

ARCHON™**ATARI HOME COMPUTERS**

Number of Players – One or two.

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

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

SELECT – To choose who goes first, Light or Dark.

START – To start the game.

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

To Re-start

OPTION – Either of these will return you to the opening Board Screen and the pre-game menu. This is also how you stop a computer demonstration.

START – To re-start the game with the same line-up.

SYSTEM RESET – To return to the Title Screen.

Load Notice: – This program will not run with BASIC or a cartridge in the system.
– Atari 600XL, 800XL, 1400XL or 1450XL owners must hold down the **OPTION** key while turning the computer on.
– See your Atari Owner's Guide for detailed instructions.

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

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

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

