

I DID IT.. HERE A MUST READ MANUAL!



THIS TIME RUNNING OFFLINE.. :-)

# THE README YOU MUST READ!



JUST READ IT.. THE FUCKING MANUAL.. LOL

TO MAKE THE ABOVE TITLE CLEAR IN TRON FONT, ITS THE README YOU MUST READ :  
YES, YOU ARE OR BETTER SAID, YOU ARE THE PROUD USER OF, THE TRON "SPACE PARANOIDS GAME".. THE WORD IS BIGGER THAN THE GAME.. BUT THE GAME HAS SOMETHING, IN THE FIRST MOVIE TRON, FLYNN WAS PLAYING THE GAME "SPACE PARANOIDS", HIS SO GO'S THE MOVIE, HIS OWN CREATION.. IT GIVES YOU A VIEW HOW THINGS GO IN REAL WORLD, AND AT THE OTHER SITE.. INSIDE THE GAME INSIDE THE COMPUTER.. HIS GAME IS RUNNING UNDER THE ENCOM BIG MAINFRAME COMPUTER SERVER FIRM RUN BY MISTER DILLINGER, SEE HIS PICTURE HERE --> AND DILLINGER TOOK COPYRIGHT ON THE GAME "SPACE PARANOIDS",-- MAKING FLYNN ANGRY..



AND DOING EVERYTHING TO GET BACK HIS GAME WITH HIS COPYRIGHT ON IT.. THATS THE MOVIE.. I MUST SAY THE MOVIE TRON IS WELL DONE.. A MUST SEE !  
THE TRON MOVIE IS FROM 1982, I WAS 12 YEARS OLD.. THE COMPUTERS DID NOT HAVE THE POWER TO CREATE SUCH QUALITY FILM, SO EVERYTHING WAS DONE IN BLACK AND WHITE COSTUMES, LIKE YOU SEE AT YOU RIGHT.. AND COLOURED WITH SPECIAL VIDEO TECHNICS..

MORE TO COME.. :-)



**SOME WIKI DATA TO MAKE SOME THINGS CLEAR..**

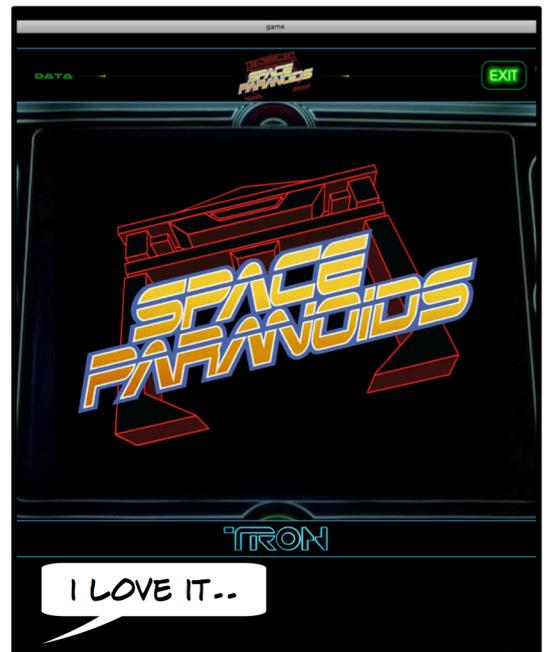
**Edward "Ed" Dillinger, Sr.** is the tertiary and main human antagonist in *TRON*, and wrote both *Sark* and the *Master Control Program*. He was a programmer when he started his job at *ENCOM*, but soon climbed the ranks until he reached Senior Executive, thanks to the abilities of *MCP*.

Little did everyone at ENCOM know that Dillinger wrote the MCP to appropriate any program that was considered useful. One of these programs was the game "*Space Paranoids*" which was actually created by former employee *Kevin Flynn*. He later used the MCP to keep Flynn from hacking in to find the evidence of the theft.

Eventually however Dillinger began to fear his own creation when the MCP intended to hack into the Pentagon and the Kremlin, threatening to expose Dillinger's theft of Flynn's video games unless he cooperated.

After the termination of the MCP by *Tron* and Flynn, Dillinger was presumably exposed as a fraud and was sent to prison, which coincides with the scenario the MCP presented to Dillinger in the film.

Flynn describes Dillinger as "not so bright [as himself] but very, very sneaky" due to his success at stealing Flynn's video game designs. Dillinger did, however, demonstrate more than enough programming skill to convert the MCP from a simple chess program into the corporate raiding tool that facilitated his rise to power. He also clearly possessed enough skill and business acumen to raise ENCOM from its humble beginnings in a garage to the corporate giant it was at the beginning of the movie.



**TRON LEGACY.. THE SECOND TRON MOVIE, ALSO VERY WELL DONE,.. STILL I PREFER THE ORIGINAL ONE, MORE RELATED TO COMPUTER LANGUAGE :-)** FOR THIS ONE DISNEY DECIDED TO BRING ONLINE, THE GAME "SPACE PARANOIDS", A BIG COMMERCIAL AND MARKET METHODE FOR ALL TRON FANS, FINALLY WE HAD THE CHANCE TO PLAY THE GAME.. BECAUSE THE GAME FOOTAGE IN 1982 WAS A VIDEO, NOT A GAME.

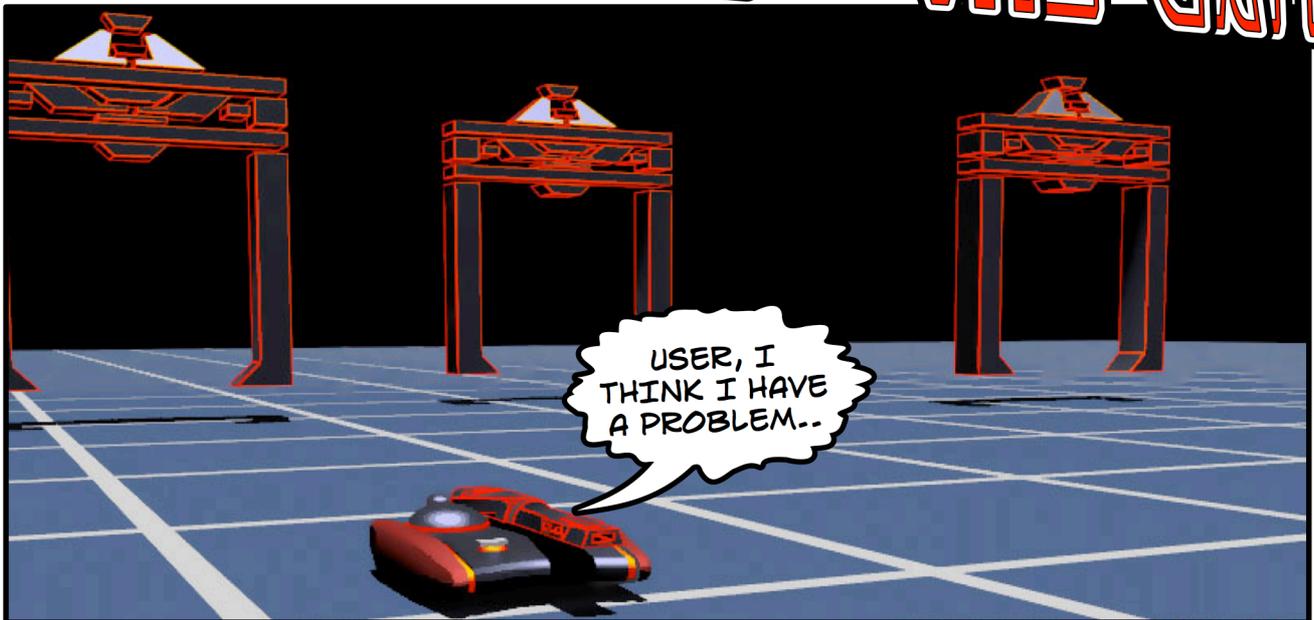


I WAS HAPPY TO PLAY THE GAME.. AND AS A COMPUTER PROGRAM AND SITE DEVELOPPER, I WANTED TO KNOW HOW THE SITE WAS BUILD.. I DOWNLOADED A PART.. AND IT STAYED AS BACKUP ON A HARDDISK..

MANY PEOPLE AROUND THE WORLD PLAYED THIS GAME, A SIMPLE SHOOTER IF YOU PLAY THE FIRST LEVELS, BUT IT HAS STRATEGY LIKE CHESS..

YOU PLAY GOING AROUND IN A TANK WITH A SMALL AMOUNT OF SHOOTING POWER, MCP HIS FLYING RECOGNIZERS HUNT YOU.. YOU HAVE ON SOME PLACES CHARGE PLATFORMS SO YOU CAN SHOOT AGAIN, BUT BEWARE OTHER TANKS CAN GET TO YOU.. AND YOU HAVE THE NON MOVING ENEMY.. THE STATIONS.. THEY ARE FAST IN SHOOTING.. IT WAS SO MUCH FUN PLAYING.

# HELP ITS GONE THE GAME



INDEED.. HELP ITS GONE THE GAME :-)

YES ON THE MOMENT TRON LEGACY THE NEW MOVIE WAS LAUNCHED, DISNEY TOOK OUT THE CABLE.. BYE BYE "SPACE PARANOIDS"

AND ALSO THE NEWER GAMES RELATED TO THE NEW TRON MOVIE WERE OFFLINE,..

WHY ???!

- THE FIRST THING YOU NEED TO KNOW, ALL GAMES ARE BASED ON THE UNITY 3D ENGINE, A VERY GOOD PROGRAM TOOL FOR MULTIMEDIA AND GAMES.

ONLY THING, THE WEB ONLINE GAMES ARE BASED ON RUNNING WEB-PLAYERS. IT CAN BE THE ONLINE AGREEMENT WAS MAYBE FOR A SHORT TIME,.. THAT CAN BE.



ANYWAY,.. THE GAMES WENT OFFLINE,.. OKAY, YOU CAN FIND THAT MOMENT STILL THE FILES NEEDED ONLINE TO REACTIVATE IT IN A BROWSER.. AND IF YOU HAVE KNOWLEDGE OF THE INTERNET,.. IT RUNS AGAIN..

SO AFTER A FEW MONTHS, I DID THE SAME.. WITH MY BACKUP,.. LUCKY I HAD THE UNITY GAME FILE..

PROBLEM WAS FINDING THE RIGHT WEBPLAYER DRIVER OR PLAYER FROM UNITY,.. AND NOT ONLY THAT, HOW IS THE ENGINE WORKING IN A BROWSER,.. ON A WARM HOT SUMMER AFTERNOON I FOUND IT TO RUN,..

I WAS BUSY WITH A PROJECT CREATING A MODERN ARCADE CABINE IN STEEL, HOLD YOUR HEART, CONTAINING 28530 ORIGINAL ARCADE ROM GAMES DIRECTLY READINGS FROM THE ORIGINAL ARCADE MOTHERBOARDS..

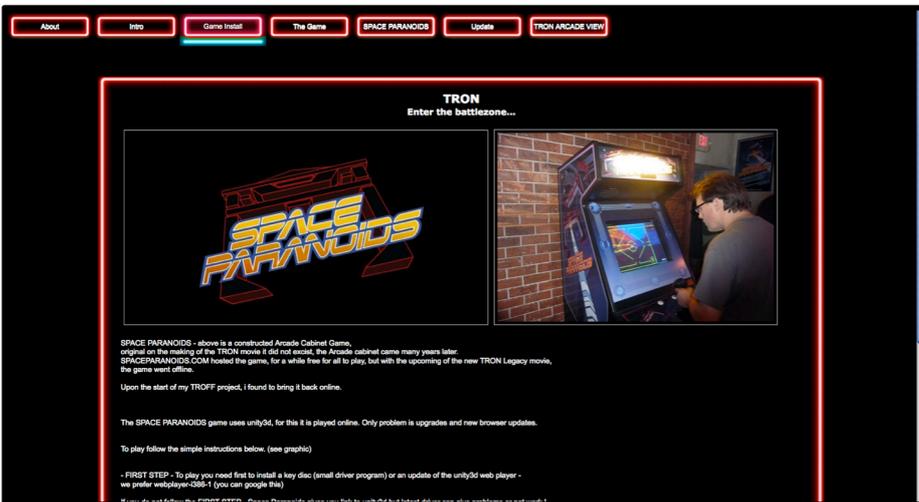
AND ABOVE THIS I CREATED A GRAPHICAL LOOK ALIKE TRON GRID NETWORK PRIVATE SYSTEM,.. - I ASKED MYSELF.. WHAT IS A BOT.. SO I WANTED SOMETHING TO BE A HELP ON MY NET-WORK,.. SO I CREATED BASED ON TRON, I CREATED TROFF..

PROBLEM WAS, I WAS MORE BUSY EXPANDING THE BOT AND NOT MY NETWORK..

ON MY ARCADE I PUT THE ARCADE ROMS, A PART OF MY NETWORK AND MY TROFF CREATION, AND YES.. FIRST ABOVE ALL .. THE "SPACE PARANOIDS GAME"

MY BOT BECAME MORE THAN JUST A BOT, IT BECAME A REAL ARTIFICIAL KNOWLEDGE SYSTEM... SO FAR MY BOT..

BACK TO THE PROBLEM GETTING THIS BACK ONLINE.. IT WENT BACK ONLINE ON MY CREATION ARCADE TROFF, SEE PICTURES BELOW OF THE FIRST TEST, SEE FIRST FRAME A SIMPLE SITE.. BUT I WANTED MORE LIKE A ARCADE VIEW SO CHANGED THE GRAPHICS .. SEE ALL OTHER FRAMES, SECOND FRAME IS A GUY THAT MADE HIS OWN.. NEXT.. MY CREATION.. ADDING TO THE GAME VIDEO AND GAME PLAY BACKGROUND MUSIC..



THE FIRST FRAME BELOW IS THE UNITY 3D CREATION FRAME, THE SECOND FRAME IS FROM THE MOVIE TRON,.. ALL OTHERS ARE IS MY OWN CREATION ARCADE, PLAYING ALSO "SPACE PARANOIDS", .. THE BIGGEST PROBLEM, IF YOU USE THE UNITY 3D ENGINE PLAYER, IT KEEPS SEARCHING FOR UPDATES, SO ON MANY SITES AGAIN THE "SPACE PARANOIDS" WENT OFFLINE, UNITY CAME WITH A NEW PROGRAMMING TOOL FOR GAMES NEW INTERFACE AND NEW INTERNET BASED PROGRAM PLAYERS, AND A NEW SITE, DELETING ALL OTHER OLDER SOFTWARE LKE THE OLDER WEB PLAYERS. NOT ONLY THAT WEB BROWSERS UPGRADE, SECURITY CERTIFICATES BLOCK OLDER SOFTWARE PLUG-INS LIKE THE WEB PLAYER NEEDED TO RUN "SPACE PARANOIDS".

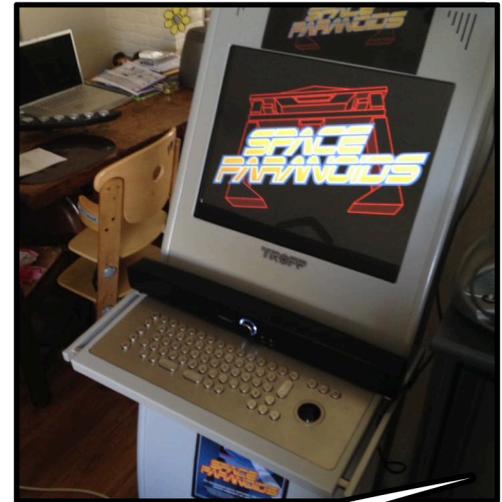
EVERYBODY WAS LOOKING FOR A SOLUTION, I HAD THE UNTYI PROGRAM TOOL TRYED TO IMPORT THE ORIGINAL "SPACE PARANOIDS" GAME TO UPGRADE IT AND MAKE EXTRA THINGS ON IT,.. BUT THE PROGRAM SOURCE WAS TO OLD NOT ACCEPTED.



KILL THE RECOGNIZER



ITS A FAKE VIDEO,BUT WELL DONE..



THATS A BEAUTY DESIGN ARCADE

IT STILL RUN , ON MY ARCADE.. TELL ONE DAY MY HARDDISK PARTITION WITH YES THE "SPACE PARANOIDS" AND PROGRAMMING ON IT WENT DEFECT..

I WAS DOWN, I WAS IN A PERIOD OF SICKNESS AND A TROMBOSE,.. MY CONCENTRATION AND MIND WENT BACKWORD. NOT GOOD.. ALLMOST A YEAR NO COMPUTING..

AND THEN...

2 PERSON SHOOTER, ORIGINAL TRON MOVIE SAMPLES, BACKGROUND MUSIC, AND NEW CONTENT, TO DISCOVER..



# 0 B O O 0 P R

AFTER DAYS AND HOURS, WITH NIGHTS NOT SLEEP, I REINSTALLED A NEW MAC MINI.. REBUILDING MY NETWORK, SEARCHING ON BACKUPS WHAT I LOST..

AND IN MY SEARCH, I FOUND BACK SOME "SPACE PARANOIDS" FILES, AND THINKING AND AGAIN WATCHING THE TRON MOVIE.. I REBUILD THE SYSTEM ON MY COMPUTER, ONE DAY WORKING THE OTHER DAY NOT WORKING, USING A OLDER BROWSER VERSION AND OLDER OSX VERSION,.. FINALLY.. ONE NIGHT I SAID.. I DID IT !!

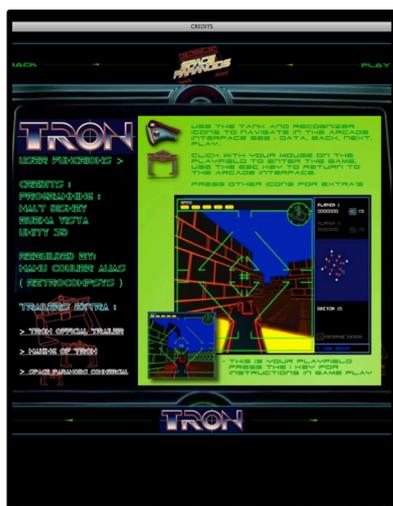
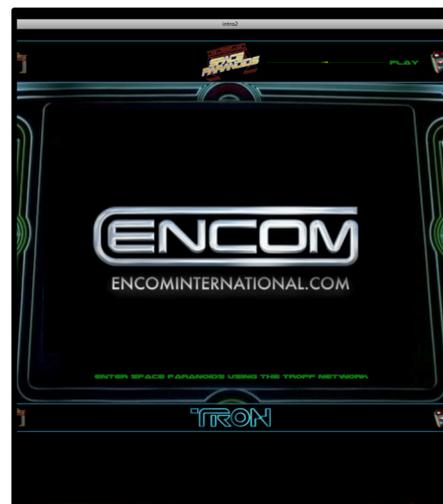


THE PICTURES VIEWED HERE ARE,.. FROM MY NEW VERSION "SPACE PARANOIDS", RUNNING ON A NEW I7 PROCESSOR MAC MINI. LATER IT WELL BE INSTALLED IN MY ARCADE CABINET.

NOW ABOUT THE SOFTWARE, MY OTHER VERSION, I FOUND HOW TO BUILD IN THE UNITY DRIVER INTO THE BROWSER,..

THIS VERSION I FORGOT HOW TO DO IT,.. STILL SEARCHING.

BUT THIS TIME, IT RUNS WITHOUT WANTING TO UPDATE.. NOW OFFLINE.. AND IF THE QUESTION COMES <UPDATE!> ALWAYS IGNORE.

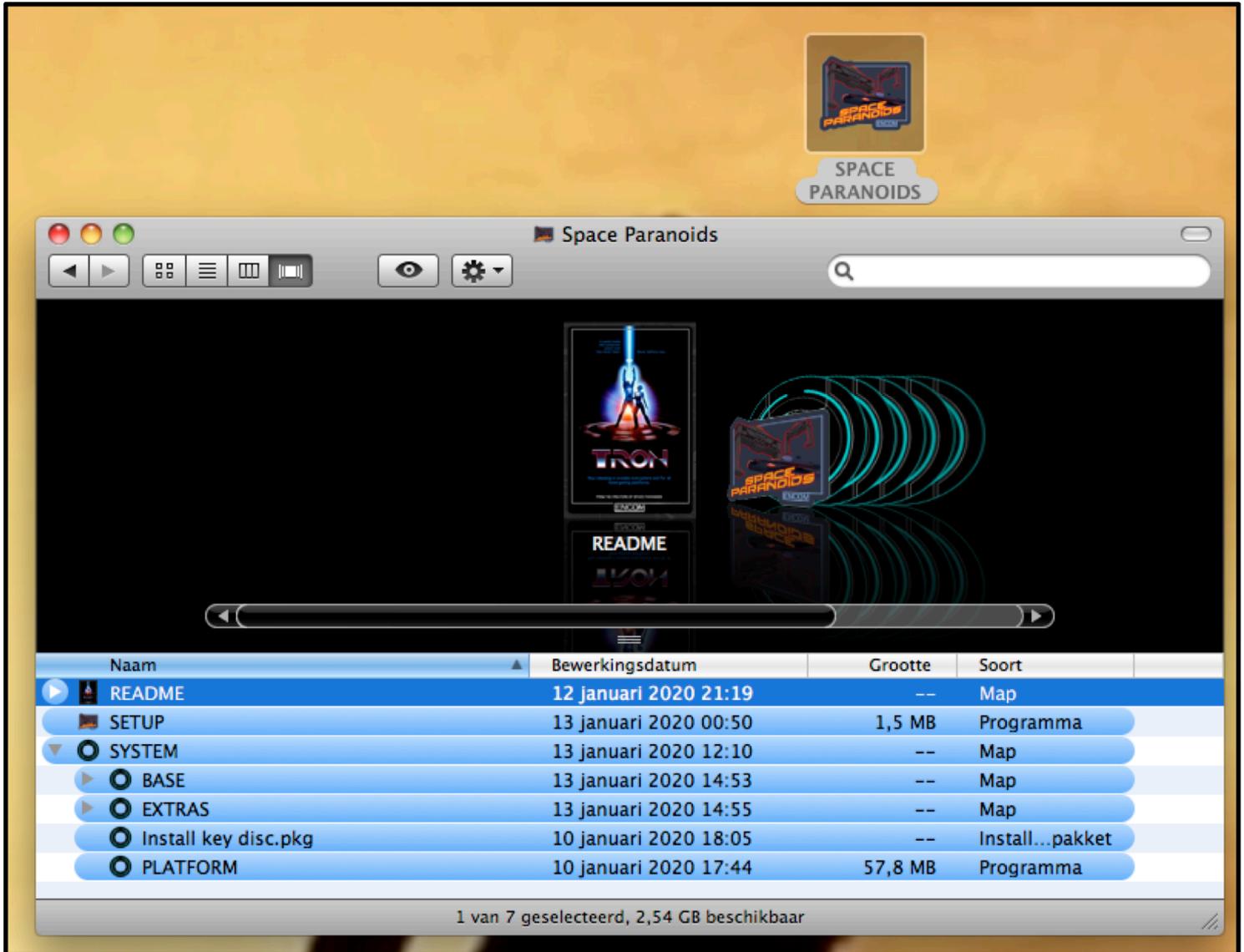


OK NOW ABOUT,.. WHERE IT RUNS,.. CAN I GET IT !

MY NEW NETWORK TROFF WITH UPDATE CALLED CRON, CAN NOT LONGER BE ACCESSED, ON THE INTERNET. ITS NOW A PRIVATE SYSTEM RUNNING ON MY CABINET. AND THIS ONE HAS THE "SPACE PARANOIDS" ON IT.. WITH AUTOMATIC SETUP INSTALLATION. ITS RUNNING ON A PARTITION WITH A OLDER MODIFIED OSX VERSION OF OSX SNOW LEOPARD. AND A OLDER SAFARI BROWSER. BECAUSE "SPACE PARANOIDS" RUNS IN BROWSER.

WHEN THE AUTOMATIC SETUP IS STOPPING IN INSTALLATION, JUST QUIT AND RESTART THE SETUP FILE.

BELOW YOU CAN SEE THE DISC OR USB KEY ICON OF SPACE PARANOIDS, YES THE GAME CAN RUN FROM USB KEY OR CD, OR COPIED TO HARDDISK, THE REASON WHY THE AUTOMATIC SETUP CAN STOP, IS BECAUSE OF THE NAME GIVEN TO YOUR HARDDISK.

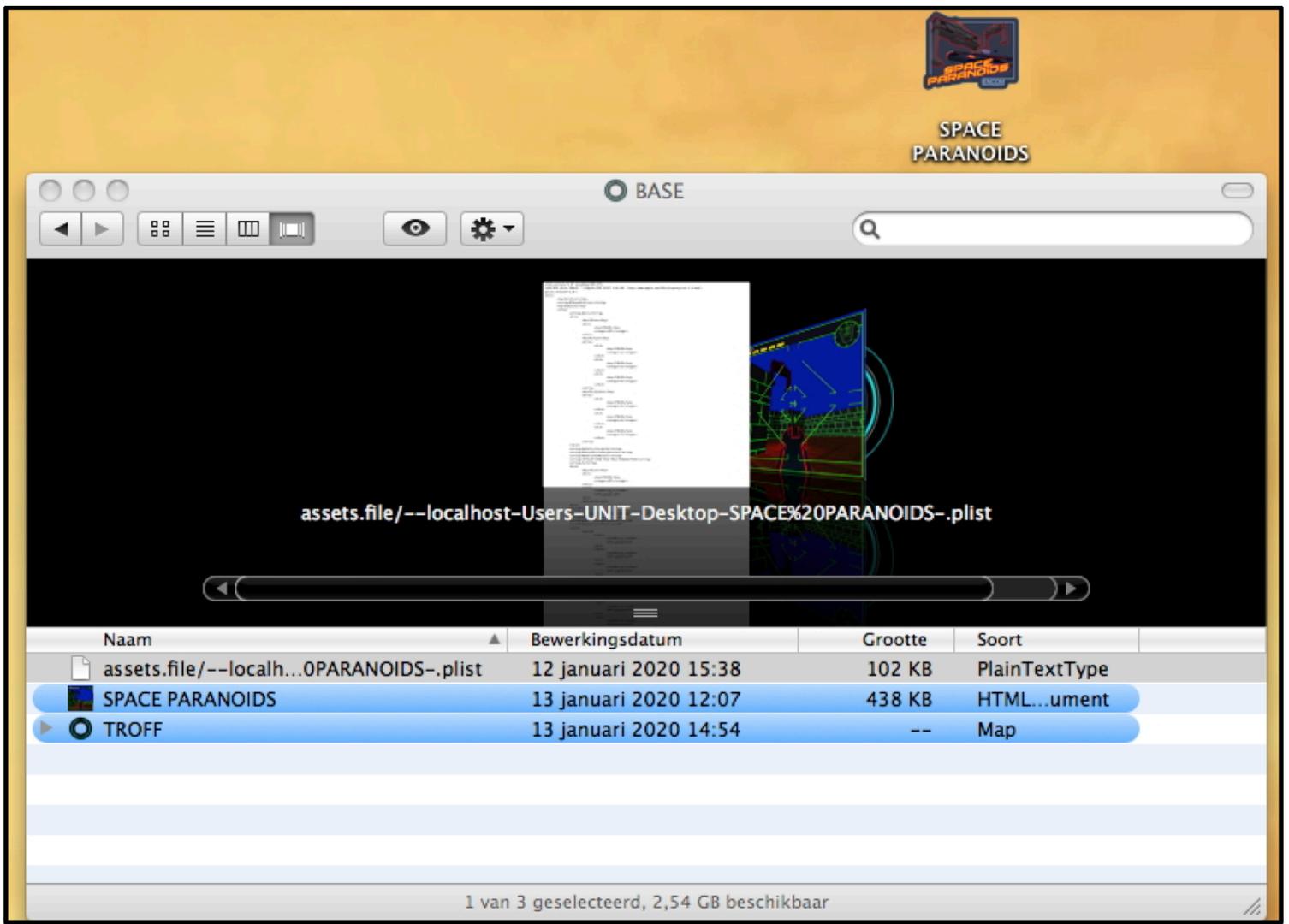


THE AUTOMATIC SETUP IS A APPLESCRIPT PROCEDURE, THAT FIRST RUNS > INSTALL KEY DISC.PKG, AND CLOSES THE WINDOW AND OPENS THE BASE DIRECTORY, TO OPEN SPACE PARANOIDS WITH PLATFORM, SEE THE ABOVE SCREEN SHOT AND SCREENSHOT NEXT PAGE.

IN MY FIRST VERSION, IT WAS ONLY CLICK SPACE PARANOIDS, AND THAT WAS IT.

I DO MY BEST TO SOLVE THIS ISSUE, IN FUTURE UPDATES.

SO TO INSTALL YOURSELF MANUALLY, JUST FOLLOW PROCEDURE ABOVE, THATS IT.



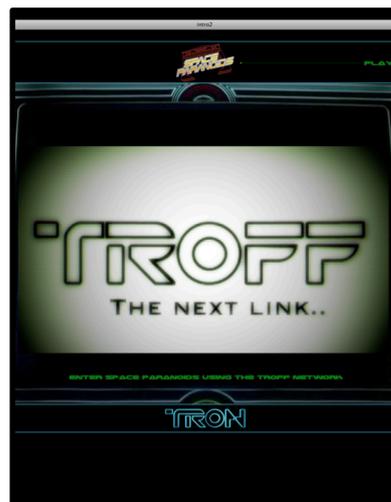
HERE ABOVE YOU SEE, THE ICON "SPACE PARANOIDS" THAT RUNS THE TROFF DIRECTORY INCLUDING THE GAME AND MUCH MORE.. THIS VERSION CONTAINS AROUND 130 MINUTES OF VIDEO, SOUNDS, MUSIC, EXTENDED NEW INFORMATION, AROUND 1,15 GIG DATA..

GOOD TO KNOW THE "SPACE PARANOIDS" GAME IS ONLY 6 MB !! :-)

# ONE IMPORTANT THING !

IT RUNS ONLY ON OLDER SOFTWARE,.. OKAY .. IN FUTURE, THINGS CAN CHANGE.. BUT FOR THE MOMENT.. TAKE IT .. LIKE IT IS. SO THAT MEANS USE ALSO OLDER COMPUTERS.

THIS VERSION WORKS PERFECT ON MY NEW SYSTEM FOR MY CABINET YEAR 2020.





ABOUT THE USER INTERFACE:

USE THE ICONS TO NAVIGATE, CLICK--  
THE LOGO'S

AND.. MORE

LEARN TO UNDERSTAND TRON..

TO UNDERSTAND THE GAME..

IN THIS GAME YOU ARE TRON,

THE PROGRAM THAT NEEDS TO SURVIVE,

THE MCP WORLD, 15 LEVELS..

AND FIND ANSWERS..



introducing, the next link..

'TROFF

Beta version  
under construction

IT'S LIKE PLAYING CHESS, FIRST MOVE IS EASY,.. BUT YOU NEED TO THINK,.. IN THIS VERSION WE INCLUDED A BACKGROUND SOUND TRACK,.. THINK AND REACT FAST, WATCH YOUR SCANNER, AND DON'T FORGET NOT ALL TARGETS MOVE !

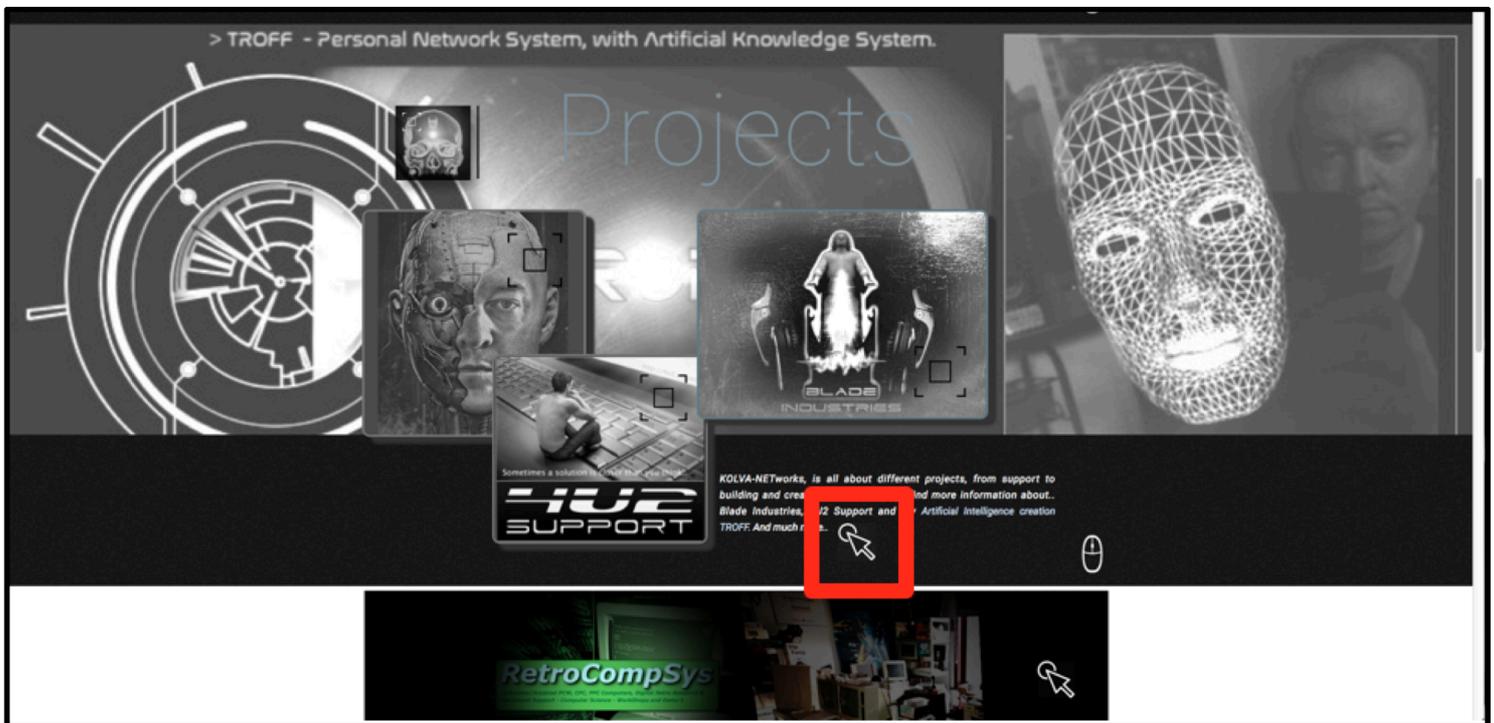
NOTE: IF THE GAME IS NOT RUNNING, CLOSE ALL PROGRAMS IN MEMORY, EXAMPLE BROWSERS,..

AND DO PROCEDURE FROM PAGE 8.

YOU MAY ALWAYS CONTACT ME..

AND WATCH MY SITE : WWW.KOLVA-NET

FOR UPDATES ! :-)



NAVIGATE ON MY SITE TO THIS FRAME LIKE YOU SEE ABOVE, AND PRESS ICON IN RED SQUARE, THEN CHOOSE "SPACE PARANOIDS" FOR UPDATES AND INFO.

YOU CAN FIND VIDEOS AND EXAMPLES AND DOWNLOADS.

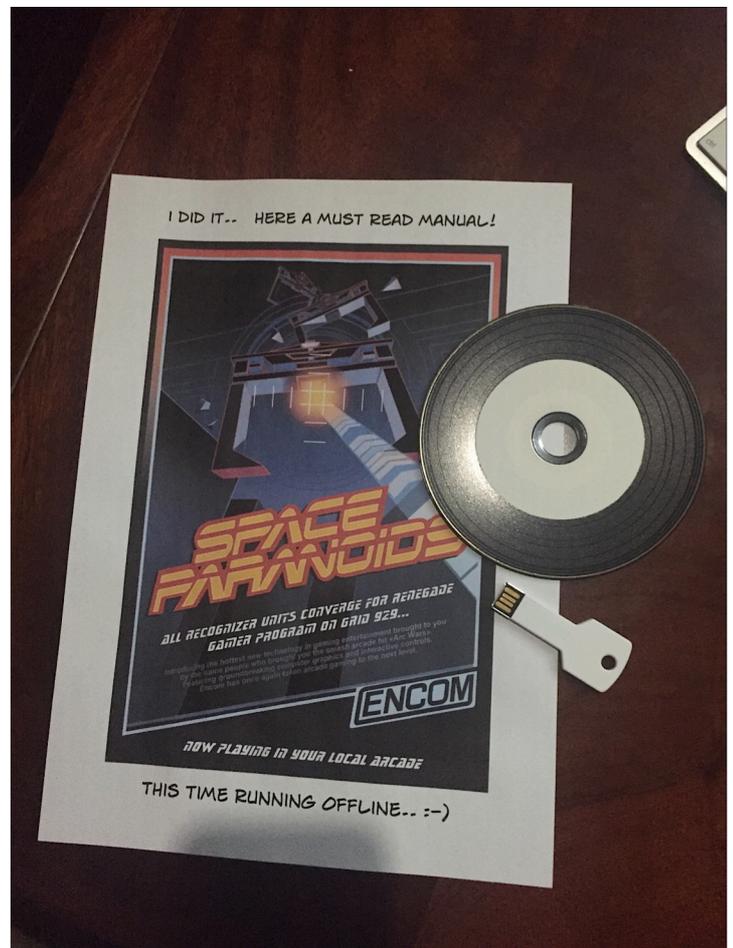
AND ALSO MY CONTACT INFORMATION. FUTURE SUPPORT FOR NEWER OPERATING SYSTEMS YOU CAN ALSO FIND HERE..

FOR PC USERS, THERE IS A DOWNLOAD ONLY THE MAIN FILES, NEEDED TO RUN ON OLDER WINDOWS PLATFORM, DO NOT UPDATE THE PLAYER.

ENJOY THE GAME, THE STORY,.. **TRON**

THE BEST VERSION IS RUNNING ON MY ARCADE CABINET TROFF UPDATED TO THE CRON VERSION WITH MORE OPTIONS.. PRESS THE ESC KEY, TO ENTER AND EXIT GAME MODUS.. IF YOU PLAY ALL LEVELS.. LOOK AND REMEMBER.. THEN CLICK THE TRON LOGO BELOW, YOU WELL NEED TO ENTER YOUR USER NAME: TRON AND PASSWORD. HERE YOU CAN DECIDE TO DO THIS.. INCASE YES, REMEMBER, THIS IS A LINK TO THE INTERNET, SO INTERNET CONNECTION IS REQUIRED,.. FOR THE MOMENT. IF YOU DECIDE NOT.. YOU CAN PLAY ALL LEVELS OVER AGAIN.

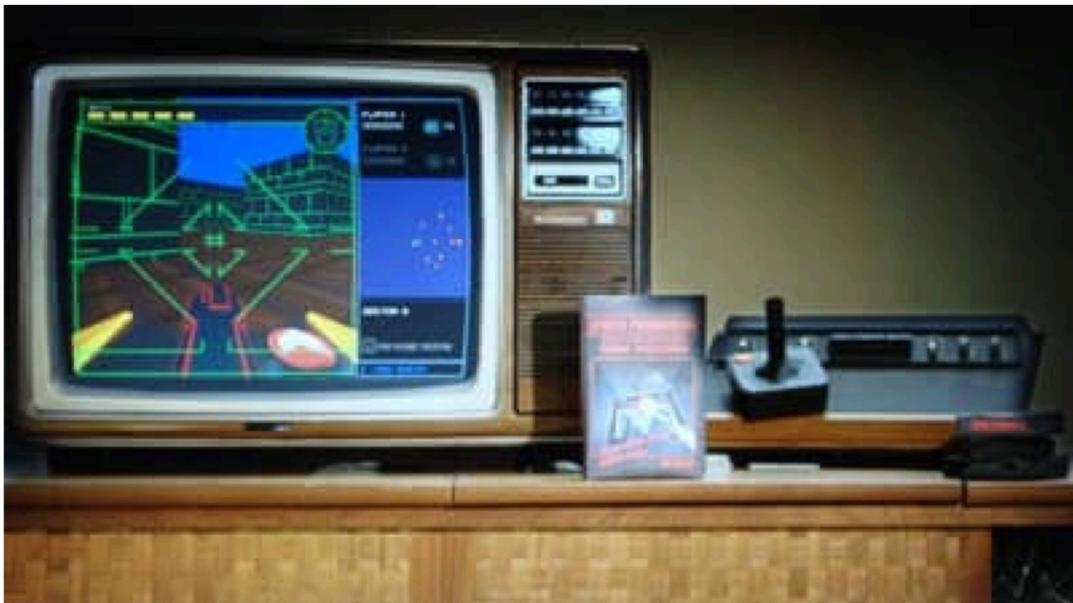
YOU CAN GET THE GAME ON DVD OR USB KEY, WITH THIS MANUAL IN PDF FORMAT OR PRINTED.. ALSO DOWNLOAD OPTION.



SEE PICTURE ABOVE.

FEEL FREE TO ASK ANY QUESTIONS, SUPPORT, YOU FIND ON MY SITE, SEE ABOVE FRAME.

THANKS,.. AND.. I DID IT ! :-)



SPACE PARANOIDS IS A FIRST-PERSON SHOOTER ARCADE GAME APPEARING AND FEATURED IN THE 1982 MOVIE TRON. ACCORDING TO THE PLOT, IT WAS CREATED BY KEVIN FLYNN BUT THE CODE WAS STOLEN AND RELEASED BY ENCOM AND THE VILLAIN ED DILLINGER. IN THE MOVIE FLYNN IS SEEN PLAYING THE GAME IN HIS ARCADE.

AN ACTUAL PLAYABLE GAME BASED ON WHAT APPEARS IN THE MOVIE WAS DESIGNED AND RELEASED BY 42 ENTERTAINMENT, A COMPANY THAT SPECIALIZES IN ALTERNATE REALITY GAMES, FOR THE 2009 SAN DIEGO COMIC-CON INTERNATIONAL. INSTEAD OF BEING CREDITED TO ITS REAL DEVELOPER, IT IS CREDITED TO "ENCOM" (THE FICTIONAL COMPANY IN THE TRON FILMS) WITH A RELEASE DATE OF 1982; THE HIGH SCORE RECORD HOLDER IS SUPPOSEDLY "FLYNN" (THE MAIN CHARACTER IN TRON).

CREDITS :

PROGRAMMING :

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END OFF LINE..