ARCHON II: ADEPT   APPLE

<u>TO START</u> -- Make sure you have a joystick plugged in, then start the disk as you would any other. When the title screen appears, pressing any key will produce the game options menu. Use the joystick to move the on-screen hand.

Point at the options you want and select them by pressing the joystick button. For each side (Order and Chaos), you may select how the pieces will be controlled (joystick, keyboard or computer), how they will be handicapped, and who will start first. (See the inside of this card for additional notes about handicapping.)

When you are ready to play, point at " BEGIN THE GAME" and press the button (or Return, on the keyboard). For additional instructions, see the manual located inside the front cover of the package. (When you play against the computer, your Wraiths -- described on page 5 of the manual -- will be visible. Since the computer knows where they are, it seems only fair that you know as well.)

Note: To use a joystick to control both Chaos and Order, you must have an Apple II, II+ or IIe and an adapter which will accept two joysticks. The adapter must use PDL 2, PDL 3 and PB 1 inputs for the second joystick. If you choose one of the other two-player options, see Controlling Movement From the Keyboard on the inside of this card.

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<u>NOTES ON HANDICAPPING</u> — Beginners get more magical energy while Advanced players get less. Further, the lower a player's rank compared to his or her opponent's, the slower the opponents' icons will move, the slower their missiles will travel, and the longer it takes them to reload for the next attack. For the maximum possible spread, let the weaker player choose the Beginner option while the stronger player chooses Advanced.

<u>CONTROLLING MOVEMENT FROM THE KEYBOARD</u> — Movement from the keyboard is controlled with a set of 9 keys. A 10th key is used to select a piece for movement on the strategy board and to fire in the combat arena.

The computer will present you with a pre-chosen key set (called the default set). To change to different keys, point at the word Keyboard with the on-screen hand and press the joystick button, then type in the keys you want. The cursor will automatically move to the next possibility after each one you type. Continue typing until you've entered something for all ten keys. Then use the keys as described in the next three paragraphs.

On the **strategy board**, use the 9 movement keys to move the selection frame in the direction suggested by each key's location. For example, if you are using the default set, press the U key to move the frame one square diagonally up and to the left, press the I key to move it straight up, etc. When the frame is over the piece you want to move, press the fire key (the F key in the default set) to select that piece. Then use the movement

keys to move the piece and press the fire key again when you are finished
moving.

In the combat arena, pressing a movement key starts the icon moving in
the direction of the key. To stop it, press the key in the center of the 9
key movement set (the K key in the default set). To change direction, press
a different movement key. To fire, press the fire key and a movement key
simultaneously. You will fire in the direction of the movement key.

When controlling a Siren, Firebird or Juggernaut from the keyboard, press
the fire key once to start firing, then press it again to stop. Similarly,
press it once to launch an Adept's steerable missile, then press it again to
end the shot and resume movement.

ADDITIONAL KEYSTROKE CONTROLS
Press **Esc** to pause. Press **any other key** to restart.
Press **Control-R** to end a game and return to the game options menu.
Press the **space bar** at game end to start over with the same options.
Press **Control-S** to turn the sound off and on.

If you have Discwasher "Calling Four", press **Control-C** to tell the
computer how you want to configure that device.

The Theme From Adept music, by T.V. Dunbar, was prepared for use in the
program with Will Harvey's Music Construction Set.

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