

SPECTRUM

48K

THE ARCHON COLLECTION[®]



FREE FALL ASSOCIATES



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EL ■ CTR ■ ONIC ▲ RTS[®]

Mistress



of Chaos

THE ADEPTS

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

Master



of Order

ARCHON



There's a board. There are pieces with varying powers, squares to move into and an opponent to conquer. But the squares keep changing. And once you decide where to attack, the board explodes into a battlefield. Your pieces include phoenixes, golems and wizards, and they use all their strange powers when they fight the banshees, goblins and sorceresses they face. They cast spells and missiles, they pummel, pierce and throw out flames, they move each other around, take on each other's shapes and shriek at each other. If you square off on a spot that stays favourable, you'll be hard to kill. If you're smart, fast, dextrous and farsighted, you may win. If you're not, look for another game.

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 armor.

ELEMENTALS

ORDER



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.

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.



Jon Freeman, Paul Reiche III and Anne Westfall, the conjurers behind the conjurers. Without them there would be no Adepts, no Chimeras, no Sirens, no Wraiths. All reasons to be grateful to them. Except maybe for the Wraiths.

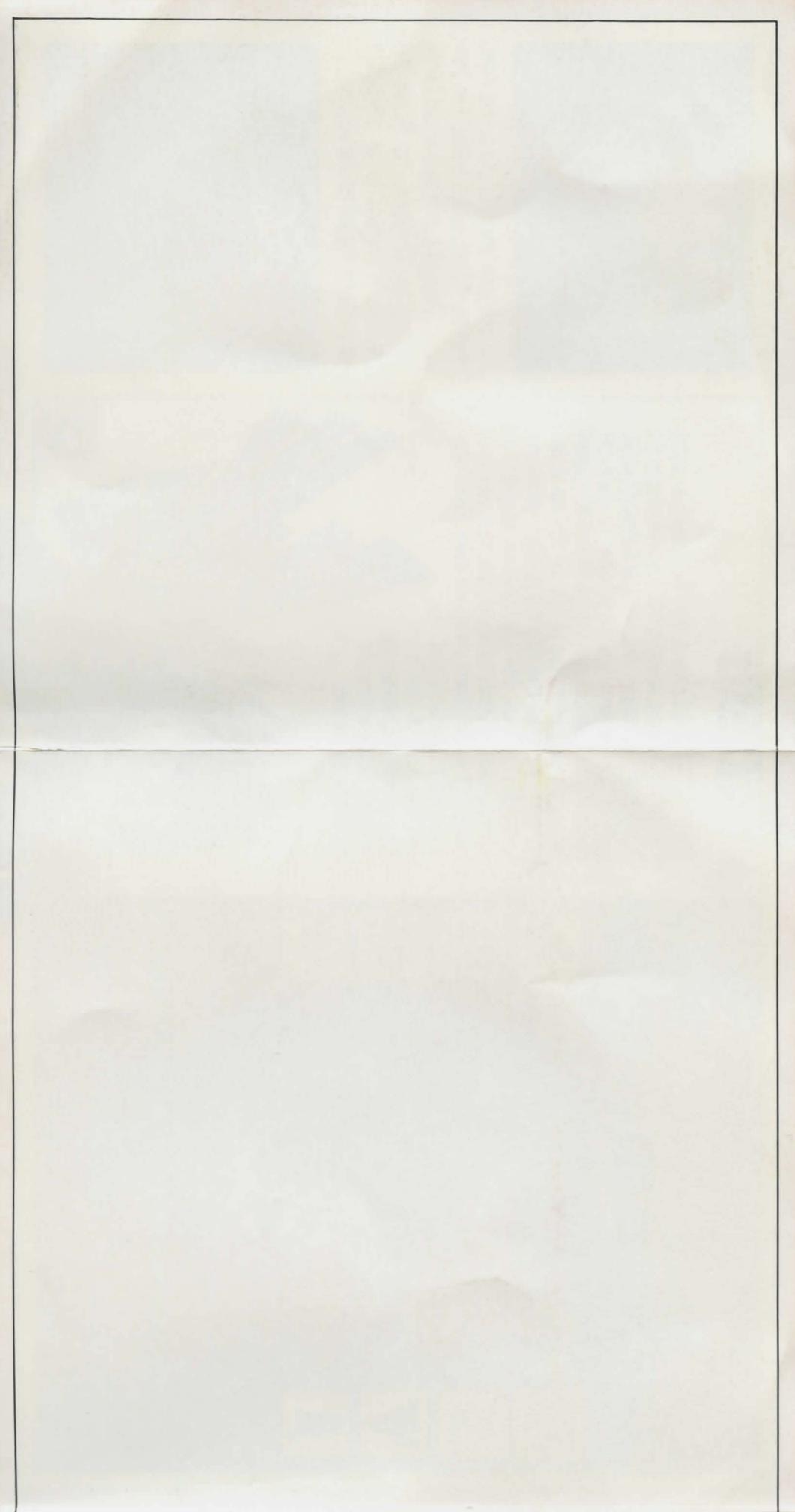


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**ARCHON****THE LIGHT AND THE DARK**

There's a board. There are pieces with varying powers, squares to move into and an opponent to conquer. Once you decide where to attack, the board



These screen shots represent Amiga & C64 versions. Other versions may differ.

explodes into a battlefield. Your pieces, which include phoenixes, golems and wizards, fight the banshees, goblins and sorceresses. They cast spells and throw missiles in a fight to the finish. Only if you're smart, fast and dextrous will you win.

**ADEPT: ARCHON II,
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. This is a unique blend of Strategy



and Arcade Action, incorporating 4 different battlegrounds for Earth, Water, Fire and Air. Conjure up to 12 different monsters, and play against a friend or a computer player that gets tougher as you do.

