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— COMMAND • SUMMARY —

ARCHON II: ADEPT

COMMODORE 64

TO SELECT NUMBER OF PLAYERS AND WHO MOVES FIRST

Use **f5** and **f3** to produce choices. Press **f7** when you're ready to play. Or wait awhile and the computer will begin playing a game against itself. Note: Since the player who moves first has an advantage, the player who moves second receives additional magical energy to keep play evenly balanced.

TO CHOOSE LEVELS FOR EACH PLAYER

Before pressing Start to begin playing, press the **RUN/STOP** key to produce handicapping options, then use **f3** to pick a level for Chaos and **f5** to pick one for Order. Press **Q** to return to the menu of player/move choices.

Beginners start with more magical energy, Advanced players start with less. And the lower a player's rank compared to an opponent's, the slower the opponent's icons will move, the slower their missiles will travel and the longer it takes them to attack. For the widest handicapping spread in a game, choose Advanced for the most skillful player and Beginner for the least.

The manual is located inside the front cover of the package.



HOW TO MOVE ICONS ON THE STRATEGY BOARD

Use a joystick in port 1 to control the Chaos icons and one in port 2 to control the Order icons.

When it's your turn, the selection frame will appear on your side of the board. Use the joystick to place it over the icon you want to move and press the button. Next, use the stick to 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 you move the icon. For additional information about board movement rules, see page 3 of the manual.

HOW TO MOVE AND FIGHT ON THE BATTLEGROUND

When you move into a space occupied by an opposing icon, you must fight for the disputed territory. Use your joystick to move your piece. To fire, move the stick 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: When you play against the computer, your Wraiths will be visible. Since the computer knows where they are, it seems only fair that you know as well.)

HOW TO CAST SPELLS

Place the frame over an Adept and press the button, then press it again. Move the joystick forward and backward to scroll through the list of spells. Press the button when you see the spell you want.

If you change your mind, choose Cease Conjuring. If you change it in mid-spell, move the frame over your citadel and press the button.

Casting spells costs magic energy. Occupying power points increases your energy. The amount of energy you have is shown by the bar that appears next to the board when it's your turn to move. See pages 3 and 4 in the manual (and the chart on the back of the manual) for more information about spells and energy. (Note: If you lose all your Adepts, the Apocalypse spell is automatically invoked.)

TO START OVER IN THE MIDDLE OF A GAME

Press Q to return to the player/move menu choices.

TO PAUSE A GAME IN PROGRESS

Press the RUN/STOP key. Press it again to resume playing.

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