

ARCHON II:

A D E P T

GETTING STARTED: Plug a joystick into port 2 for a one player game, or plug joysticks into port 1 and 2 for two player games. Joystick 1 controls Order and joystick 2 controls Chaos.

Kickstart your Amiga, then insert the *Archon II: Adept* disk in the internal disk drive. The game will boot automatically. Press the **SPACEBAR** to page through the title screens and bring up the options menu.

USING THE MAIN MENU: Use the joystick to move the onscreen pointer and make selections from the main menu. Press the joystick button when the pointer is on the correct choice. You can choose from the following player options for each side.

HUMAN: You make all the moves for your side.

CYBORG: You control your icons on the strategy board and the computer controls combat on the battleground. You can override the computer by pressing the joystick button when prompted, before the battle begins.

COMPUTER: The computer makes all the moves for its side.

HANDICAPPING: Before starting your game, select your play level; Beginner, Standard, or Advanced. Beginners start with more magical energy, Advanced players start with less. The lower a player's level, as compared to an opponent's, the slower the opponent's icons, missiles, and attacks will move. In the case of Adepts, missiles not only move slower, they're also harder to control. Choose Advanced for the most skillful, and Beginner for the least skillful player to obtain the maximum possible handicap.

STARTING THE GAME: Select the **START** option for the side you want to move first. If you wait for a little while without making any menu selections, the computer will begin playing a game against itself. Press **Q** to interrupt a computer-against-computer game.

NOTE: Because the player who moves first has an advantage, the player who moves second receives additional magical energy to maintain evenly balanced play.

MOVING ICONS ON THE STRATEGY BOARD: The selection frame appears on your side of the board when it's your move. Use the joystick to place the frame over the icon you want to move and press the button. Next, 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 moving the icon. If you change your mind after already moving the icon, return the icon to its original position beneath the frame and press the joystick button. For additional information about board movement rules, see page 3 of 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 the joystick to move your icon. To fire, move the joystick 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: Your Wraiths are visible when you play against the computer. Because the computer knows where they are, it's only fair that you know as well.

CASTING SPELLS: Place a frame over an Adept and press the button twice. Move the joystick forward and backward to scroll through the list of spells. Press the button to choose the spell you want. Choose "Cease Conjuring" if you change your mind. Move the frame over your citadel and press the button if you change your mind in mid-spell. To change your mind during a Summon spell, select the blank square at the bottom of the listed icons.

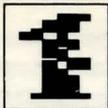
Casting spells costs magic energy. Occupying power points increases your energy. Your total energy is displayed on the bar that appears next to the board during your move. See pages 3 and 4, and the chart on the back of the manual for more information about spells and energy.

NOTE: The Apocalypse spell is automatically invoked when you lose all your Adepts.

STARTING OVER IN THE MIDDLE OF A GAME: Press **Q** to return to the player/move menu choices.

PAUSING A GAME IN PROGRESS: Press the **SPACEBAR**. Press it again to resume playing.

Mistress

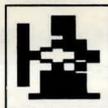


of Chaos

THE ADEPTS

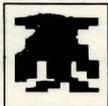
The Spellcasters. Conduits of energy.
Guiders of missiles and magic.

Master

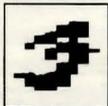


of Order

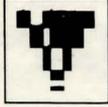
CHAOS



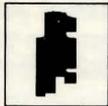
Behemoth – Massive as mountains. As subtle as a piledriver. Reducer to rubble.



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

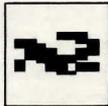
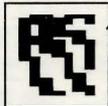
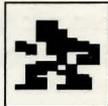
Giant – Earthborn cousin of Troll and Golem. Walks slowly and carries a big rock.

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



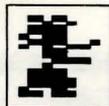
Juggernaut

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



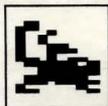
Wraith

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.