## COMMAND . SUMMARY-

### **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 SELECT 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 scream-

ing 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.

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