

1. Briefly state the objectives and advantages over other similar ideas.
2. Make sketches showing the essential features of the idea.
3. Briefly describe the operation and construction with reference to the sketches.

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TITLE

TRON Game

DATE OF CONCEPTION

9-3-81

PROJECT NO.

- A) THE CONCEPT - To make an Intellivision game that could tie-in with the upcoming Disney movie called "T.R.O.N.". The main character in the movie (Flynn) enters the imaginary world inside a computer and fights to take control of the MCP (the heart of the computer). The evil MCP tries to stop him with its army.

By using graphics designed to look like a computer schematic, we could create a "city" of electronic parts connected by circuit pathways. Flynn would be represented as a man and the enemy as 1's and 0's.

- B) THE GAME - The object is for Flynn to get inside the MCP block. The user would manipulate the hand controller to move Flynn down pathways being careful to avoid the enemy army of 1's and 0's and try to get to the MCP block. The enemy army would try to bump into Flynn thus "killing" him and ending the game.

The game would continue indefinitely until Flynn reached the MCP or was killed by the enemy.

An alternate version of the game could have Flynn sent back to the start block instead of being killed. The game could thus continue indefinitely.

Along the pathways there would be various obstical blocks that would help or hinder Flynn on his quest to reach the MCP. These blocks would be labeled in computer terminology.

- C) PLAYERS:

- 1) Flynn - The user could be shown graphically as a man
- 2) Data - The army of 1's and 0's (ie the enemy)
- 3) MCP - The enemy

- D) THE GAME LAYOUT

- 1) RAM - When Flynn enters this area there is a fixed delay before he can leave. Also an area where data can be randomly delayed.
- 2) ROM - Cannot be entered. Used as the starting area for the data force.
- 3) OR - Several paths are added into one single path
- 4) AND - Several paths are added into one single path only if all entrances have someone waiting.
- 5) I/O - An intersection of paths that randomly collects and distribute players to other I/O ports.
- 6) DISK - A circular intersection that spins the data out in random paths

(cont.)

CONTRIBUTOR (S)

DATE

9-8-81

WITNESSED & UNDERSTOOD

DATE

9-9-81

1

2

TWO (2) SIGNATURES REQUIRED

state the objectives and advantages over other similar ideas.
Sketches showing the essential features of the idea.
Briefly describe the operation and construction with reference to the sketches.

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Cont.)

- 7) BUS - A path. It can be from one to eight lanes wide,
 Bidirectional Bus - a two way path
 Directional Bus - a one way path
- 8) MCP - The main controller. When you reach this point, you win
 the game.
- 9) CLOCK - Could be used to change speed of the game
- 10) LATCH - A trap where data can hold Flynn temporarily
- 11) POWER SUPPLY - Flynn would gain speed by entering here.

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1

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