

Wit's (Import) FAQ

by Da Hui

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;8                               Sr
MM                               7M@MM2M8   Mr           8MMMMM           Mi
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,MMMM0                           XMMMMMMW   2MMMMM       SM7 ;@S           OZ
  70MMMM                          ,ZMMiMB    XM           iMB@MM7   00 r ;BMMMMa::   WM
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  Z8MMMMi rWwM :ZM0              XZMMM BMM8MMWBMMMMMMMMMMMM7 SMMMMMMX, WMM:
  iZMMM XSMM S@MM                ZWwM.     S@MM2; X,           ,MMMMMM;
  aMM0. 8MMMMi ;MMM:             rMMM     8MM@r                :M aMwWwMM
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This FAQ was made for the NES FAQ Completion Project. You could contribute to this yourself! Just check out Devin Morgan's web site about it:

<http://faqs.retronintendo.com>

Table of Contents

- 1 - Controls
- 2 - About The Game
- 3 - Strategies
- 4 - Enemies
- 5 - Disclaimer

1 - Controls

D-Pad - Moves character
A - Moves faster
B - Jumps
Start - Break Time (Pause)
Select - No Use

2 - About The Game

This game was basically a rip off of the movie Tron. For anybody who doesn't know, Tron was a movie where people basically got sucked into a video game. However, this game is based off only the light cycles of Tron. Nevertheless, it's still the best part of Tron, at least to make a game of.

The light cycles were these motorcycles on a grid that moved really fast and could only make ninety degree turns. You'll make walls that follow your path as

you go through the levels. The point is to make your enemies crash into those walls. Once they crash into the wall, you will win the round. You have to beat each of the five enemies five times and then you will get the chance to battle the last enemy. You have to beat him five more times and you will free the world of their power. In the fourth and fifth rounds, you will both get a powerup that will allow you to hit a wall and not die, so you both have to hit the wall two times to be defeated.

3 - Strategies

-The Box

Efficiency = ****

Difficulty = **

What to do = This is really an easy strategy and it's definately the best strategy to use. The only hard thing about this is in the latter levels where you will slide before you turn. All you really do is box the enemy in. They will jump out when they run out of space but a lot of the time, they actually won't. The best thing to do is to try to box them in later on in the match when there's already a lot of other walls in the way.

-Take It Easy

Efficiency = *

Difficulty = *

What to do = Basically what it's called. You really don't have to actually try to do anything with this strategy. You just have to kind of move around and not hit the walls yourself. The computer usually moves into the walls themselves.

-Learning the Enemy

Efficiency = **

Difficulty = *****

What to do = This one is really a waste of time but it does help. Learn what strategies work best against each enemy. Learn all of their abilities and how they move. It's really just a bother but it helps if you truely are stuck on an enemy.

4 - Enemies

Blue Man - This is the enemy all the way to the left. He's the easiest and the first enemy that you should be playing. He really doesn't do anything special, just kind of moves around not trying to do anything.

Bird Man - This is the enemy second to the left. He's pretty much just as easy as Blue Man. His main annoying point is the fact that he jumps a lot. It just leaves a ton of blank spots on the map scattered about.

Multiplier - This is the enemy in the middle. This is where the game starts to get a bit harder. He'll run around a bit and then multiply into four other people. So now you have to kill four enemies and avoid all of their walls. The only easier thing about him is that he doesn't jump often.

Swimmer - This enemy is second to the right. He's nothing special but he is a bit harder. He doesn't give up nearly as easily as the other enemies. Just remember not to give up early thinking you beat him because the round will probably last a bit longer.

Ice Man - This is the enemy all the way to the right. He's pretty tough just because of the level. The surface is all ice so you will slide a bit before you actually turn. You turn even slower when you move fast so be careful.

The Doctor - This is the final enemy. He is located on the top and is unlocked by defeating the previous five enemies. He's a mix between all other enemies. the surface is slick so you slide before you turn, he multiplies, and for some reason, you can't seem to jump.

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5 - Disclaimer

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