

The Legend of Darkmoon

IBM and Compatibles Reference Card

Advanced Dungeons & Dragons[®]

COMPUTER PRODUCT



Game Inventory:

- (2) 5.25" 1.2Meg or (3) 3.5" 720K game disks
- Rulebook
- Reference Card

System Requirements: To play this game you must have an IBM or compatible computer with at least 640K of system memory, a hard disk drive, a floppy drive capable of reading 5.25" 1.2 megabyte disks or 3.5" 720K disks for the installation process, and a graphics adapter that supports EGA, MCGA, or VGA graphics. This game does not support Tandy graphics though it will support a Tandy computer with an EGA, MCGA, or VGA graphics adapter. Your hard disk must have at least 2.7 megabytes of available space to install the game.

TO PLAY EYE OF THE BEHOLDER II, YOU MUST HAVE AT LEAST 570K OF AVAILABLE RAM. RAM resident programs may reduce your available system memory below the minimum requirement for this game. A simple solution to this potential problem is to use the DOS FORMAT command to create a bootable floppy disk. Insert a blank, unprotected floppy disk in drive A:. At any DOS prompt, type FORMAT A:/S and press the <ENTER> key. Follow the on-screen prompts until the initialization process is complete.

To play the game, reboot your computer with this bootable floppy in drive A:. Load your mouse driver (if you have one) then follow the normal instructions for starting the game.

Installing the Game: EYE OF THE BEHOLDER II REQUIRES A HARD DRIVE. To install the game, place disk 1 into the appropriate floppy drive, access the drive, then type INSTALL and press <ENTER>. Follow the on-screen prompts and specify that you are installing from either 1.2 meg 5.25" or 720K 3.5" disks and the drive letter and directory you are installing to.

Setting up the Game: Before you run the game for the first time, you must run the SETUP program to configure the game for your system's hardware. Access the DARKMOON directory, type SETUP

and press the <ENTER> key. Follow the on-screen prompts. Specify the system's graphics, sound, and input device. To change your configuration, rerun the SETUP program from the DOS prompt while in the DARKMOON directory.

Starting the Game: Boot your computer with DOS version 3.2 or higher. Be sure the NUM Lock is turned off on your keypad. If you are using a mouse, make sure that your mouse driver is loaded before starting the game. Access the DARKMOON directory, type START and press <ENTER>.

Getting Started Quickly: To exit the animated introduction and access the opening menu, simply press any key or click a mouse button. Choose the LOAD GAME IN PROGRESS option from the opening menu and then choose the QUICK START PARTY save. Use this party and the hints in the introduction of the rule book to explore the game interface. If you wish to create your own party, choose the START A NEW PARTY option from the opening menu.

Transferring a Party from Eye of the Beholder I: To transfer a party from the first Eye of the Beholder game, use the DOS COPY command to copy the file EOBDATA.SAV to the DARKMOON directory. After the game starts, choose the TRANSFER EOB 1 PARTY option from the opening menu. Play proceeds once the EOB 1 party is loaded into the computer. Transferred characters will retain most of their items. The spells *flame arrow* and *stone skin* are not supported in Eye of the Beholder II.

Notes: 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.

When answering copy protection, count all lines including headers.

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.



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