



Tron: Betrayal

Jai Nitz , Andie Tong (Illustrator) , Jeff Matsuda (Illustrator) , Pete Pantazis (Colorist) , Starlight Runner Entertainment (Institutional Author)

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Sam Flynn is the rebellious 27-year-old son of Kevin Flynn, a computer programmer who disappeared when Sam was just a child. When Sam looks into his father's disappearance, he finds himself pulled into the same world of brutal programs and gladiatorial games where his father has been living for almost 25 years. Along with Kevin's loyal confidante, Quora, Kevin Flynn and his son Sam must embark on a life-and-death voyage across a visually-stunning cyber universe to put an end to the evil Clu and his reign of this digital world. This 128-page graphic novel prequel will bridge the story between the first *Tron* film from 1982 and the upcoming Walt Disney Studio's film, *Tron: Legacy*.

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Tron: Betrayal is an action-packed original story that takes place in the world of the Tron franchise. The graphic novel will be a must-have for both fans of the original movie as well as people who are curious about the world and its characters. Parts of the graphic novel will be posted on the Tron franchise site (disneydigitalbooks.go.com/tron/) through the summer, which will help build interest in both the history of the characters and world, as well as increasing awareness of the original story in the graphic novel.

Tron: Betrayal Details

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From Reader Review Tron: Betrayal for online ebook

Gordon Pennington says

Tron: Betrayal, which the summary on the site inaccurately describes, is the tale of what happened between the two Tron films. The book chronicles the fall of Clu, who is the digital counterpart to the book's main character Kevin Flynn. This book was a fun read and would be great for any kid who is interested in the Tron films. It helps fill in some of the missing information that the latest Tron film hints at but doesn't fully explain. The dialogue is well-written and it's sad to see how Kevin Flynn's life pretty much falls apart. He is too committed to too many things, and ultimately everything he has his hand in falls apart. There's a certain lesson in that that every person in today's hectic society can relate to.

Jessica says

Tron: Betrayal, unlike the movie, is *not* visually impressive. Whenever Tron, Clu, or Flynn was on the page, and especially when all three were, I had a hard time keeping track of which was which. Yes, I know Clu and Flynn are identical, but it was irritating to keep having to check clothing and hair details (and all three wore black) to see who was speaking, and Tron certainly isn't supposed to look like either. In our world, Jordan (Flynn's wife), looks like Lora, and both of them look like the random-woman-in-pink standing behind Flynn in one of his Encom scenes (Unless the random-woman-in-pink is meant to be one or the other. I can't tell).

We learn nothing about the Isos that was not shown in the movie: They seem sort of stuck-up in the one scene where Flynn talks to them, they dress strangely (or at least, Ophelia does), and they are killed. That's not much.

The Flynn's get little development, either. Kevin Flynn is moderately irresponsible, which we already knew. Sam is a baby. And Mommy Flynn? I briefly discussed the movie with the Entity who wanted to know whether Kevin Flynn's wife even had a name, or if she existed just "to squirt out Sam." I defended her absence on the ground that the death-of-the-parents is a pretty traditional way to start fairy tales, which is more or less the genre I'd stick the Tron series in, if I were stashing it somewhere.

Tron: Betrayal answers the Entity's questions rather differently: Yes, Flynn's wife has a name (Jordan), and, yes, her sole purpose is to give birth to Sam. Her scenes come up as Flynn arrives at the doctor's office just in time to see the sonogram of little Sam, Flynn arrives at the doctor's office just in time for Sam's actual birth, and as Flynn carries toddler Sam to her gravestone. When alive, she's astoundingly cheerful about her husband's frequent absences and *amazingly* chipper about his missing her entire labor. When dead she is, of course, completely silent.

The book also adds an additional Grid-world character, Shaddox, who spends his time hanging out with Tron, Flynn, and Clu, commenting on things and who seems to be someone important. I don't know who he is in the scheme of things, as he's not in the movie, that I saw, and he's not introduced in *Betrayal* itself. I do know I could always identify him, since he was the black guy with the beard, something which strikes me as an embarrassment of riches. He could have been black and someone else could have had the beard, and I would have spent less time wondering which character was talking ("But what about his personality?" you ask (or I imagine you do). What *about* his personality? He has two identifying traits. That's more than any other character gets. You expect character development as well?).

I had hoped for something that would help me better understand and enjoy the movie. *Tron: Betrayal* did not

provide that.

Note: This was originally part of a dual movie/graphic novel review over on my blog, Bookwyrme's Lair. Stop by and visit for more reviews, photos, visits to city parks, and other adventures.

Nathan Cunningham says

Meh. Some good background information, but overall pretty uninspiring.

Alexander Draganov says

As one other reviewer said, superfun quick read. This "Tron" graphic novel tells the story of the second Grid, before the Legacy movie - how Clu came to be, why he became evil. The story was interesting and well executed. The highlight to me was the growing madness of Clu, the inability of Tron to calm his fellow program and the way Kevin couldn't accept what is happening. The story is actually pretty gloomy, a bit like "The Revenge of the Sith". Strongly recommended for "Tron" fanboys like me.

Chris Williams says

Some reviewers are saying that you should watch Tron: Legacy before reading this book. I completely disagree. BUT - if you are going to read this book first (and you should, because it's a prequel), you should play the video game, Tron: Evolution. The video game actually takes place after this book, and before the movie.

So the chronology is like this:

Tron (film)

Tron: Betrayal (graphic novel)

Tron: Evolution (video game)

Tron: Legacy (film)

That's the order in which I experienced Tron, and I was never lost or confused. The book and the game may give away some things from Tron: Legacy, but they also give you a broader view and better understanding of what's happening. Best of all, the video game allows you to play a character that contributes to the story in a way that is acknowledged in Tron: Legacy, and it's surprisingly satisfying.

Kati says

Artwork: Amazing. Very similar to the movie, it really felt like a different world! 5 stars.

Story: Kind of boring, to be honest. It took place between *Tron* and *Tron: Legacy*, it set up the second movie, it told us why Clu had decided to destroy the ISOs in the first places, yet... Yet it felt shallow, too much stuff cramped into 100+ pages. And honestly? After reading it, I found Clu more likable than Flynn because Flynn wanted it all - a company, a wife, a kid, a world of his own - and messed up everything. He was never there

when he was needed and little by little, everybody lost their faith in him, until only Tron remained by his side. This comic book made me wonder if Flynn ever had it in him to be a leader or if he had always been an unrealistic dreamer for whose shortcomings everybody had to pay the price. 2 stars.

Giovanni Gelati says

Where to start on this one: I have yet to see the new movie; I loved the original movie very much, and played all the video games from the original movie in Space Port. I know, I'm dating myself; I am over that already. I am married now but I will admit to being old enough to be among those that can say that they played the cutting edge games from back in the day. When I saw this was available I had to pick it up and give it read, memories. Here is the synopsis:

“Sam Flynn is the rebellious 27-year-old son of Kevin Flynn, a computer programmer who disappeared when Sam was just a child. When Sam looks into his father’s disappearance, he finds himself pulled into the same world of brutal programs and gladiatorial games where his father has been living for almost 25 years. Along with Kevin’s loyal confidante, Quora, Kevin Flynn and his son Sam must embark on a life-and-death voyage across a visually-stunning cyber universe to put an end to the evil Clu and his reign of this digital world.

This 128-page graphic novel prequel will bridge the story between the first Tron film from 1982 and the upcoming Walt Disney Studio’s film, Tron: Legacy. “

Anytime I can read about Flynn and the MCP is a good day in my book. The art in this is just right; the storyline is a good continuation and helps explain in some ways what is going on currently and what Flynn has been doing since his disappearance oh those many years ago. I like the fact that they have resurrected this story and I am looking forward to playing the video games with my kids that I am sure will sprout up from this new movie. The graphic novel is a good tie into it, something to whet the appetite, and get us prepared for the main event, TRON:Legacy. The graphic novel is indeed a very nice bridge to the new movie. Check it out; it is a quick ride worth taking.

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<http://www.gelatisscoop.blogspot.com>

Lisa MH says

Side note, the description above (and on other sites for this book) actually describes Tron: Legacy and not Tron: Betrayal.

This is the prequel to Tron: Legacy, but to really understand this I think you need to have seen the movie first. There's some great backstory here that there just wasn't time for in Tron: Legacy. Being a fan of both the original and the new movie, and eager for more, I ate this up. Any fan who's interested in learning more about the events in the Tron world, should read this.

Tron: Betrayal follows Flynn, Clu and (to a lesser extent) Tron as they all struggle with their responsibilities. We gain a greater understanding of Flynn and Clu, watching how they change over the course of the book. I don't want to say more, for fear of leaking spoilers, but it's interesting witnessing the characters' growth.

I wish this had been longer. There was more that could have been done with the Isos. They were a major part of the storyline, but they were hardly mentioned except in passing. I know they appear in the video game from the same prequel time period, so maybe their story's there. Also several parts, including the end, felt rushed and I was a bit confused about what happened.

The artwork was mediocre. The main characters looked very similar. At times, I had to look at outfits to confirm who was talking. The action scenes were also muddled and confusing.

I still enjoyed this, I just wished there was more. Any Tron fans looking for more backstory to the new movie should read this.

Ron Turner says

Disappointing. The art sucked and the story was lacking. It's a shame because I liked the idea behind it. A bridge between the two Tron movies.

Engel Dreizehn says

Good backstory, artwork and run up to the Tron Legacy movie....explains alot of things the movie doesn't too much like the ISO's and the founding of the Grid.

Matthew says

Excellent bridge between the two movies.

Sam Nicholson says

7/10

Mitchel Broussard says

Great at hinting what Legacy will be about, explaining the origins of Clu (and why he's gonna be the bad guy), and generally a super fun quick read.

Ken says

Not as good as I wanted it to be but always nice to find things in the Tron world

Indah Threez Lestari says

Graphic novel ini menjadi jembatan antara film Tron dengan Tron: Legacy. Jalan ceritanya kurang lebih sama dengan flashback di Tron: Legacy, bagian Papa Flynn menjelaskan pada sang anak tentang asal-usul dia bisa terjebak di Grid, tapi lebih rinci dan jelas.

But... lagi-lagi, sama dengan Tron: Legacy, kayaknya nggak pantas deh buku ini pakai-pakai nama Tron, padahal Tron-nya sendiri cuma numpang lewat, jadi cameo dan figuran saja.

Oh... Bruce Boxleitner!!!
