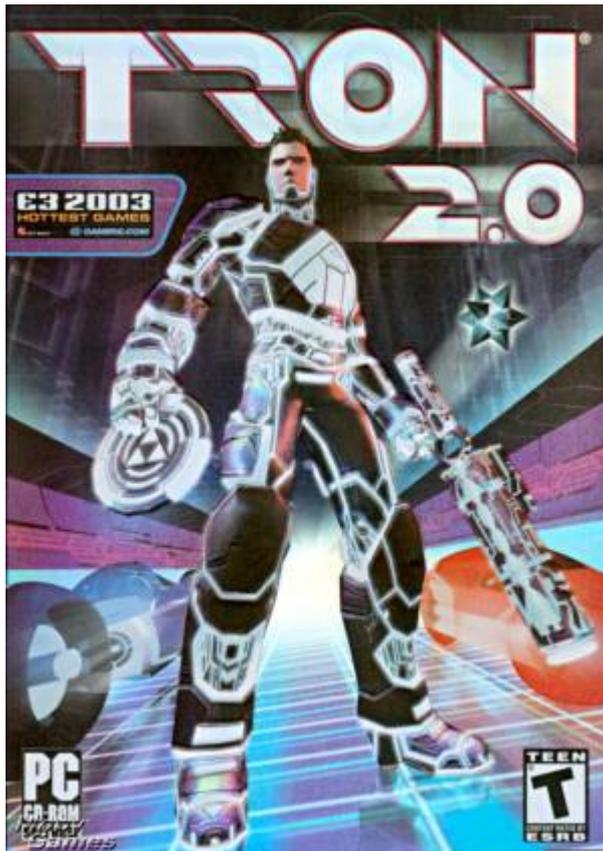# TRON 2.0

This page is under construction.

PC Windows and Macintosh OSX versions

North American box with Foil cover.[1]

Name:
Publisher:
Developer:
Engine:
Platforms:

Final Version:
Release date:
System Requirements:

TRON 2.0
[Buena Vista Interactive](#)
[Monolith Productions](#)
[Lithtech Triton](#)
• Windows 98/Me/2000/XP/Vista/7/8/10
• Macintosh OSX 10.3 (Panther) / 10.4 (Tiger)
- MacPlay PowerPC version
• 10.5 (Leopard) / 10.6 (Snow Leopard) / 10.7 (Lion) /
10.8 (Mountain Lion) / 10.9 (Mavericks) /
10.10 (Yosemite)
- Windows version using Boot Camp or [Wineskin](#)
1.042 (December 23, 2003)
August 26, 2003
• Intel Pentium III or AMD Athlon 500 Mhz CPU
• 256 MB RAM
• 32 MB GPU with [DirectX 8.0](#) hardware support
(to experience glow effect), DirectX 9 driver support,
and [Hardware T&L](#)
(e.g. Minimum of [NVIDIA GeForce 3](#)
or [ATI Radeon 8500](#))

History

The first announcement about the game to the public, came in the form of a teaser ad on the 20th Anniversary DVD of [TRON](#) which was released January 15, 2002. At that time, it was being called **TRON: Killer App**.

Early in 2002, the debut of the Official TRON 2.0 site (now long gone) had a garbled message from Flynn, and you needed Group 7 access to enter. At that point, there was nothing else to be seen. The site also did not use the name **TRON 2.0** yet, still referring to the game as **TRON: Killer App**.

The [Adobe Flash Plugin](#) is needed to display this content.
Early TRON 2.0 ad on 20th Anniversary TRON DVD.

The [Adobe Flash Plugin](#) is needed to display this content.
fCon site viral marketing and ARG circa 2002-2003.

But in late 2002, this was replaced with the fCon site. fCon is a fictional corporate entity from the TRON 2.0 PC game. Parts of the site contained hidden messages, and people could "hack" the site to gain entry to a map of the site's network. There, they could continue "hacking" the servers to listen to voice mail messages, view screenshots from the game, download a screensaver and wallpaper, etc.

First released TRON 2.0 wallpaper teasing the game.

Also in late 2002, video trailers for the game announced the release would be March 2003. But at the beginning of the new year, this was delayed to August 2003. Rumor suggests that [Buena Vista Interactive](#) did a focus group study: which revealed the Multiplayer component of the game to be much more important, than they anticipated. For example, the Light Cycle mode of the game had not originally been intended as a Multiplayer feature, at all. This forced [Monolith](#) to go back to the drawing board, and make certain that Light Cycles was at least playable in Multiplayer on a LAN setup. (Indeed, that game mode still warns you that Light Cycles is intended as LAN only when you want to play online over the Internet. Though it might surprise you to learn that Light Cycles actually works pretty well online.)

By this point, the title had switched to **TRON 2.0**. The "killer app"[2] moniker returned with the Xbox and Gameboy Advance versions, both named **TRON 2.0: Killer App**. The fan-made [TRON 2.0: Killer App Mod](#) also adopted this appellation: in part as a nod to the old title, in part because the mod was meant to be the PC game's "killer app", and in part because it was inspired by features in the other versions of TRON 2.0.

The "proper" TRON 2.0 site went live circa June 2003, showing screenshots from the game and urging people to pre-order. The first of several demos also came out at this time, with the original one being strictly a Multiplayer demo showing off Light Cycle and Disc Arena gameplay. This early demo was not well received due to poor performance and limited playability, which may have put off a lot of fans from buying the game.

The PC version of TRON 2.0, along with all of the game's custom maps and mods, can be made to work on an Intel Mac by [following this guide](#)**.**

Later marketing efforts included handing out demo CDs in Los Angeles area malls, and painting wall murals in both Los Angeles and New York. Trailers were produced that were meant to be shown in

front of Disney films in movie theaters, but for some unknown reason this never came to fruition. TRON 2.0 was also heavily advertised in game magazines. But marketing to original fans of TRON was lackluster, which again may have been partially responsible for a sales curve that was not all it could have been. For example: TRON costume contests were announced, and there was even a chance to have your face appear in the game. But nothing came of these contests, and no winner was ever announced.

Penny Arcade comic slamming the first TRON 2.0 demo.[3]

Completed TRON 2.0 site, shortly after the game was released in August 2003.

**TRON director Steven Lisberger and the
artist who painted the Los Angeles TRON
2.0 wall mural in 2003. A mural was also
painted in New York at the same time.**

The Adobe Flash Plugin is needed to display this content.
**TRON 2.0 wall mural, painted in L.A. and N.Y. in 2003.
L.A. location shown. TRON director Steven Lisberger
can be seen wearing a yellow shirt and holding a
frisbee, once the TRON 2.0 logo starts to appear.**

The MacPlay PowerPC edition of TRON 2.0 for OSX 10.3 Panther (and later patched to work with 10.4 Tiger) was released on April 21, 2004. MacPlay has since gone defunct. (Its parent company, known as Mumbo Jumbo, still exists but does not support the game.) The only way to run TRON 2.0 on newer Intel Macs using OSX 10.5 Leopard or later, is to either use a Windows partition with Boot Camp or follow this guide utilizing Wineskin. Both require you to own the Windows PC version of the game instead.

The MacPlay version was virtually identical to the PC version, and even cross-platform compatible with the PC when playing online Multiplayer. However, it lacks proper support for fan-made custom maps and mods: making use of these add-ons somewhat difficult or sometimes even impossible.

Plot and Gameplay

**This section includes SPOILERS, if you have not
finished the game TRON 2.0.**

To be completed.

Reception and Post-release Support

At the time of release on August 26, 2003 in North America, TRON 2.0 hit the number two position on the Top 10 NPD PC sales chart[4] during its first week, beating out titles like The Sims, Warcraft III: The Frozen Throne, and Madden NFL 2004. But after initially strong sales, it quickly fell out of the Top 10. An employee of Disney has been quoted as stating that, ultimately, sales did not meet their expectations.[5] No sales numbers were ever publicly released, but a reasonable estimate is probably in the neighborhood of 100,000 copies of the PC version sold.

Reviews of the game have generally been favorable, with both press and user review scores being largely in agreement on sites like [Metacrtic](#) and [MobyGames](#).

Site	Type of score	Score
Metacritic	Press score average User score average	**84%** **83%**
MobyGames	User score average	**82%** (MobyScore 4.1 out of 5)

Support for TRON 2.0 overall, from its publisher Buena Vista Interactive, was poor. Although initially a lot of activity occurred on the official TRON 2.0 site and message board, and things seemed to be going well, the company soon drove away many fans with a series of what could be considered inept actions and decisions. The first patch (v1.020) created more problems than it solved, and introduced a show-stopper bug that could force players to start the Single Player game over from the beginning. The second patch (v1.030) fixed this, and a lot of other bugs, but then the third patch (1.040) again brought back game-breaking bugs. A few players (including one of the members of [LDSO](#) and an author of this Wiki article) also noticed around this time that achieving a score of v10.0.0 was impossible, despite claims otherwise from the game's Producer. It took repeated pointing out by the aforementioned players for the Producer to realize he had been mistaken[6], and a fix was then incorporated into the fourth and final patch (v1.042) to finally enable a top score of v10.0.3.

While the third patch (v1.040) brought a new Multiplayer Deathmatch game mode (called Derez) to TRON 2.0 that fans had been asking for, BVI botched the update by releasing two slightly different versions of the patch (which came to be unofficially known as v1.040a and v1.040b) that were incompatible with each other. The company was forced to host additional servers to accommodate both versions. This and the following patch also required owners of TRON 2.0 to use the, then relatively new, Windows XP as their operating system in order to take advantage of the update and be able to play the new game mode. The Deathmatch update had been sponsored by Microsoft and was part of their Windows XP Extras program[7], therefore XP would be required to use it. (i.e. Microsoft paid BVI to make it work on XP only.) This quickly prompted the release of an Unofficial patch, to remove the artificial restriction preventing players from utilizing the update on versions of Windows other than XP. BVI later released a version of the last patch (v1.042) that removed the XP requirement, but by then it was far too late to alleviate the damage done to their reputation with customers of the game.

BVI also handled the release of the [TRON 2.0 Editing Tools](#), and the call for fans to upload their creations to the official site, quite clumsily. After the release of the first version of the tools, little mention or fanfare was made of an updated release that added more content. Customers were left to discover this on their own. And a disclaimer on the TRON 2.0 site made it clear that any creations uploaded would become the property of Disney. This caused many fans interested in modding the game to avoid the official site entirely, hosting their content solely on fan sites so they would not have to relinquish all their ownership rights to Disney.

In July 2005, Buena Vista Games (who had changed their name from BVI) announced that the message forum of the official TRON 2.0 site would be shut down. Shortly after, the entire BVG site was redesigned and the **www.tron20.net** URL redirected to a TRON 2.0 page that featured no support links whatsoever: not even a link to the game's last patch or any help resources. Without the patch, players could not find or join Multiplayer matches and would also be missing out on the added Deathmatch game mode. Then in March 2006, BVG suddenly shut down the TRON 2.0 Multiplayer severs they had been hosting, without making any kind of formal announcement. Any servers would now be hosted exclusively by fans. It was at this point that BVG completely abandoned TRON 2.0. Aside from minimal references in the customer support section of today's Disney Interactive Studios

site (the publisher changed its name again), you will not find any mention of TRON 2.0 and the company effectively pretended as if the game did not exist, for many years. It had not been re-released in any form for sale since it was first published, until 2014. TRON 2.0 finally became available for purchase again from Steam, on October 10, 2014. Disney Games decided to release TRON 2.0 once more, due to high demand from fans during a Reddit AMA session.[8] There is also speculation that GOG.com will offer their own DRM-Free version of TRON 2.0, eventually. (Although, TRON 2.0 can be made DRM-Free on Steam by applying the Unofficial v1.042 Patch. The Steam client will then no longer need to be running, to play the game.)

Circa late 2004 and early 2005, fans (including members of LDSO) attempted to contact BVG to try and gain more support from the publisher for those interested in modding TRON 2.0. Initially, the company was receptive, and a member of LDSO spoke with someone at BVG by telephone. But after several months, discussions went nowhere. The publisher dropped support for the game and its community not long afterward.

In December 2012, GameSpy Technologies dropped support for TRON 2.0 Multiplayer. This event occurred due to former owner IGN selling GameSpy to Glu Mobile[9], with the latter company deciding to shut down the master servers for many older games using the GameSpy service. In response to this, some fans quickly came up with a solution[10] to bypass the problem. However, since that time, the Killer App Mod has been updated to restore Multiplayer inside the game itself.

Additional Images
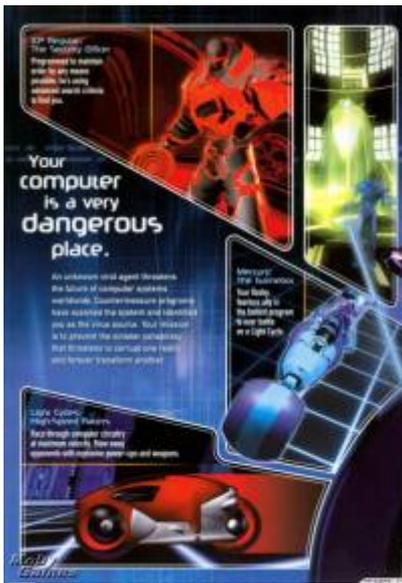
North American box inside cover (left).[11]

North American box inside cover (right).[12]
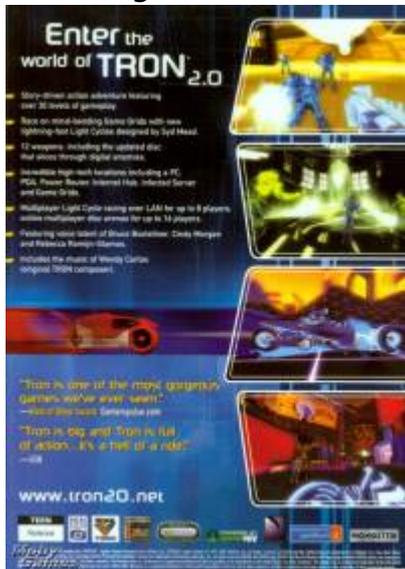
North American back of box.[13]

North American CD jewel case cover.[14]

North American CD jewel case back.[15]

North American CD disc 1.[16]

North American CD disc 2.[17]

Concept box front.[18)]

Concept box back.[19)]

TRON 2.0 title screen.

Buena Vista Interactive booth demonstrating TRON 2.0 at E3 2003 - Photo 1.

Buena Vista Interactive booth demonstrating TRON 2.0 at E3 2003 - Photo 2.[20]

Buena Vista Interactive booth demonstrating TRON 2.0 at E3 2003 - Photo 3.[21]

Art from concept box as a wallpaper.

Wallpaper similar to box and CD case covers.

Multiple character wallpaper.

Jet wallpaper 1.

Jet wallpaper 2.

ICP wallpaper 1.

ICP wallpaper 2.

Mercury wallpaper.

Thorne wallpaper.

DataWraith wallpaper.

Additional Videos

The [Adobe Flash Plugin](#) is needed to display this content.
First TRON 2.0 promotional trailer.

The [Adobe Flash Plugin](#) is needed to display this content.
Second TRON 2.0 promotional trailer.

The [Adobe Flash Plugin](#) is needed to display this content.
Third TRON 2.0 promotional trailer.

The [Adobe Flash Plugin](#) is needed to display this content.
Fourth TRON 2.0 promotional trailer.

The [Adobe Flash Plugin](#) is needed to display this content.
TechTV TRON 2.0 preview.

The [Adobe Flash Plugin](#) is needed to display this content.
Monolith TRON 2.0 team interviews.

Other versions

Five other versions of TRON 2.0 were produced.

- **TRON 2.0: Killer App** for the original Xbox (by the Climax Group Racing division, which became Black Rock Studio[22] when acquired by [DIS](#))
- **TRON 2.0: Killer App** for the Gameboy Advance (by Digital Eclipse, which later became Backbone Entertainment and then Foundation 9 Entertainment)
- **TRON 2.0: Discs of TRON** for cell phones (by Lavastorm Engineering, now Punch Entertainment), may be exclusive to Sprint
- **TRON 2.0: Light Cycles** for cell phones (by Lavastorm Engineering, now Punch Entertainment), may be exclusive to Sprint
- **TRON 2.0 3D** for [various cell phones](#) (by Living Mobile, now Disney Mobile Studios)

The Xbox version is similar to the PC and Mac versions, with some new additions but also some content removed, and it has several annoying bugs. Sales of the Xbox version were also lower than on the PC. While the Multiplayer additions could be considered an improvement on the PC version, the fact that Xbox Live for the original Xbox has been shut down makes this point moot. The Single Player experience, on the other hand, is inferior to the PC version. Especially when the [Killer App Mod](#) is used, with its addition of widescreen support and other enhancements. This version does not work on the Xbox 360, and Microsoft has [ended their backward compatibility updates](#). So it is unlikely the game will ever work in the future, either.

The Gameboy Advance version is very different, with its own story and pseudo-3D [isometric](#) top-down view using mostly sprites, with the occasional true 3D segment. The ability to ride a Tank, Recognizer, and complete hacking puzzles was also added, along with emulated versions of the TRON and Discs of TRON arcade games.

TRON 2.0: Discs of TRON gameplay was a sort of fusion between the Disc Arena multiplayer mode in TRON 2.0 and the original Discs of TRON arcade game, in a first-person perspective view. TRON 2.0: Light Cycles had gameplay that was a simplified version of the Light Cycle matches in TRON 2.0 (fewer powerups), from an overhead pseudo-3D isometric view. Both games were considered frustrating to play and received mediocre reviews.[23]

TRON 2.0 3D for cell phones was originally meant to be released in 2004 by a company named Superscape, but for some reason it was delayed for two years. Instead it released, quietly, in 2006 from Living Mobile which is a division of [Disney Interactive Studios](#). It features similar Light Cycle racing in an isometric view like TRON 2.0: Light Cycles, but is now true 3D and visually more impressive. However, like the previous cell phone games, TRON 2.0 3D was criticized for being aggravating to play.[24]

An eighth version of TRON 2.0 was planned for the [Gizmondo](#) handheld. It was to have used the unit's GPS tracking feature as part of the gameplay. But due to poor sales of the unit, among other factors, the Gizmondo version of TRON 2.0 never proceeded beyond the pre-production phase.

Canceled Followups

Two followup products were to have been released after TRON 2.0.

The first would have been an expansion that allowed you to play in the original **TRON** film era[25], possibly as CLU or Flynn. This expansion never went beyond a proposal. No work was done on it when sales of TRON 2.0 did not meet Disney's expectations.

The second would have been a sequel, named **TRON 3.0**. The plot of this game involved Jet making additional visits to the electronic world, and at some point becoming infected with a virus. Upon returning to the real world, the virus began to spread. Jet also inadvertently would allow other programs to enter the real world. The goal of the game would be to undo the damage done, and return both worlds to normal. In the electronic world of TRON 3.0, programs were less human-like and more armored or even alien-like in appearance. They were also "upgraded" to be able to run on walls and ceilings, defying the laws of physics due to the nature of their virtual world. Meanwhile, newer Light Cycles also did not much resemble their predecessors. Many of the concepts in this canceled TRON 3.0 sequel (and many in TRON 2.0, for that matter) ended up in the **TRON Legacy** film sequel and the **TRON Evolution** game.

External Links

- [TRON 2.0 Postmortem](#) on Gamasutra by Frank Rooke, the game's lead designer at Monolith
- [TRON 2.0](#) page on Wikipedia
- [TRON 2.0](#) entry on MobyGames

[1] , [11] , [12] , [13] , [14] , [15] , [16] , [17] Pictures of **TRON 2.0** box and its content taken from [MobyGames](#).

[2] See **Wikipedia** definition of [killer application](#).

[3] See the [article that accompanied this comic](#) on the **Penny Arcade** site.

[4] See **Gamespot** [NPD Weekly PC game sales chart](#) article for the week of August 24-30, 2003.

[5] , [25] See [this message post](#) on **TRON-Sector**, unfortunately now damaged and incomplete but still containing the relevant information.

[6] See [this message post](#) on **TRON-Sector**.

[7] See [Microsoft Triples the Fun With All New Offerings for Windows XP Gamers](#) press release on the **Microsoft** site.

[8] See [the discussion thread on Reddit](#) entitled **"Thanks Disney"**.

[9] See [Glu Acquires GameSpy Technology](#) **BusinessWire** press release.

[10] See the [Multiplayer Fix](#) **LDSO** Project page.

[18] , [19] , [20] , [21] Photo taken from [TRON-Sector](#).

[22] [Black Rock Studio](#) is now defunct.

[23] See **Gamespot** [TRON 2.0: Discs of TRON](#) and [TRON 2.0: Light Cycles](#) reviews.

[24] See **Mobile Game FAQs** [TRON 2.0 3D](#) review.