

ENGLISH

## The Archon Collection

Spectrum  
cassette & disk

Side 1 Archon, Side 2 Archon II: Adept.

### Getting started:

Remove all peripherals, except for the joystick or joystick interface ( if fitted ): turn on the computer and the monitor. Now follow either the tape or disk loading instructions as appropriate.

### Tape:

If your Spectrum is a 128K machine, first select 48K basic mode from the opening menu. Insert the tape in to the cassette player and rewind fully then enter LOAD "" Press the ENTER key and then press PLAY on the recorder.

### Disk:

Once you have switched on and the opening menu appears on the screen, insert the disk into the drive label side up. Then press the ENTER key to select the option LOADER from the opening menu.

## Archon

### Starting Play:

First select the type of interface being used, the program has an initial setting of Keyboard control. Next select the game configuration from the start up menu, choose your sides, who goes first and specific game controls. Press zero when you are ready to play. Press **Spacebar** and hold to skip through the start up sequence. The computer will enter demo mode if left for a short time.

### Keyboard Controls:

	Left	Right	Down	Up	Fire
Light	<b>3</b>	<b>4</b>	<b>A</b>	<b>Q</b>	Caps Shift
Dark	<b>B</b>	<b>N</b>	<b>L</b>	<b>P</b>	Symb/Shift

## Moving

**1. Strategy:** Use joystick or keys to move icons or frames, press fire to start or end moves. See your manual for more detailed instructions. End your move on your starting square to cancel your move.

### 2. Combat: Use the following instructions for each icon:

**Knight or Goblin:** Move the joystick toward the enemy and press fire to swing your weapon.

**Banshee:** Press fire to initiate attack, the Banshee can move while screaming.

**Phoenix:** Press fire to initiate attack, the Phoenix cannot move until the explosion is over.

**All others:** Move the joystick or press the key in the direction you wish to aim, then press fire.

**3. Quitting the game:** Press U and E together will quit from the current game.

### Changes to the Manual for the Spectrum version:

**The Luminosity Cycle:** The 'luminance' squares do not change colour as stated but are shown as yellow squares instead. A small set of scales at the top left of the board, show whether the balance is tipped to either light or dark. On the top right is shown the actual current colour within the Luminosity cycle.

**The Attack Interval:** Instead of sounding a tone the computer places a coloured block in the top left and right corner of the arena, this represents the ready to attack tone.

## Archon II: Adept.

### Starting Play:

First select the type of interface being used, the program has an initial setting of Keyboard. Next select the game configuration from the start up menu, choose your sides, who goes first and specific game controls. Press zero when you are ready to play. Press **Spacebar** and hold to skip through the start up sequence. The computer will enter demo mode if left for a short time. (The player options are as shown and differ from those stated in the manual).

### Keyboard Controls:

	Left	Right	Down	Up	Fire
Chaos	<b>3</b>	<b>4</b>	<b>A</b>	<b>Q</b>	Caps Shift
Order	<b>B</b>	<b>N</b>	<b>L</b>	<b>P</b>	Symb/Shift

### Handicapping:

Before starting your game, select your play level; beginner, experienced, advanced or Adept. Beginners start with more magical energy, advanced players start with less. The lower a player's level, as compared to an opponents, the slower the opponents icon's, missiles and attacks will be. In the case of Adepts not only do they move slower but their missiles are harder to control. Choose Adept for the most skillful and Beginner for the least skillful player to obtain the maximum possible handicap.

### Moving Icons on the strategy board:

The selection frame appears on your side of the board when it's your turn to move. Use either joystick or keys to place the frame over the icon you want and press fire. Next, move the icon (or frame in the case of Adepts) to the desired location and press fire again. For additional information about movement rules refer to the manual.

### **Moving and Fighting on the Battleground:**

You must fight for disputed territory when you enter a space occupied by an opposing icon. Use joystick or keys to move the icon. To fire, move in the direction you wish to aim and then press fire. For additional information please refer to the manual.

**Note:** Your wraiths are visible when you play against the computer, because the computer knows where they are, so it's only fair that you know as well.

### **Casting Spells:**

Place the frame over an Adept and press fire twice; this displays the top of a list. Move up and down the list to find the spell that you require, then press fire to cast. Choose cease conjuring if you change your mind. If you change your mind mid-spell, move the frame over your citadel and press fire. To change your mind during a Summon spell, fire over the blank square at the end of the line of icons.

Casting spells costs magical energy. Occupying power points increases your energy. Your total energy is displayed on the bar that appears below the board during your move. (This differs from the manual which states that the bar is vertical.)

Quitting, press 'U' and 'E' together to quit from the game.



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