

MANUAL

THE ARCHON COLLECTION



THE LIGHT AND THE DARK



ELECTRONIC ARTSTM



ARCHON depicts the eternal struggle between Light and Darkness as a contest of action and strategy between opposing forces wrought from myth and legend. The Light Side and the Dark Side are equal in number, balanced in strength, but not identical. Their aim, however, is the same: conquest of the five "power points" or the elimination of the opposite side.

THE TWO SCREENS

First is the strategy screen where, by turn, the icons are manoeuvred into favourable positions. When an icon moves onto a square already occupied by an opponent's icon, the game shifts to the battleground where both fight for that square.

INITIAL STRATEGY SCREEN

The Luminosity Cycle - "Luminance" squares on the strategy screen vary in brightness throughout the game. Your fortunes tend to ebb and flow with this cycle because Light Side icons are harder to defeat on light squares than when they are on the dark squares and vice versa.

Power Points - Flashing symbols indicate the five power points. Icons on power points heal faster and are protected from magic spells. You win the game when you occupy all five power points.

Movement - Move the frame atop the icon you wish to select. Push the button to choose icon. Move the frame atop the destination desired, and press button to move icon to that destination.

There are three forms of movement: ground, fly, and teleport. Ground movers cannot move diagonally, or through occupied squares, and fliers are restricted only in where they land. Only the Wizard and the Sorceress can teleport.

Note: If you change your mind while manoeuvring a ground mover, you must backtrack.

THE BATTLEGROUND

Combat is immediate and simultaneous. Joysticks (mouse, or direction keys) direct movement of the icons and the button initiates an attack while immobilizing your icon. There are three forms of combat. Knights and Goblins wield swords and clubs; Banshees and the Phoenix's inflict damage in a circular area around themselves; and all the other icons throw missiles of some sort.



The Attack Interval, while fast and furious, has limits. It takes a moment to raise a sword or rip a boulder from the ground! The computer will sound a tone when your icon is ready to launch another attack.

Barriers go through luminosity cycles of their own. A barrier is impenetrable except when it disappears (becomes nearly transparent).

Life, Death, and Wounds affect the "lifelines" at either end of the arena which indicate the current lifespan of the two battling icons. A victorious icon from the arena returns to the strategy screen in control of the disputed square. Wounded icons heal slowly with the passage of time; more quickly on a power point; or instantly by a Heal spell.

MAGIC SPELLS

Magic is the most significant strategic element. Only the Wizard and the Sorceress can cast spells. You can cast each spell only once. Spells are powerful but each one weakens the mage casting it. To cast a spell, move the frame atop your mage and press the button twice. Push the joystick up and down to survey the spells still available, push the button when you find the one you want. On the Macintosh, pull down the spells menu. You'll get additional messages.

TELEPORT

Effect: Moves icons any distance from one square to another.

Actions Required: Move the frame to the icon, push the button and then move it to its destination.

Restrictions: You cannot move an enemy icon, move into a square already occupied by your own icon, teleport onto or off a power point or teleport an imprisoned icon.

HEAL

Effect: Heals any icon of all wounds.

Actions Required: Move the frame to the wounded icon and push the button.

Restrictions: You cannot heal an icon on a power point.

SHIFT TIME

Effect: Two effects are possible. Reverse the flow of time or abruptly shift time on the luminosity cycle.

Actions Required: None after selecting the spell.

Restrictions: None.



EXCHANGE

Effect: Causes any two icons to trade places.

Actions Required: Move the frame to the icon you wish to transpose, push the button. Then do the same to the other icon.

Restrictions: Imprisoned icons, or those icons on power points cannot be exchanged.

SUMMON ELEMENTAL

Effect: Allows for attack of an enemy icon with a new, temporary icon representing earth, air, fire or water. After the battle the elemental vanishes.

Action Required: Move it to the icon you wish to attack.

Restrictions: You cannot attack an icon on a power point or choose which elemental will respond to your summons.

REVIVE

Effect: Restores an icon previously killed in combat.

Actions Required: The revived icon comes from a display on your side of the strategy screen and its destination must be a vacant square next to your mage.

Restrictions: You cannot revive a live icon. One of the squares next to your mage must be vacant.

IMPRISON

Effect: Keeps an icon from leaving its square. *Important:* An imprisoned mage cannot cast spells. Imprisonment is temporary until the luminosity cycle colour of the prison square matches that of the imprisoned icon.

Actions Required: Move the frame to the target icon and press the button.

Restrictions: You cannot imprison an icon on a power point.

CEASE CONJURING

If you change your mind while selecting a spell or if the spell you want is unavailable or canceled, you may push the button while "CEASE CONJURING" is displayed and then start over.

THE OPPOSING FORCES

Light Side

The **WIZARD** mage casts balls of fire, and other spells.



The **UNICORN** is swift and agile. Its horn fires a bolt of energy.

The **ARCHERS** are endowed with quivers that are never empty.

A **GOLEM** is an artificial being and its weapons are boulders.

VALKRIES are females who can walk on air and carry an enchanted spear.

The **DJINNI** can raise a small tornado.

The **PHOENIX** can explode into a mass of fire and be unscathed. During metamorphosis it is invulnerable.

The **KNIGHTS** are soldiers armed and armoured against far larger enemies than themselves.

Dark Side

The **SORCERESS** mage fires her lightning bolts and casts spells.

The **BASILISK** has quick movements and a deadly glance.

The **MANTICORE**'s tail bristles with great quills.

The **TROLL** seizes whatever is handy and catapults it.

The **SHAPESHIFTER** steals form from its enemies and becomes a mirror image.

The **DRAGON**'s flaming breath will kill many creatures. Its awesome powers make it second only to the Sorceress.

The **BANSHEE** attacks with her keening wail, draining the life from anyone within range.

The **GOBLINS** have gnarled clubs that are more than a match for the swords of the Knights.

PLAYING HINTS AND TIPS

Strategy Openings

Conservative: Move your unfavorably located icons onto more favourable squares. Establish a strong, balanced position early.

Magical Assault: Wipe out the strongest enemy icon right off the bat. This is most easily done with a combination of spells.

Monster Romp: Risky but fun and sometimes surprisingly effective. Just fly or teleport your strongest icon to the other side and take it romping and stomping.

Strategy General Hints

Stay on your color. Plan ahead. Avoid traffic jams. Protect your mage!

Strategy Spells

Teleport: Handy for tossing a slow or unfavorably placed icon into your opponent's back ranks.



Heal: Never heal a Shapeshifter since it regenerates between battles.

Shift Time: Use to prolong imprisonment. Strategic use could allow for a concerted attack on the power points.

Exchange: Frustrate an enemy advance by exchanging a menacing intruder with a weaker icon.

Summon Elemental: Unaffected by changes in luminance, they are well suited for attacking an enemy that remains on squares favourable to it.

Revive: Revive only your strong icons!

Imprison: The real trick is timing, coupled with Shift Time to prolong the effect.

Combat General Hints

Don't move in straight lines. Hit and run. Use diagonal shots. Trap your opponent in a corner. Confuse your opponent. Know your icon's strengths and weaknesses. Feint!

Combat Icons

WIZARD: Avoid using unless attacked.

SORCERESS: Avoid combat if possible!

UNICORN/BASILISK: Speed and distance are their prime weapons.

ARCHER: Keep in mind that the slow nature of their attacks.

GOLEM/TROLL: They have long lives and conduct deadly attacks.

DJINNI/DAGON: You have power to spare here.

VALKRIE: Basically a tougher Archer.

PHOENIX: Move close-the closer, the better.

SHAPESHIFTER: Success depends on having the proper battleground.

MANTICORE: Has the advantage of a broader attack than its counterparts.

BANSHEE: Attacks efficiently, with great skill.

KNIGHT/GOBLIN: Moves quickly but erratically. Get in close and stay there.

ELEMENTALS: The Earth elemental should be played like a Golem/Troll.

Tactically, you can think of Fire as a Wizard, Air as an Archer and Water as a Manticore.



TWO SCREENS

Adept uses the same Strategy and Battleground screens as does Archon.

PLAYER OPTIONS

Adept uses the same Player Options as does Archon.

MOVES

You begin with four Adepts. On each turn you use whatever magical energy you have left to: 1. Move an Adept. 2. Use an Adept to cast a spell. or 3. Move an icon conjured up on a previous turn.

WINNING

You win if you occupy all six power points, if you triumph in the Apocalypse or if your opponent runs out of magical energy or icons.

THE BOARD

- The main board is composed of four bands representing the classical elements of Earth, Water, Air and Fire. There are four squares which are not part of the bands. Two are black, neutral Voids. The others are the citadels of Order and Chaos. Voids can be occupied by icons but citadels cannot.
- There are six flashing power points. Two are the Voids and the other four move from turn to turn.

MOVEMENT

If the frame is on your side, it's your turn. Use your joystick to move it atop the icon you want and push the button. Next, move it to your intended destination and press the button again. (If you don't want that icon, then push the button again. NOTE: The rule for cancelling an Adept move is different.)

Elementals & Demons: Slide them as far as you like with two restrictions: they cannot pass another icon and they cannot end up atop a friendly icon. You may jump from one element to an adjacent one.

Adepts: They can teleport anywhere on the board at the cost of a bit of magical energy.



MAGIC SPELLS

- Instead of a move an Adept can cast any spell it has enough energy for. Select the Adept with the frame, press the button and press it again. This produces "SELECT YOUR SPELL".
- Move the joystick forward and backwards to get the choices. Press the button on the one you want. You can change your mind with "CANCEL SPELL". If you already selected the spell then move the frame to your citadel and press the button.
- Magic lies at the heart of the action but it costs. The amount of magical energy you have is shown by the vertical bar and varies throughout the game.
- Moving icons is mostly free but it takes energy to maintain Demons and Elementals and lots more to cast spells. The energy bar shows you the cost of your options.
- The effect of spells is limited to the element that the Adept is on. Adepts cannot cast spells from a Void and are immune to all spells except Heal.

THE SPELL LIST

Summon: Choose among four Demons and four Elementals. NOTE: Adept magic works only within the element of the conjuring Adept. You may summon an icon and directly attack an opposing icon at an energy cost. For attacking Adepts you must use icons already on the board.

Heal: Cures half of an icon's wounds and all paralysis.

Weaken: Cuts an enemy icon's current lifespan in half.

Imprison: The imprisoned icon cannot be moved but it costs energy.

Release: When you can no longer afford or need to keep an icon imprisoned.

Banish: Very expensive to cast but very effective.

Apocalypse: Use to put a hopelessly overwhelmed enemy out of misery or as an act of suicidal desperation.



COMBAT TIPS

Attack Methods: On the battleground, icons hurl, hammer, flame, sing, fling, stare and otherwise harass the enemy in whatever direction you move the joystick while pressing the button.

The Attack Interval: Combat is fast but you have to wait for the attack interval to pass before you can attack again.

Attack Styles: Each icon is most effective when used in friendly elements and well understood. Adept missiles can be steered as long as you hold down the button but then the Adepts cannot move.

The Gorgon does not wound; it paralyses. Wraiths are not nice; they are invisible except when they are attacking you.

The Firebird cannot be hurt, or move when exploding, but you can end the explosion by releasing the button.

Sirens don't have to aim. Just press the button and the singing and the dying starts.

Juggernauts are like missiles. They travel in straight lines and are invulnerable except to the song of the Siren.

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