Advanced Dungeons & Dragons®

COMPUTER PRODUCT

EYE OF THE BEHOLDER II
THE LEGEND OF DARKMOON

Game Inventory:
- 4 Game Disks
- Rule Book
- Data Card

Requirements:
- An Amiga Computer (Any Model)
- 1 Floppy Disk Drive
- 1 Megabyte of system memory (850K must be free)
- Hard Disk is optional (See "Installing the Game to Your Hard Disk")
- Kickstart 1.2 or greater (1000 users only)
- Blank diskette (for save game use when playing from a floppy)

Your Original Diskettes:

Before you begin playing EYE OF THE BEHOLDER II, you must make copies of your original diskettes. Use the AmigaDOS DISKCOPY command to make copies. Put your original diskettes away and install or play the game from your copies. Refer to your computer manual for information on how to use AmigaDOS commands. Note: Rename the copied disks so that "copy of " (including spaces after the words "copy" and "of") does not precede the disk name.

Installing the Game To Your Hard Disk:

Important note: Your hard disk must have at least 3.5 megabytes of free space.
- **Step 1**: Boot up your system using Workbench 1.2 or greater.
  (Amiga 1000 users must first boot with Kickstart 1.2 or greater.)
- **Step 2**: Make a drawer in which you wish to install the game.
- **Step 3**: Insert Disk 1 into your floppy drive.
- **Step 4**: Double-click on the Disk 1 icon.
- **Step 5**: Drag the "Install" icon to the open drawer you have made.
- **Step 6**: Double-click on the "Install" icon and follow the prompts.

Playing the Game:

Floppy Disk: To play from floppy disk, turn on your computer and insert Disk 1 into your drive when prompted for the Workbench Disk. The game loads automatically. It is recommended that Disk 1 remain in drive DFØ: whenever possible. This will minimize the disk swapping during play. Disk 1 must be read/write *enabled*.

Hard Disk: To play from your hard disk, boot up your computer, open the drawer in which the game was installed, and double-click on the EYE OF THE BEHOLDER II icon.

Saving the Game:

Playing EYE OF THE BEHOLDER II from floppies requires that you supply a save game disk. To make a save game disk, select FORMAT SAVE GAME DISK from the title screen and follow the prompts. Any information on the disk before formatting will be deleted.

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Starting the Game:

Getting Started Quickly: Due to the user provided save disk, a QUICK START PARTY does not come with the game. However, clicking a mouse button or pressing a key will skip the animated introduction.

Generating Characters: When generating new characters, we suggest that your party contains at least two characters that can fight well, one that can cast mage spells, and one that can cast clerical spells.

Transferring a Party from EYE OF THE BEHOLDER I:

To transfer a party from EYE OF THE BEHOLDER I use one of the following methods:

Floppy Disks: When the title screen menu comes up, insert Disk 2 from the EOB I set into any disk drive. Select the TRANSFER EOB I PARTY option from the title screen and then choose the four characters you wish to transfer into EYE OF THE BEHOLDER II.

Hard Disk: From a shell/cli, use the AmigaDOS COPY command to copy the file EOBDATA.SAV into the drawer in which EYE OF THE BEHOLDER II is currently residing. From the title screen, select the TRANSFER EOB I PARTY option and choose the four characters you wish to transfer into EYE OF THE BEHOLDER II.

Play proceeds once the EOB I party is loaded into the game. The spells *flame arrow* and *stoneskin* are not supported in EYE OF THE BEHOLDER II.

General Notes:

When answering the copy protection question, count all lines *including headers*.
The option EXIT TO DOS has been replaced by the option FORMAT SAVE GAME DISK on the title screen.
The frost giants encountered in the game can damage more than one member of the party when they attack (they are after all, giants).
When the *lightning bolt* spell is cast, you may notice the target flashing multiple times. This is due to the lightning bolt hitting a wall behind the target and bouncing back. This is calculated the moment the spell is cast.
Once you have won the game, you may exit the end credits by pressing the <Esc> key when the "Heroes of the Realm" screen comes up.
Floppy users, when you are prompted to insert a new disk, be careful *not* to press the <Esc> key because this exits you out of the game.
Under the game options in the Camp menu, the option FORMAT SAVE GAME DISK was added so you can format a save game disk while the game is running.

Important Note to 500Plus Users with a Hard Drive & Only 1 MB of Memory:

If you experience problems running the game, do the following:

1. Disconnect any external disk drives.
2. Reboot your machine.
3. Hold down the "Control" and "D" keys together until the AmigaDOS copyright message appears, followed by SHELL: ***Break.
4. Type CD DARKMOON and press Enter.
   (This assumes the game is in the DARKMOON drawer.)
5. Type EOBII and press Enter.

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