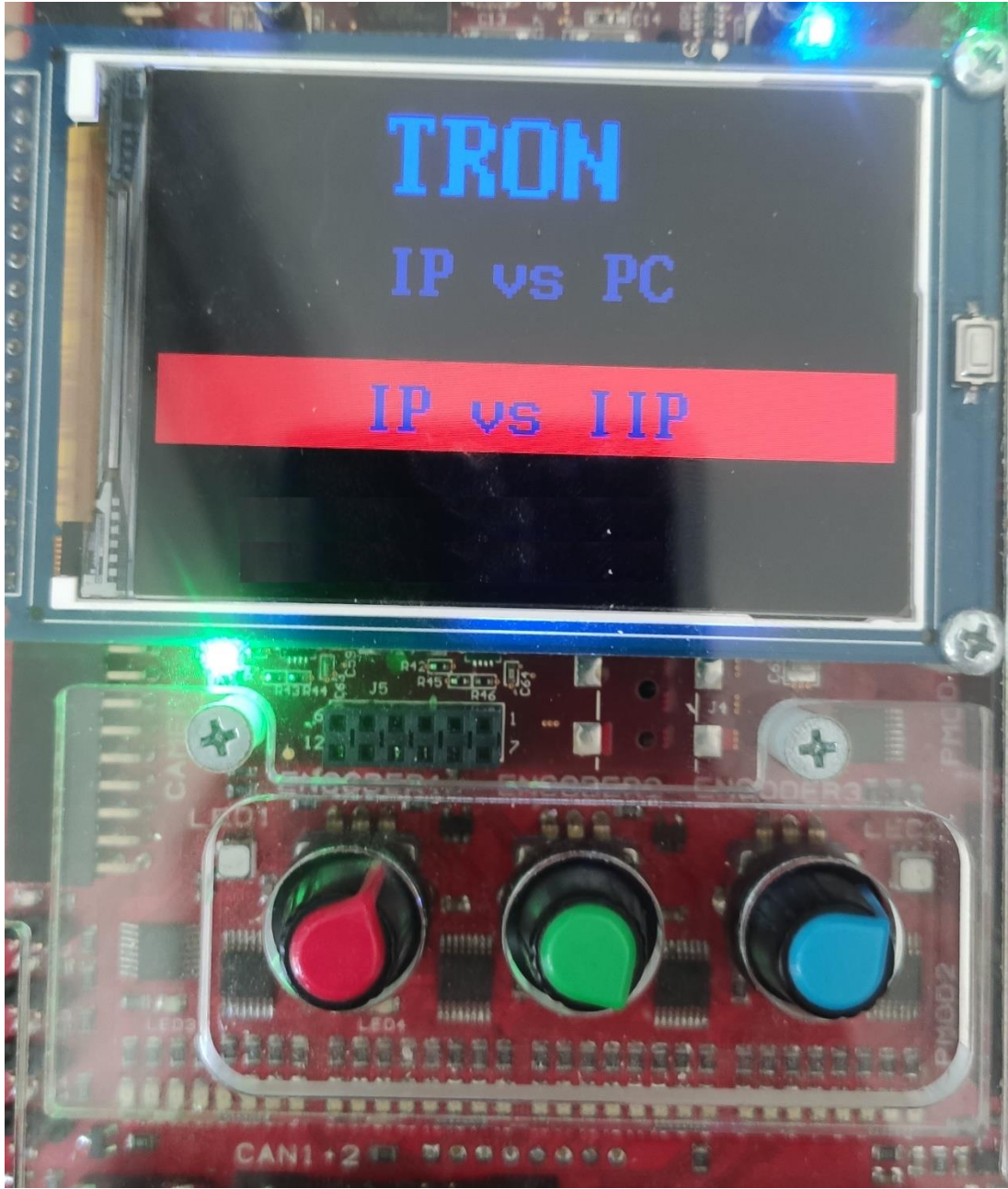# *User Manual for the Tron*

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Main Menu

The user can control the green knob to select one of two options. In the first case, they will play against an AI, while in the second case, they will play against another player. The active choice is highlighted by a flashing red color. After making the appropriate selection, the user can transition to another menu by pressing the green knob.

Color and Mode Menu
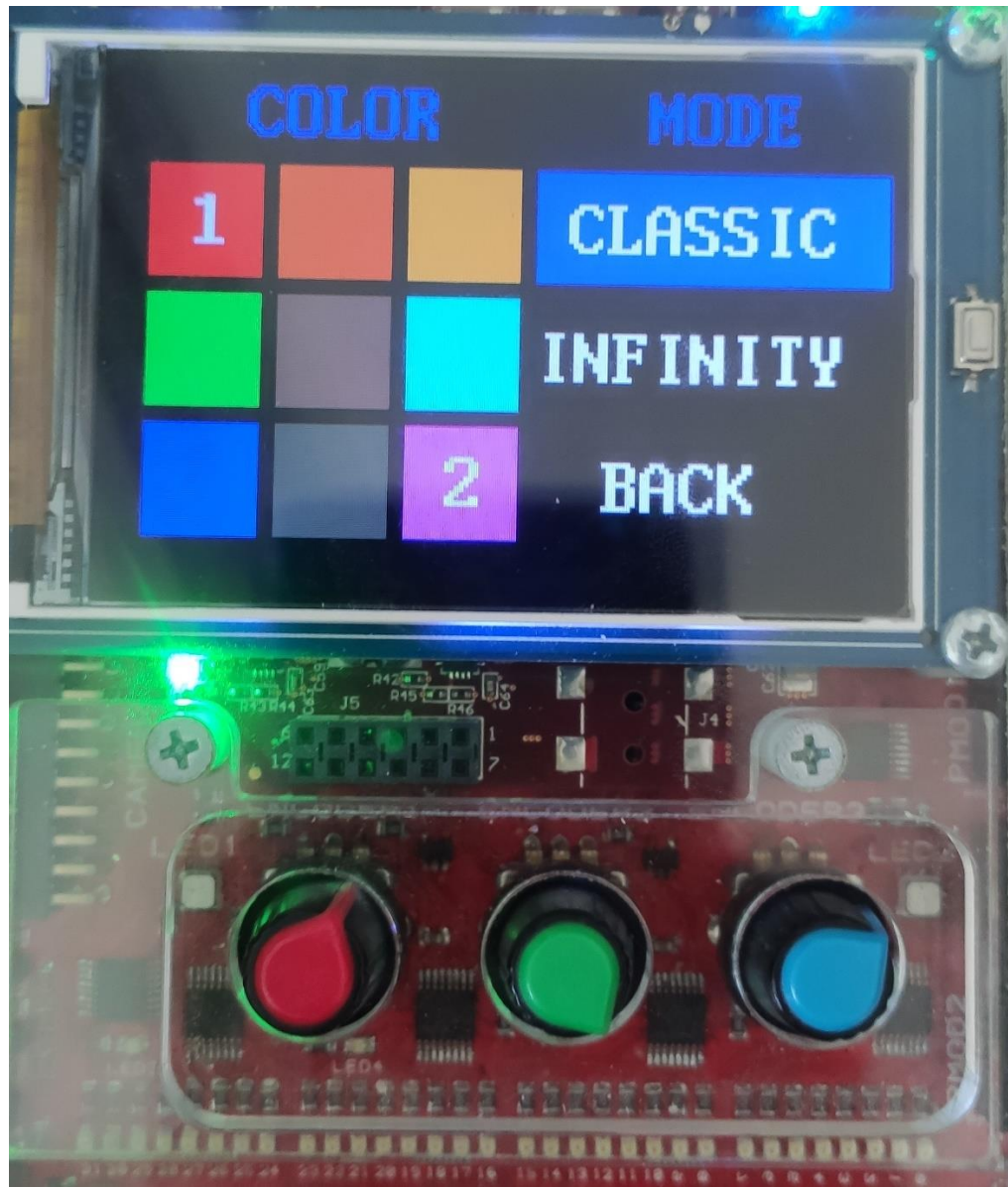
In the next menu, located on the left side of the screen, the user can select the beam color they want to play with. Even if the user chooses to play against the AI, they can still choose the AI's color. The color selection is done by rotating the red and blue knobs; no need to press them. There are 9 color options available, with numbers on these colors representing the red and blue players as 1 and 2 respectively. The numbers continuously blink.

On the right side of the screen, there is a selection for the game mode or the option to return to the previous menu. The selected menu item blinks with a specific color. For the "CLASSIC" and "INFINITY" options, the blinking color is blue, while for the "BACK" option, it is red, making it easier for the user to navigate. The user controls the green knob and, upon pressing it, they can either proceed to the actual game or return to the main menu.

The "CLASSIC" mode represents the traditional arcade game Tron, where the battlefield is enclosed by walls. On the other hand, the "INFINITY" mode represents a modified game where players can freely move across the edges of the screen, reappearing on the opposite side.

battlefield
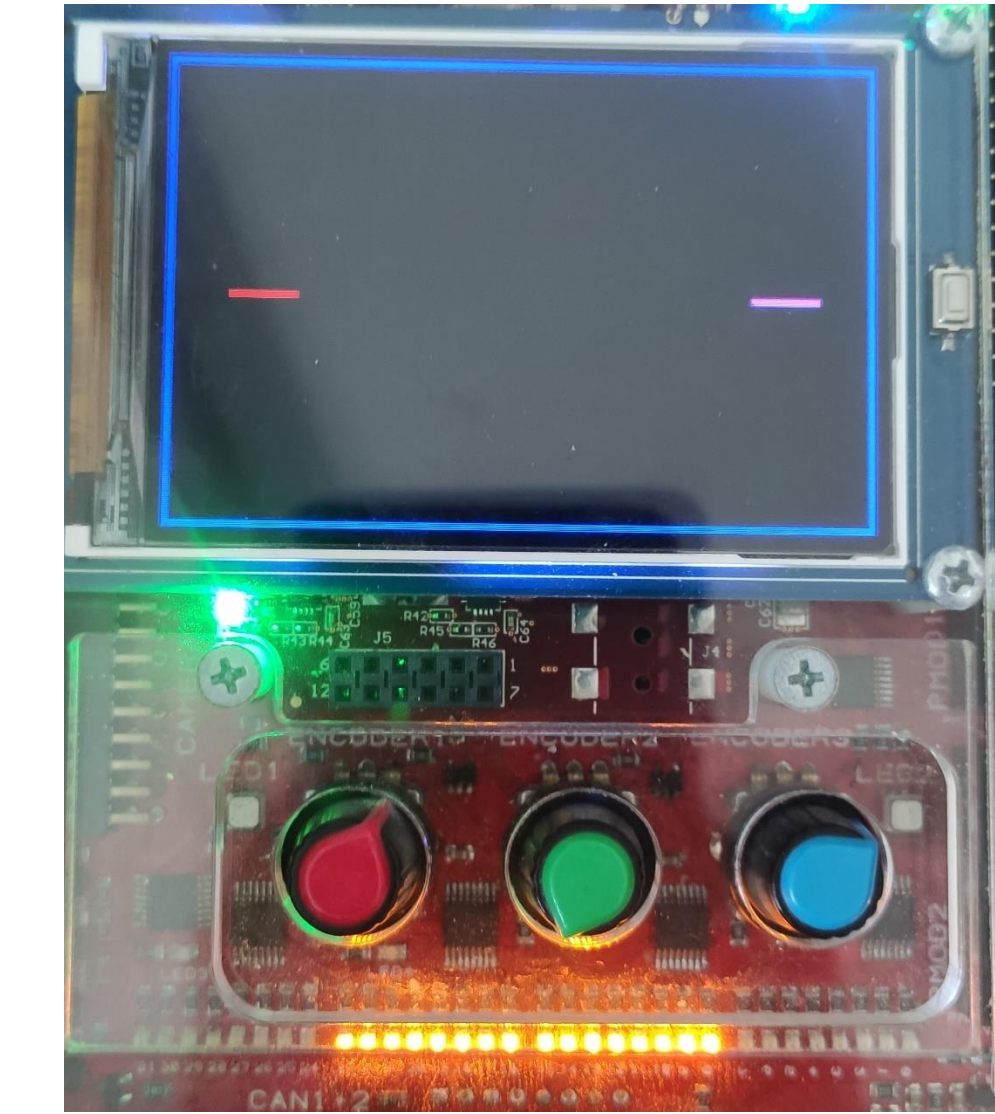
Once the users enter the actual game, the main rule is to avoid colliding with any objects, including the blue wall that appears only in the "CLASSIC" game mode, or to maneuver in a way that causes your opponent to collide. The players' beams start from opposite sides of the display and move towards each other, gradually increasing in length.

The users control the direction of their beams using the red and blue knobs. If the game is against the AI, the blue knob will not function. Rotating the knob clockwise corresponds to rotating the beam in a clockwise direction, and vice versa.

At the bottom of the screen, there are LEDs that indicate the current acceleration of each player. On the left side, from the edge to the middle, the LEDs represent the acceleration for the player on the left, while on the right side, from the middle to the edge, they represent the acceleration for the player on the right. When playing against the AI, the LEDs on the right side will not be lit.

Pressing the red or blue knob activates acceleration for the respective player. However, the acceleration is not unlimited. The bottom LEDs start to fade out one by one from the edge towards the middle, indicating the remaining acceleration. However, over time, the acceleration gradually replenishes, and the LEDs light up again. Additionally, during acceleration, the LED on the left side turns red for the player using the red knob or on the right side for the player using the blue knob, indicating the active acceleration for the player.

Game Over

After one of the players loses, a small window appears on the screen indicating which player has won.

Additionally, two options are provided:

1. RESTART: This option takes the users back to the battlefield, retaining all the previously selected configurations and settings. They can start a new game immediately without making any changes.
2. MAIN MENU: This option returns the users to the main menu and resets all the previously selected settings and configurations.

The selected menu option blinks with a blue color, and the users can make their selection using the green knob. Upon pressing the knob, they can choose one of the available options.