

ARCHON

APPLE

TO START

Make sure you have a joystick plugged in, then start the disk as you would any other. When the Game Options menu appears, use the joystick to move the on-screen hand. Point at the options you want and select them by pressing the joystick button. When you are ready to play, point at "Accept the Options, Begin the Battle" and press the button (or Return, on the keyboard). For additional instructions, see the manual (inside the front cover of the package).

Note: To use the Two Players, Two Joysticks option, you must have an Apple II, II+ or IIe and an adapter which will accept two joysticks. The adapter must use PDL 2, PDL 3 and PB 1 inputs for the second joystick. If you choose one of the other two-player options, see Controlling Movement From the Keyboard on the inside of this card.

ADDITIONAL KEYSTROKE CONTROLS

Press Esc to pause. Press any key to restart.

Press Control-R to end a game and return to the game options menu .

The Theme From Archon music, by T.V. Dunbar, was entered with Will Harvey's Music Construction Set.



CONTROLLING MOVEMENT FROM THE KEYBOARD

Movement from the keyboard is controlled with a set of 9 keys. A 10th key is used to select a piece for movement on the strategy board and to fire in the combat arena.

The computer will present you with a pre-chosen key set (called the default set). To change to different keys, point at the word Keyboard with the on-screen hand and press the joystick button, then type in the keys you want. The cursor will automatically move to the next possibility after each one you type. Continue typing until you've entered something for all ten keys. Here's how the keys work:

On the strategy board, use the 9 movement keys to move the selection frame in the direction suggested by each key's location. For example, if you are using the default set, press the U key to move the frame one square diagonally up and to the left, press the I key to move it straight up, etc. When the frame is over the piece you want to move, press the fire key (the F key in the default set) to select that piece. Then use the movement keys to move the piece and press the fire key again when you are finished moving.

In the combat arena, pressing a movement key starts the icon moving in the direction of the key. To stop it, press the key in the center of

the 9 key movement set (the K key in the default set). To change direction, press a different movement key. To fire, press the fire key and a movement key simultaneously. You will fire in the direction of the movement key.

ABOUT THE LUMINOSITY CYCLE

As described on page 2 of the manual, some of the squares on the board wax and wane between light and dark during the game--an important fact, since light pieces fight better on light squares and dark pieces fight better on dark squares.

The luminosity cycle is at the light peak when the squares that change color are the same color as the home square for the Wizard. The luminosity cycle is at the dark peak when the squares that change color are the same color as the home square for the Sorceress. When the cycle reaches a peak, it reverses and begins to change toward the opposite peak.

The direction the cycle is proceeding may be reversed by using the Shift Time spell described on page 4 of the manual. If Shift Time is cast while the cycle is at a peak, it will shift immediately to the opposite peak.

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