

2.6 - Archon: The Light and the Dark

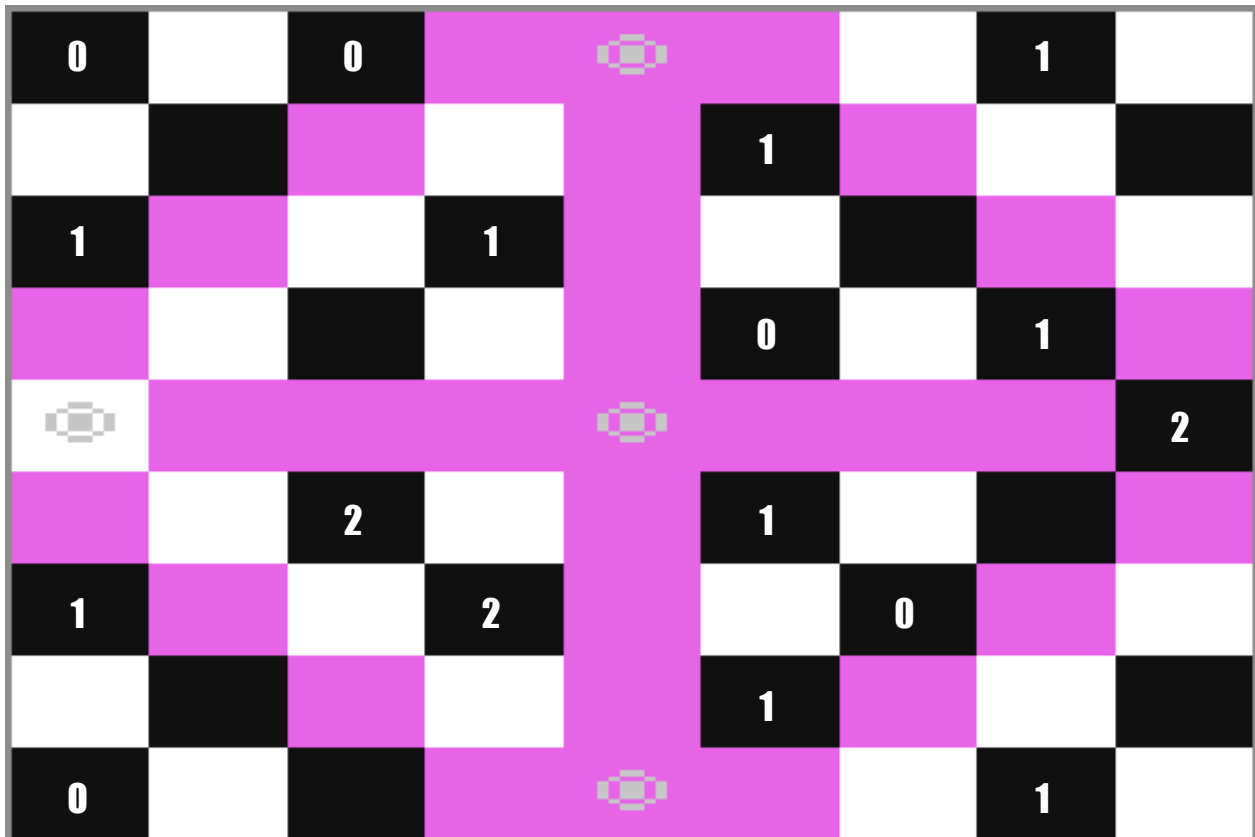
On the planet Archon, the light knights have called in some of their friends to help light up all the oscillating colored squares on the board.

- From a comedy completely different from the other films, one with emerald-colored garb.
- From Foot Locker, one commonly abbreviated to the same initials as a fast food chain.
- From a dangerous world, one with a famous ride.
- From the remote village of Ur, one of four orphans.
- From the planet Prysmos, one of the good guys.
- From a cave, one who fought The Mutants.
- From a university lab, one who helped develop a laser.
- From a fantasy role-playing universe, one who is not alive.
- From the arcade, one with the first two-level playfield.
- From a distant galaxy, one with a unique sidearm.
- From Mido, one dressed in purple who teaches you a new move.
- From a Boston boy band, one who is the elder brother.
- From the film named after a weapon, one like Parzival.



Rules of Knight Light Up

- 1) Knights light up the square they are on, and all squares in the horizontal and vertical directions from their square until blocked by a black square. No two Knights light up each other.
- 2) Black squares with numbers indicate the number of Knights on their adjacent four squares. Unnumbered black squares could have any number of Knights on their adjacent four squares.
- 3) Knights can only be on white or colored squares, and need to light up all the colored squares on the board.



Note: The board shown is as from the actual Archon game - the features of the board like the oscillation of the colored squares and other board elements are not a part of this puzzle.