

IBM and Compatibles DATA CARD
THE LEGEND OF DARKMOON

OFFICIAL
**Advanced
& Dungeons
Dragons™**
COMPUTER PRODUCT



Game Inventory:

- One 3.5" 1.44 Meg. disk and one 3.5" 720K disk
- One Rule Book
- This Data 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 3.5" 1.44 Meg. disks for the installation process, and a graphics adaptor that supports EGA, MCGA, or VGA graphics. This game does not support Tandy graphics though it supports a Tandy computer with an EGA, MCGA, or VGA graphics adaptor. Your hard disk must have at least 2.7 megabytes of available space to install the game. You should also have DOS ver. 3.3, 4.0, 5.0, or 6.0.

TO PLAY EYE II, YOU MUST HAVE AT LEAST 589,264 BYTES (576K) OF AVAILABLE RAM.

RAM resident programs may reduce your available system memory below the minimum requirement for this game. A simple solution is to create a bootable floppy disk.

To check your free RAM, type **CHKDSK** from within the DOS directory. The free base RAM is listed as "BYTES FREE" on the bottom line of the CHKDSK display. Compare the listed amount to the amount of free memory required by the game. If your amount is lower than the game requires, read the "Memory" section of this data card.

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 the 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 3.3, 4.0, 5.0, or 6.0. 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 want 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.

IMPORTANT NOTES: Please read and follow the following important tips.

- When answering copy protection, *count all lines including headers.*
- The frost giants in the game can damage multiple party members when attacking (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.
- To exit the credits that appear after you have won the game, press **Esc** at the *Heroes of the Realm* screen.
- **You MUST find the green hammer called SHIELDBREAKER before you put your hand into the pedestal with the palm imprint on Silver Tower Level 3 (Beholder Level).**

TROUBLESHOOTING

MEMORY

This game requires **589,264** bytes of free base memory to run. Read the front page of this data card to find out how to check your free RAM. A computer with 16 megabytes of RAM can easily run out of free base memory. If you do not have enough free base memory, the game may tell you in the form of an error message, begin to run poorly, or not run at all. If you have found that your free RAM is too low, you can correct this by adjusting your CONFIG.SYS and AUTOEXEC.BAT files or by creating a bootable disk. Below are sample CONFIG.SYS and AUTOEXEC.BAT files. See the following section for instructions on editing these files. Remember: altering these files may affect the way other programs run on your machine, so save copies of your current files.

CONFIG.SYS

```
FILES=20
BUFFERS=30
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE RAM
DOS=HIGH,UMB
```

AUTOEXEC.BAT

```
PATH=C:\;C:\DOS;C:\MOUSE
PROMPT $P$G
LOADHIGH MOUSE
```

Another way to free more memory without changing your normal system configuration is to create a boot disk. A boot disk is the best way to temporarily change your system's configuration without side effects. If you have DOS 5.0 or lower, use the instructions that follow. (If you have DOS 6.0, create a boot disk and then add the sample CONFIG.SYS and AUTOEXEC.BAT files listed above on to the boot disk.) **To create a boot disk:** Insert a blank, unprotected floppy disk in the active drive; for this example we will use 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.

EDITING YOUR CONFIG.SYS OR AUTOEXEC.BAT FILES

MS-DOS comes with a text editor. If you need to change or create a file, type `EDIT filename` (replace the word *filename* with the appropriate name of the file).

NOTE: You should back-up or copy your original CONFIG.SYS and AUTOEXEC.BAT files before altering them so you can restore them to their original configurations.

SOUND CARDS

If you are experiencing problems with your sound card, try running the diagnostic software that comes with your card. **80% of all sound card problems are due to mistaken configurations.**

If you are running a sound card that is not listed on the box label of this game, or are running a sound card in an emulation mode, your results may not be optimal. This game was tested only on the listed cards.

MOUSE SETUP

If your mouse is not functioning, you should make sure the driver has been loaded. **Windows and other programs of its type have built-in mouse drivers that do not function outside of their environment.** Loading a mouse driver may be as simple as typing `MOUSE` (and pressing Enter/Return) before starting the game. Since the command differs from mouse to mouse, consult your mouse user's guide.

If your mouse is acting erratically, it may be due to a software conflict or it may not be fully compatible with this game. Check with the mouse manufacturer to see if there is an updated mouse driver available.

PLEASE READ THE FOLLOWING SECTION BEFORE CALLING TECHNICAL SUPPORT

If you are having problems, please consult the "Troubleshooting" section of this data card *before* calling technical support. We have a staff of technical support specialists ready to help you with any problem you may encounter with the game. If your problem is due to your system configuration they will tell you of the game's requirements and possible solutions.

Because of the millions of different hardware and software combinations possible with today's PCs, you may still have to refer to your computer dealer, hardware manufacturer, or software publisher in order to properly configure their product to run with our game. If at all possible, be near your computer when you call. The technical support agent will need specific information about your machine and may need you to access or change some files while you are on the phone. If it is not possible to be near your computer, be sure to have:

- a listing of all of your machine's hardware and its settings
- the contents of your AUTOEXEC.BAT and CONFIG.SYS files
- all the information listed after the CHKDSK or MEM command (read the "Memory" section)
- the current configuration of your game

Our technical support number is (021) 356 6418 Our hours are 9am to 5 pm Monday through Friday, holidays excluded. **NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER.**

ADVANCED DUNGEONS & DRAGONS is a trademark owned by TSR, Inc., Lake Geneva, WI, USA and used under license from Strategic Simulations, Inc. All TSR characters, character names, and the distinctive likenesses thereof are trademarks owned by TSR, Inc. © 1991, 1994 TSR, Inc. © 1991, 1994 Strategic Simulations, Inc. All rights reserved. Licensed to Kixx.

Commodore Amiga DATA CARD

THE LEGEND OF DARKMOON

OFFICIAL
**Advanced
Dungeons & Dragons**
COMPUTER PRODUCT



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.

Play 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 DF0: whenever possible. This will minimise 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.

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 the 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 1 set into any disk drive. Select the TRANSFER EOB 1 PARTY option from the title screen and 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 1 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 A 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 and 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 DARKMOOM** and press **ENTER**.
(This assumes the game is in the DARKMOON drawer.)
5. Type **EOBII** and press **ENTER**.

ADVANCED DUNGEONS & DRAGONS is a registered trademark owned by TSR, Inc., Lake Geneva, WI, USA and used under license from Strategic Simulations, Inc., Sunnyvale, CA, USA ©1992, 1994 Strategic Simulations, Inc. All TSR characters, character names, and the distinctive likenesses thereof are trademarks owned by TSR, Inc. ©1992, 1994 TSR, Inc. All rights reserved. Licensed to KIXX.