

ARCHON™ COMMAND SUMMARY

COMMODORE 64

To Load:

Turn on the disk drive, turn on the computer, insert the disk, then type: LOAD "EA", 8, 1 followed by a **RETURN**. (See your Disk Drive User's Manual if you need additional instructions.)

YOUR GAME MANUAL IS LOCATED INSIDE THE FRONT PANEL OF THIS PACKAGE.

NOTE:

The Luminance Cycle description on page 1 of the manual should read: "The "luminance" squares change in a simple pattern: black-blue-purple-green-cyan-white...and reverse."



Number of Players - One or two.

To Start - After the title screen, a board screen will appear.

f3 - To select one - or two - player game.
- If one-player, to select Light or Dark for the computer.

f5 - To choose who goes first, Light or Dark.

f7 - To start the game.

Note: After several moments, if you don't start, the computer will start a demonstration.

To re-start - Press **Q** to return you to the opening Board Screen and the pre-game menu. This is also how you stop a computer demonstration.

To return to the Title Screen

- Press **RESTORE** key.

Movement

- Use joystick to move icons and frames.
- Use joystick button to start and finish moves.
- See Manual for detailed instructions.

Combat

Knight or Goblin: Press button, and while it is held down, move the joystick in the direction of the enemy.

Banshee: Press button to initiate attack. Banshee can move while screaming only if you release the button.

Phoenix: Press button to initiate attack. Phoenix cannot move until the explosion is over.

All other icons (throw, fire, or cast a missile):

Press button to prepare missile, and fire it by moving joystick in desired direction.

NOTE: Your icon can never move while the joystick button is pressed.

Other Commands

**RUN
STOP**

- To pause or resume game play (only during a one-player game).

COMMODORE is a registered trademark of COMMODORE BUSINESS MACHINES, INC.

Limited Warranty

Electronic Arts warrants to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in materials and workmanship for ninety days from the date of purchase. Defective media returned by the purchaser during that ninety day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Following the initial ninety day warranty period, defective media will be replaced for a replacement fee of \$7.50.

Defective media should be returned to:

Electronic Arts
390 Swift Avenue
South San Francisco, CA 94080

in protective packaging, accompanied by (1) proof of purchase, (2) a brief statement describing the defect, (3) a \$7.50 check (if beyond the initial ninety day warranty period), and (4) your return address.

WHAT IS NOT COVERED BY THIS WARRANTY

THIS WARRANTY DOES NOT APPLY TO THE SOFTWARE PROGRAMS THEMSELVES. THE PROGRAMS ARE PROVIDED "AS IS."

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES, INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO NINETY DAYS FROM THE DATE OF PURCHASE. ELECTRONIC ARTS SHALL NOT BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES FOR BREACH OF ANY EXPRESS OR IMPLIED WARRANTY.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to: Electronic Arts, 2755 Campus Drive, San Mateo, California 94403.

Unless identified otherwise, all programs and documentation are
© 1983 Electronic Arts.