

# ARCHON II: ADEPT

from Electronic Arts



INCLUDES  
**FREE**  
ENAMELLED  
METAL  
BADGE  
OFFER

ariolasoft 

**COMMODORE 64**

128 Compatible  
An Incredible Blend  
of Arcade and Strategy



## THE ADEPTS

The Spellcasters. Conduits of energy.  
Guiders of missiles and magic.



### CHAOS



**Behemoth** – Massive as mountains. As subtle as a piledriver. Reducer to rubble.



**Siren** – Murderous mermaid. Singer of songs. The voice that sank a thousand ships.



**Ifrit** – Dark spirit of storm and air. Scion of cyclones. Genie. Raksasha.



**Firebird** – Crafty child of ARCHON'S Phoenix. Fire is its weapon and its armour.

### ELEMENTALS

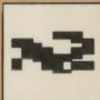
**Giant** – Earthborn cousin of Troll and Golem. Walks slowly and carries a big rock.

**Kraken** – Strong, slow giant of the deep. So big its tentacles cause tidal waves.

**Thunderbird** – Skyrider, hurler of thunderbolts. Symbol of Order, defender of law.

**Salamander** – Little lizard made of flame. Scuttler, skulker, flinger of fireballs.

### ORDER



### DEMONS



**Juggernaut**

A melding of master and missile, monster and machine. Hell on wheels. Pure force.



**Wraith**

Leech of the life-force. Feeder on wounds. Now you see it, now you don't.



**Gorgon**

Fragile paralyzer of life and limb. Hard on everyone, especially on the slow moving.



**Chimera**

A three-faced nightmare. Breathes fire, snorts poison gas, stings like a scorpion.

### TO LOAD

Turn on your computer and disk drive. Insert disk and type LOAD "EA", 8.1. Press RETURN.

### TO SELECT NUMBER OF PLAYERS AND WHO MOVES FIRST

Use f5 and f3 to produce choices. Press f7 when you're ready to play. Or wait awhile and the computer will begin playing a game against itself. **Note: Since the player who moves first has an advantage, the player who moves second receives additional magical energy to keep play evenly balanced.**

### TO CHOOSE LEVELS FOR EACH PLAYER

Before pressing Start to begin playing, press the RUN/STOP key to produce handicapping options, then use f3 to pick a level for Chaos and f5 to pick one for Order. Press Q to return to the menu of player/move choices. Beginners start with more magical energy. Advanced players start with less. And the lower a player's rank compared to an opponent's, the slower the opponent's icons will move, the slower their missiles will travel and the longer it takes them to attack. For the widest handicapping spread in a game, choose Advanced for the most skillful player and Beginner for the least.

### HOW TO MOVE ICONS ON THE STRATEGY BOARD

Use a joystick in port 1 to control the Chaos icons and one in port 2 to control the Order icons. When it's your turn, the selection frame will appear on your side of the board. Use the joystick to place it over the icon you want to move and press the button. Next, use the stick to move the icon (or the frame again in the case of Adepts) to the desired location and press the button again. If you change your mind, press the button again before you move the icon. For additional information about board's movement rules, see page 3 of the manual.

### HOW TO MOVE AND FIGHT ON THE BATTLEGROUND

When you move into a space occupied by an opposing icon, you must fight for the disputed territory. Use your joystick to move your piece. To fire, move the stick in the direction you want to aim and press the button at the same time. See the combat tips on page 5 of the manual for more information. (Note: When you play against the computer, your Wraiths will be visible. Since the computer knows where they are, it seems only fair that you know as well.)

### HOW TO CAST SPELLS

Place the frame over an Adept and press the button, then press it again. Move the joystick forward and backward to scroll through the list of spells. Press the button when you see the spell you want. If you change your mind, choose Cease Conjuring. If you change it in mid-spell, move the frame over your citadel and press the button. Casting spells cost magic energy. Occupying power points increases your energy. The amount of energy you have is shown by the bar that appears next to the board when it's your turn to move. See pages 3 and 4 in the manual (and the chart on the back of the manual) for more information about spells and energy. **(Note: If you lose all your Adepts, the Apocalypse spell is automatically invoked.)**

### TO START OVER IN THE MIDDLE OF A GAME

Press Q to return to the player/move menu choices.

### TO PAUSE A GAME IN PROGRESS

Press the RUN/STOP key. Press it again to resume playing.

Music (Theme from Adept) © 1984 by T.V. Dunbar.



# ARCHON II: ADEPT

by Free Fall Associates

## BATTLE OF THE MAGES



The Age of Archon is ending. Mighty wars of magic rage and monsters roam the elements hungry for power and prey. The doom of Apocalypse shadows all. Change is at hand and the battle would find an end. This is that battle. The ending is yours.



### SPECIAL FEATURES

- Unique blend of Strategy and Arcade Action
- Different battlegrounds for Earth, Water, Air and Fire.
- 12 Different conjurable monsters 4 conjuring Adepts on each side
- Play the Computer (difficult!) or a friend.

Screen shots taken from Atari version.

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Joystick required



Commodore AS 15022

