MANUAL

THE ARCHON COLLECTION
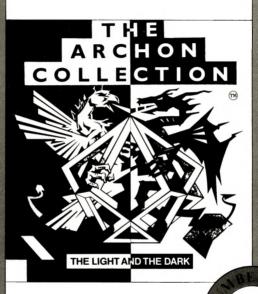
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THE LIGHT AND THE DARK

NUMBER ONE IN THE USA ®

ELECTRONIC ARTS™

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 manoeuvering 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/DRAGON: 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 its 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.

ELECTRONIC ARTS®
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The Archon Collection

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	3	4	A	Q	Caps Shift
Dark	B	N	L	P	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	**3**	**4**	**A**	**Q**	Caps Shift
Order	**B**	**N**	**L**	**P**	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.