

ARCHON

from Electronic Arts

WHSMITH

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THE

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A strategy program for the
COMMODORE 64
U.S. TOP 10 HIT

ariolasoft 

ARCHON

The Light and The Dark

by Anne Westfall, Jon Freeman
and Paul Reiche III

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, dexterous and far-sighted, you may win. If you're not, look for another game.

THE LEGACY OF THE GNOSTICS

The world, the Gnostics said, is ruled by the great and evil Archon, whose empire stretches as far as the firmament. But even for Archon, life isn't easy. In another universe, there's another Archon. He wants your empire.

The outcome of the war will determine the one, true Archon. You'll want to make sure it's you.

You'll use every troll, basilisk and dragon you have, and all the other slimy, conniving underlings you can find, to fight the phoenixes and djinnis of the enemy Archon.

STRATEGY: THE BOARD

The first step is easy. Insert the disk or cassette. Then start playing the game and enjoying yourself.

After that things get less easy. You get nervous. Everything is changing, and you aren't sure why or how. Sometimes your piece gets killed 10 times easier than others. What do the colours of the squares mean, and when do they change?

You study the board some more. You may want to get out the manual.

You'll learn intimately the powers of each piece. You'll also learn to use your spells with extreme calculation.

One over-riding rule applies. Have a keen feel for the tide of time and its effect on the squares.

Another rule you'll need to know better. Stay fierce and stay smart.

MAYHEM: THE BATTLEFIELD

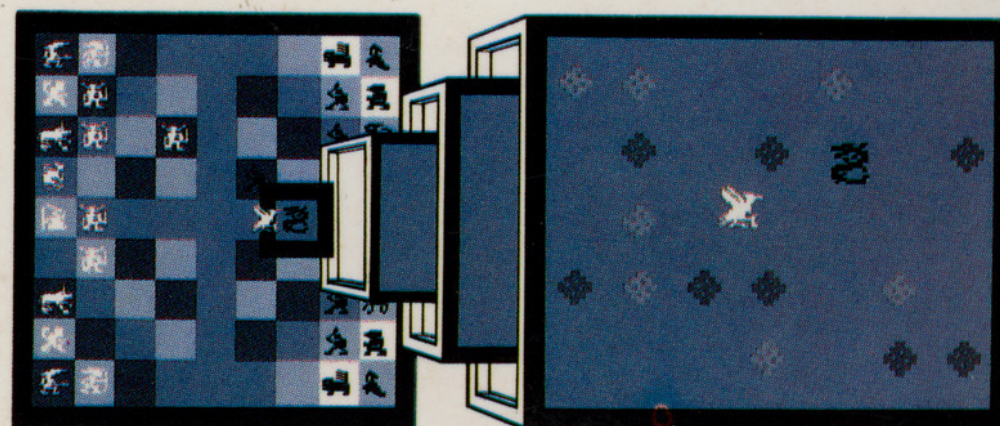
We can't help you so much here. If you're not fast and ferocious, you'll just have to get that way.

Know your strengths, and your enemy's. Know what the weapons can do, and don't expect them to do anything else. Learn how to use the barriers, and be ready for them to shift around.

Keep your eye on the lifespan gauges at the sides.

And remember, no matter how good a fighter you are, if you don't keep the cool head of the strategist, you're going to lose.

We'd hate for you to lose.



THE BOARD

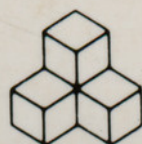
THE BATTLEFIELD

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