’s energy efficiency.
  - **Energy:** +10
### Upgrade Chip Stats

<table>
<thead>
<tr>
<th>Upgrade</th>
<th>Description</th>
<th>Energy Gain</th>
<th>Combat Gain</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Improved Energy Booster</strong></td>
<td>This upgrade offers even more energy enhancements, plus a boost in defensive strength.</td>
<td>+20</td>
<td>+1</td>
</tr>
<tr>
<td><strong>Advanced Energy Booster</strong></td>
<td>Provides the ultimate in energy efficiency, plus an added boost in defensive strength.</td>
<td>+30</td>
<td>+2</td>
</tr>
<tr>
<td><strong>Streamlined Coding</strong></td>
<td>Tightens up all of a program’s code, making them more efficient and ready for battle.</td>
<td>+10</td>
<td>+1</td>
</tr>
<tr>
<td><strong>Improved Streamlined Coding</strong></td>
<td>Updated version of the Streamlined Coding upgrade.</td>
<td>+20</td>
<td>+2</td>
</tr>
<tr>
<td><strong>Advanced Streamlined Coding</strong></td>
<td>Allows greater energy flow and better response time.</td>
<td>+30</td>
<td>+2</td>
</tr>
<tr>
<td><strong>Security Booster</strong></td>
<td>Improves your hacking skills when you try to break through a security system.</td>
<td></td>
<td>+1</td>
</tr>
<tr>
<td><strong>Advanced Security Booster</strong></td>
<td>Improves your hacking abilities to make it even easier to forge security keys.</td>
<td></td>
<td>+2</td>
</tr>
<tr>
<td><strong>Shadowware</strong></td>
<td>Helps ICPs infiltrate other systems without leaving any traces behind. Now you can use it to quickly bypass security systems.</td>
<td></td>
<td>+3</td>
</tr>
<tr>
<td><strong>Studoware</strong></td>
<td>Helps ICPs infiltrate other systems without leaving any traces behind. Now you can use it to quickly bypass security systems.</td>
<td>+3</td>
<td></td>
</tr>
<tr>
<td><strong>Advanced Jump Superior</strong></td>
<td>Enhances combat and mobility in all capacities.</td>
<td>+20</td>
<td>+2</td>
</tr>
<tr>
<td><strong>Superior</strong></td>
<td>Enhances combat and mobility in all capacities.</td>
<td>+20</td>
<td>+1</td>
</tr>
</tbody>
</table>

### Advanced Jump

- **Maximum**: Enhances combat and mobility, giving a program unrivaled performance.
- **Superior**: Enhances combat and mobility in all capacities.
POWER-UPS
Similar to Upgrade Chips, Power-Ups offer temporary upgrades and are found throughout the digital universe.

**EM Grenade**
Causes considerable damage to enemies caught within its blast radius.

**Advanced Jump**
Allows you to double-jump for a limited time.

**Rapid Fire**
Rapidly fires a pulse weapon for a limited number of shots.

**Spread Attack**
Gives you a triple disc attack for a limited time.

**Stun Disc**
A powerful stun weapon that briefly freezes enemies.

BATTLE MODE GAMES
Play against the computer or Link up to three friends, and then fight or race your way to victory. You may race against 3 players in Light Cycles, or battle 1 opponent in Battle Tanks or Recognizers.

While playing as Tron or Mercury, you will occasionally find yourself at the controls of a Light Cycle, Tank, or Recognizer. In addition to Power-Ups, each game also has a number of Upgrade Chips that can be activated once they are found within the Story Mode game.

LIGHT CYCLES
Race against up to 3 computer-controlled opponents or 3 friends via the Game Link cable.

You start with the basic blue Light Cycle and solid light trail. Activate collected Light Cycle Upgrade Chips from Story Mode to change the type of Light Cycle, color, or type of light trail. You may also activate enhancements that will give you an extra edge on the game grid.

Select one of the available grid maps. You start with 4 maps. Unlock additional Light Cycle maps as you beat them in Story Mode. Successfully complete both the Tron and Mercury story lines, you will unlock 26 bonus maps.

**Controls**

**Activate Upgrade**
B Button

**Activate Power-Up**
A Button
Light Cycle Upgrade Chips

All bikes have a rechargeable energy source. To use an equipped Light Cycle Upgrade, the energy meter must be at full. Every time you use an Upgrade, the energy meter drops to empty. Continued movement on the grid recharges the energy meter. Activate your Upgrade by pressing the B Button.

**Speed Boost**: Gives the Light Cycle a temporary burst of speed.

**Power Brakes**: Temporarily slow your Light Cycle.

**Phase Shift**: Teleports your Light Cycle through an opponent’s light trail.

**Shockwave**: Sends a disruptive shock to all opponents within a 2-grid radius, causing them to lose control.

**Trail Spike**: Projects a small perpendicular intersecting trail wall behind your Light Cycle, which opponents must avoid or crash into.

**Super Bike**: Combines all of the Light Cycle performance upgrades into a single Chip. Use the L Button and the R Button to browse through them all.

**Alternate Bike Style**: 3 Upgrade Chips are available, each containing a different type of Light Cycle.

**Alternate Bike Color**: 3 Upgrade Chips are available, each containing a different color for your Light Cycle.

**Alternate Trail Style**: 3 Upgrade Chips are available, each containing a different style of trail that your Light Cycle leaves behind.

Light Cycle Power-Ups

Power-Ups found on the Light Cycle Grid are one-use only upgrades that you activate by pressing the A Button.

<table>
<thead>
<tr>
<th>Light Cycle Power-Up</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Phase Shift</strong></td>
<td>Teleport your Light Cycle through an opponent’s light trail.</td>
</tr>
<tr>
<td><strong>Shockwave</strong></td>
<td>Send a disruptive shock to all opponents within a 2-grid radius, causing them to lose control.</td>
</tr>
<tr>
<td><strong>T-Bar</strong></td>
<td>Project a small perpendicular intersecting trail wall behind your Light Cycle, which opponents must avoid or crash into.</td>
</tr>
</tbody>
</table>
Jump into a tank and go on a ground assault, or take flight in a Recognizer for a fast-paced air battle. Battle the computer or a friend (via the Link Cable) through cool, complicated mazes. Last one standing wins.

Select one of the available grid maps. You start with 2 Recognizer maps and 3 Battle Tank maps. Unlock additional maps from the Story Mode as you beat them. When you successfully complete both the Iron and Mercury story lines, you will unlock 8 bonus Recognizer maps and 9 bonus Battle Tank maps.

Collect Upgrade Chips for your Tank and Recognizer while playing the Story Mode game. Once collected, you may activate one to give yourself an extra edge. To use an Upgrade Chip on the battlefield, press Select.

**Battle Tank Controls**
- **Controls**: +Control Pad Up / Down / Left / Right
- **Strafe**: Press the L Button to strafe left and the R Button to strafe right.
- **Fire Cannon**: B Button
- **Aim Up / Down**: A Button & +Control Pad Up / Down

**Recognizer Controls**
- **Controls**: +Control Pad Up / Down / Left / Right
- **Strafe**: Press the L Button to strafe left and the R Button to strafe right.
- **Fire Cannon**: B Button
- **Move Up / Down**: A Button & +Control Pad Up / Down
Battle Tank and Recognizer Upgrade Chips

Radar Upgrade: Increases the sensitivity of your radar.

Weapons Upgrade: Increases the rate of fire.

Time Lag: Gives Recognizers additional time to complete their missions.

Accuracy: Improves the accuracy of your shots.

Defensive Maneuvers: Makes your tank harder to hit.

Shield: Reduces damage from enemy fire.

Mines: Press Select to activate the mines and then press the B Button to lay them.

Combat Tank: Combines the Weapons Upgrade, Accuracy and Mines upgrades into one Upgrade Chip.

Defensive Tank: Combines the Radar Upgrade, Defensive Maneuvers and Shield upgrades into one Upgrade Chip.

Sniper Tank Module: Combines the Radar Upgrade, Time Lag, Accuracy and Shield upgrades into one Upgrade Chip.

Advanced Attack Recognizer: Combines the Weapons Upgrade and Accuracy upgrades into one Upgrade Chip.

Advanced Defensive Recognizer: Combines the Radar Upgrade, Defensive Maneuvers and Shield upgrades into one Upgrade Chip.

Assault Tank Module: Combines the Weapons Upgrade, Accuracy, and Defensive Maneuvers upgrades into one Upgrade Chip.

Full Combat Recognizer: Combines the Weapons Upgrade, Accuracy, Defensive Maneuvers, and Shield upgrades into one Upgrade Chip.

Recognizer Hunter Module: Combines the Radar Upgrade, Time Lag and Accuracy upgrades into one Upgrade Chip.

BATTLE TANK AND RECOGNIZER POWER-UPS

The following are single-shot power-ups that activate with the next firing of the cannon (B Button).

<table>
<thead>
<tr>
<th>Power-Up</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shield</td>
<td>Makes you invulnerable to enemy fire for a limited time.</td>
</tr>
<tr>
<td>Supershot</td>
<td>Triples the power of your next shot.</td>
</tr>
<tr>
<td>Spinshot</td>
<td>Hits the enemy with such force that it spins them around.</td>
</tr>
<tr>
<td>Speed Boost</td>
<td>Propels you forward with a brief burst of speed.</td>
</tr>
<tr>
<td>Guided Missile</td>
<td>Hones in on the closest enemy tank or recognizer.</td>
</tr>
</tbody>
</table>
Maze Walls and Floors

Enemy tanks and recognizers aren’t the only things to look out for. The mazes themselves are riddled with helpful and dangerous zones.

Red Walls
Touching a glowing red wall will inflict damage to your recognizer.

Green Floor
Drive your tank over green floor tiles to get a speed boost.

Yellow Floor
Driving over a yellow floor tile will slow your tank to a crawl.

Red Floor
Touching a red floor tile will inflict damage to your tank.

Pink Floor
Touching a pink floor tile will instantly derez your tank.

TRADING CHIPS

To access all of your Upgrade Chips, select the View Chips option from the Main Menu. Select the game slot containing your saved game. From here, you may view your Upgrade Chips or trade them to friends using the Game Link cable.

Use the Control Pad to highlight a chip. Press the A Button to view the chip’s details. If you have not yet viewed a collected chip, its block on the grid will contain a Question Mark (?).

To trade a chip, highlight it on the grid and press Select. The chip’s details will shift to the right side of the screen, and a details window will appear on the left for your connected friend’s chip information. When you see a chip that you would like to trade for, press the A Button. If the owner of the chip agrees to the trade, they must press the A Button also. To select a different chip from your library, press the B Button to exit the trade window.
### BONUS GAMES

**TRON ARCADE GAME**

Fight your way through 4 digital arenas: Battle Tanks, Light Cycles, Grid Bug Swarm and MCP Showdown.

**Controls**

<table>
<thead>
<tr>
<th>Move</th>
<th>Control Pad Up / Down / Left / Right</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fire</td>
<td>A Button</td>
</tr>
<tr>
<td>Rotate Aim</td>
<td>Use the L Button and R Button to rotate your aim left and right.</td>
</tr>
</tbody>
</table>

**DISCS OF TRON ARCADE GAME**

Enter the Disc Arena and battle for survival in this classic arcade game.

**Controls**

<table>
<thead>
<tr>
<th>Move</th>
<th>Control Pad Up / Down / Left / Right</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aim Up / Down</td>
<td>Control Pad Up / Down</td>
</tr>
<tr>
<td>Move / Aim Switch</td>
<td>Press Select to switch between moving forward / backward and aiming up / down.</td>
</tr>
<tr>
<td>Rotate Left / Right</td>
<td>Use the L Button and R Button to rotate the aiming cursor left and right.</td>
</tr>
<tr>
<td>Launch Disc</td>
<td>A Button</td>
</tr>
<tr>
<td>Deflect</td>
<td>B Button</td>
</tr>
</tbody>
</table>
Breaking Through the Firewall

Break through the firewall and destroy the sentinel guarding the data port, while staying clear of the Power Nodes’ surges.

**Movement**
- **Move Up / Down**: Use the Control Pad Up / Down.
- **Fire**: A Button

**Power-Ups**
Temporary upgrades to your gun will occasionally appear on the screen. To collect and activate a Power-Up, roll the gun over it.

- **Rapid Fire**: Reduces the delay between shots.
- **Triple Shot**: Shoots three energy blasts at a time.
- **Laser Beam**: Shoots a continuous beam of energy.

**Power-Downs**
Avoid these, as they will temporarily impede your progress.

- **Slow Fire**: Increases the delay between shots.
- **Polarity**: Reverses the direction of the controls.
- **Slow Speed**: Decreases the speed of your gun.

Security

Before the clock runs out, hack your way into the security system by creating pathways between terminals.

**Movement**
- **Move Piece**: Use the Control Pad Up / Down / Left / Right.
- **Rotate Piece**: Use the L Button and R Button to rotate the piece left and right.
- **Place Piece**: A Button

**Hint**: Be sure to create your pathway from the Blue Start Node! Linking from the Blue Start Node will reveal Time Pieces!

**Time Pieces**
Gain or lose time by placing your piece on a tile with a Timer icon. Timer icons appear randomly. Placing your piece on an Alarm icon will alert the ICPS and exit the game. Also, if you place a piece over an already set piece, you will receive a time penalty.
DEFRAGMENT
Mercury will need to defragment any data provided by FAT2NE before she can understand it. Pick up colored data blocks and drop them next to similar colored blocks. When six blocks are grouped, they will be transferred into active memory. Corrupt Red Data Blocks will appear, obstructing your access. Destroy groups of Red Blocks by dropping a White Data Block onto them.

FRIENDS & ENEMIES

Resident Programs
These peaceful programs work and live within the local computer system. Talking to them may reveal important information, access keys, or back-up units.

FAT2NE
This ancient FAT table knows where almost everything in the system is. However, he does not communicate well with newer programs. Mercury will need to defragment any data provided by FAT2NE before she can understand it.

Infected Programs
These programs have been infected by the Corruptor Troops, but are not yet totally corrupted. They will instinctively attack you with their bladed arms. To clear them of infection, force them onto the disinfection pads. Once free of the infection, they may be of help.

Move Cursor
+Control Pad Up / Down / Left / Right

Switch Side
Use the R Button and L Button to rotate the cursor clockwise or counter-clockwise around the source code.

Pick Up / Drop Data Block
A Button
With the infection spreading, security is on high alert. Neither Iron nor Mercury are recognized by the security system, so these soldiers are just doing their job by aggressively attacking them.

These little creatures perform low-level security and cause minimal damage when they attack. The local Hive spawns a new bug for every one you destroy, so you must destroy the Hive to dear the area of bugs.

This is what eventually happens to infected programs. Completely taken over by the Corruptor’s infection, these programs spend their time scouring the system looking for more programs to infect.

Stay clear of these devices as they patrol secure areas within the system. They are slow, but they hit hard with bolts of concentrated energy.

Use the Jump Impact (A Button + L Button) to destroy crates close by.

Strafing is key! Enemies will have a hard time hitting you when strafing. Strafing also makes it easier to target!

In the Security Mini-Games, be sure to create your pathway from the Blue Start Node! Linking from the Blue Start Node will reveal Time Pieces so you can escape alarms or penalties!!

Collecting multiple upgrade chips will allow you to trade with a friend without losing that upgrade. Collecting multiple upgrade chips will also allow you to equip the same chip in more than one slot.