



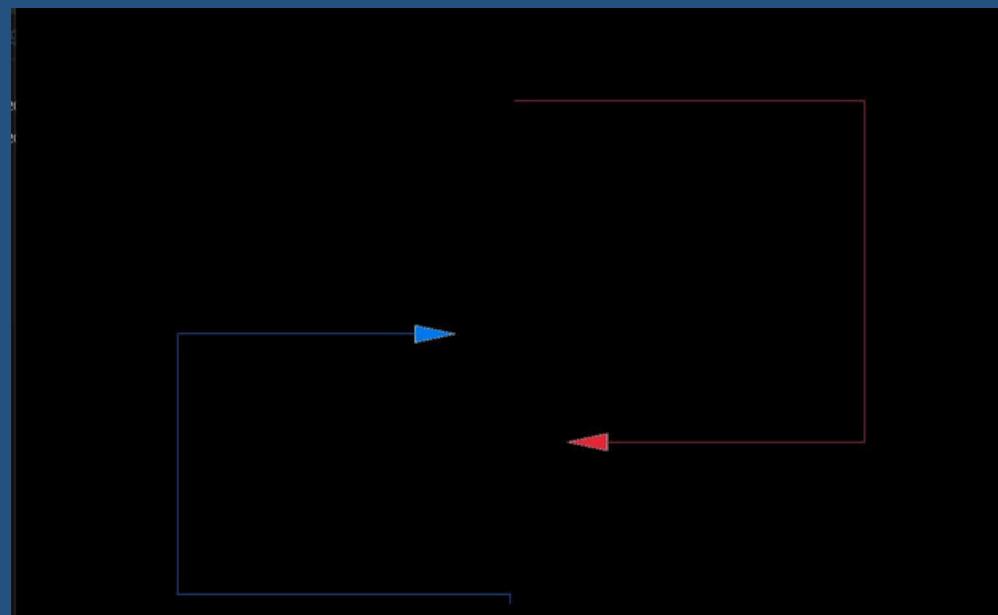
MANUAL



MANUAL DESCRIPTIONS OF THE GAME TRON

INTRODUCTION:

Welcome to the world of Tron, where speed, strategy, and reflexes are key. In this digital duel, two players compete in a virtual arena. The one who survives the longest wins!!





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Game Instructions:

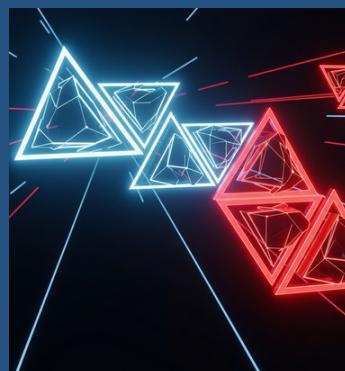
Controls:

Player 1 (Red Triangle):

- ↑ (Up Arrow) – Move upward
- ↓ (Down Arrow) – Move downward
- (Right Arrow) – Move right
- ← (Left Arrow) – Move left

Player 2 (Blue Triangle):

- W – Move upward
- S – Move downward
- D – Move right
- A – Move left



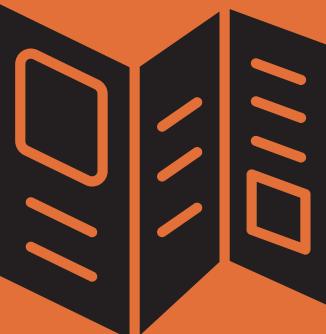
Movement Mechanics:

The triangles only move when a key is pressed; they do not advance automatically. Players can stop moving entirely by not pressing any keys. Changing direction requires pressing a new key; the triangle will not move until input is given.

Objective:

Force your opponent to crash into a trail while avoiding collisions yours elf.

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Gameplay Rules:

Trails:

Both players leave a solid, unbreakable trail behind as they move. Trails remain on the screen until the round ends.



Scoring:

If a player crashes into any trail (their own or their opponent's):

The other player earns 1 point.

If both triangles collide:

Both players earn 1 point each.

Winning:

The player with the most points wins the match.

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