

IBM and Compatibles Data Card

OFFICIAL
Advanced
Dungeons & Dragons[®]
COMPUTER PRODUCT

EYE OF THE BEHOLDER

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System Requirements: An IBM or compatible computer with at least: 640K of system memory; a hard disk or 2 floppy drives; and a VGA, MCGA, EGA, Tandy 16 color, or CGA graphics adapter, are required to play the game. Your hard disk must have at least 2.1 megabytes of available space to install the game. Before beginning play, make a backup copy of your original disks with the DOS DISKCOPY command. Put your original disks away and install from your copies. Refer to your DOS manual for information on how to use DOS commands.

Installing the Game: You must install the game disk(s) before you play.

If this is the *hard drive only* version of this game, please follow these instructions:

1. Place Disk 1 in the active drive.
2. Access the drive containing Disk 1.
3. Type **INSTALL** and then press Enter.
4. Follow the on-screen prompts.

If this is the hard drive / floppy disk version of this game, refer to the chart below that describes how many of each size formatted floppy disks you need to install the game on floppy disks. During the installation, the disks that you received in the box are called Original Disks, and the disks you make are called Play Disks.

Number of Formatted Play Disks Required	5 1/4"	3 1/2"
5 1/4" Original Disks on a dual 5 1/4" system	6	0
3 1/2" Original Disks on a dual 3 1/2" system	0	3
5 1/4" Original Disks on a 5 1/4" + 3 1/2" system ^{2#}	3	
3 1/2" Original Disks on a 5 1/4" + 3 1/2" system ^{6*}	1*	

You must keep the 5 1/4" Play Disk 2 in the drive during boot up and game play and keep the 5 1/4" Play Disk 4 in the drive during the animated introduction.

* You may discard the 5 1/4" Play Disks 2 & 4 after making the 3 1/2" Play Disk 2/4

To install the game, place the Original Disk 1 in floppy drive A or B, access the drive, then type **INSTALL** and press **ENTER**. Follow the on-screen prompts.

Rev: 9/92

Starting the Game: If you are going to use a mouse, make sure that your mouse driver is loaded before starting the game.

When playing from a hard disk, access the **EYE** directory, type **START**, and press **ENTER**. When playing from floppy drives, place your Play Disks 1 and 2 in drives A and B. Access the drive with Play Disk 1, type **START**, and press **ENTER**.

When playing from floppies, you must keep Play Disk 2 in the drive during boot up and game play. When the game asks for a disk, insert the required disk in the other drive and press **ENTER**. There will be several disk swaps during boot up, but only a few swaps once play begins.

Once the game has started, you will be prompted to configure the game for your system's hardware. Follow the instructions on-screen. In general, choose the highest numbered graphics adapter and the lowest numbered sound support that are supported by your computer. It is easier to play the game with the mouse. Once the game is loading, you can press **ESC** to bypass the majority of the animated introduction.

Memory Requirements: If you receive an 'Allocation Failure' error after creating characters, your computer's current configuration does not have enough free memory to run the game. Run the DOS command **CHKDSK** to see how much free memory you have. If you have less than 565,000 bytes free, you need to modify your computer's **AUTOEXEC.BAT** and **CONFIG.SYS** files to play. Before you make any modifications to your system configuration, make a backup copy of your current **AUTOEXEC.BAT** and **CONFIG.SYS** files. This way you can recover your original configuration if you need to.

Memory resident programs may reduce your free memory below the minimum required for this game. Once you have made the backup files, remove all unnecessary memory resident programs except your mouse driver from your **AUTOEXEC.BAT** and **CONFIG.SYS** files. You may also need to reduce the number of **FILES** and **BUFFERS** in your **CONFIG.SYS** file. Refer to your DOS manuals for information on how to modify these DOS files.

Getting Started Quickly: To begin playing right away, load the included **Save Game In Progress** at the first menu. Use this party and the **Hints** section of this card to explore the game interface.

Spell Boxes: In EGA and VGA, a Yellow Spell Box represents a spell that mainly defends against physical attacks and a Red Spell Box represents a spell that mainly defends against magical attacks. In CGA a White Spell Box represents a spell that mainly defends against physical attacks and a Cyan Spell Box represents a spell that mainly defends against magical attacks.

Playing With Mouse: To give commands, place the mouse pointer over the appropriate item or selection and press a mouse button.

A key to playing **EYE OF THE BEHOLDER** is understanding the difference between **Take**, **Use**, and **Select**. **Take** by pressing the left mouse button, and **Use** by pressing the right mouse button. See the **Actions** section of the rules (page 15) for how to perform most of the actions in the game.

Taking involves picking up or dropping items. To Take an item with the mouse, place the pointer over the item and press the left mouse button.

Using involves attacking with weapons, opening a spell book, or drinking a potion. To Use an item, place the pointer over an in-hand item (next to your character's portrait) and press the right mouse button. You can only Use items from the main Adventure Screen (see the Rule Book page 9).

Selecting involves choosing buttons such as Movement Buttons, spell Level Buttons, Camp Buttons, or choosing from lists of spells to cast or memorize. To Select an item with the mouse, place the pointer over the item and press either the left or the right mouse button.

Take: Left Mouse Button
Pick up item from character
Drop item onto character

Use: Right Mouse Button
Attack with a weapon
Bring up spells to cast
Use an Item (Potion/Scroll)

Select: Either Mouse Button
Select a button
Select spell to cast
Manipulate dungeon feature
Drop an item in the 3D view
Throw an item in the 3D view
Move in dungeon

Playing with the Keyboard: To give commands, highlight the appropriate item or location and press the command key.

In character generation, use the cursor keys to move the highlight to the desired option and press the ENTER key to select it.

When playing from the keyboard, one item in a character's hand or inventory is surrounded by an item highlight box. Use the W, A, Z, and S keys like a cursor keypad to move the highlight from item to item.

W	Move item highlight up
A/S	Move item highlight left/right
Z	Move item highlight down

As a short cut to access the items of the various characters in your party, press the function key that corresponds to the character's position on the main Adventure Screen. To swap the position of two characters, hold down the SHIFT key and press the function key that corresponds to the first character's position then hold down the SHIFT key and press the function key that corresponds to the second character's position.

F1	F2
F3	F4
F5	F6

A key to playing EYE OF THE BEHOLDER is understanding the difference between Take, Use, and Select. See the Actions section of the rules (pg. 15) for how to perform most of the actions in the game.

Taking involves picking up or dropping items. The Get, Drop, Throw, and Manipulate keys (G, D, T, & M) mimic the functions of the Take command of the mouse. To Take an item using the keyboard, place the highlight over the item or the location you want the item to be and press the command key.

Using involves attacking with weapons, opening a spell book, or drinking a potion. The Use key (U) mimics the function of the Use command of the mouse. To Use an item from the keyboard, place the highlight over an in-hand item (next to your character's portrait) and press the 'U' key. You can only Use items from the main Adventure Screen (see the Rule Book pg. 9).

Selecting involves choosing buttons such as Movement Buttons, spell Level Buttons, Camp Buttons, or choosing from lists of spells to cast or memorize. All selections are done with dedicated keys.

To cast spells using the keyboard, Use a character's in-hand spell book icon or holy symbol. Choose the level of the spell to cast by pressing the 1-5 keys above the main typing area of your keyboard. Choose the spell by pressing the '<' and '>' keys to highlight the spell with the spell cursor. Press SPACE to cast the highlighted spell. Highlight ABORT SPELL and press SPACE to close the spell menu.

Press the I key to view a character's item Inventory on the equipment screen. Press the P key to switch pages between the character's equipment screen and character screen.

Press the C key to bring up the Camp Menu. In Camp, use the cursor keys to move the highlight to the desired option and press the ENTER key to select it.

Move your party from the keyboard by pressing the keys on the keypad that correspond to the layout of the movement buttons. You may move with the keypad, even when you are playing the game with the mouse.

7	Turn Left	8	Move Forward	9	Turn Right
4	Move Left	5	Move Backward	6	Move Right
		2	Move Backward		

Notes: Some parts of the IBM version are slightly different than listed in the rule book.

Copy protection does not occur at the beginning of the game.

When a character is paralyzed or affected by poison his name is highlighted. When a character is paralyzed the items in both of his hands are greyed out. An indicator at the bottom of the Equipment Screen lists if a character is paralyzed, poisoned, poisoned but under the effects of a slow poison spell, unconscious, or dead.

When you have a weapon in your primary hand, you can only use a secondary or small weapon, like a dagger, dart, or short sword, in the secondary hand. All other weapons cannot be used and are greyed out. When you have a two-handed weapon in your primary hand, all items in your secondary hand cannot be used and are greyed out.

When a character is near death, his hit point bar will change color. When he is unconscious, but not dead, it changes color again. When a character is dead, the hit point bar will be empty.

If you answer Yes to the question "Will you rest until healed?", your party rests until it heals naturally. The party memorizes spells while resting, so the spells will be available if monsters attack. The drawback is that healing naturally uses up food quickly.

Unmemorized spells are not highlighted in the camp spell menu.

There is no background music to turn off.

Bows take arrows from either the secondary hand or the quiver. Slings take stones from the secondary hand, the belt pouch, or the backpack. Bows and Slings are two-handed weapons, and so any ammo or other items in the secondary hand will be greyed out.

A cleric must have his holy symbol in-hand to attempt to turn undead. You can Use the Commission to read it.

Races do not receive special combat bonuses with specific weapons. A high Charisma has no effect when talking to NPCs.

Burning Hands affects all monsters next to the party. *Invisibility* and *Invisibility 10' radius* are not lost when a character is hit. *Invisibility 10' radius* is lost on a character by character basis. A *Flame Blade* may appear in either hand. There are no *Stinking Cloud*, *Cloudkill*, or *Protection from Lightning* spells in the game.

Hints: Make sure that your party contains at least two characters who can fight well, one who can cast mage spells, and one who can cast clerical spells. Create the fighters first and then the spell casters. After you have created all of your characters, Select Play to begin the game. Once in the game, find your location at the Main Entrance of Level 1 on the Sewer Systems Map.

Experiment with manipulating objects. Place the mouse pointer over one of the rocks at your feet and press the left mouse button to Take it. Move the mouse pointer over the movement button and press a mouse button to turn to the right. Place the rock shaped mouse pointer over the ground and press a mouse button to drop the rock. Take the rock again, place it high in the 3D view and press a mouse button to throw the rock. Move forward to see how far it flew.

Move around and pick up the rocks and any other items you find. Select a portrait to access the Equipment Screen. Place items into the backpack. Select the portrait again to return to the Adventure Screen. Before you go too far, enter camp, have your spell casters memorize and pray for spells, and then rest to gain the spells.

Anytime you see an interesting item on the wall, place the mouse pointer over the item and press a mouse button. Read the description in the Message Area at the bottom of the screen. Watch out for items that you can manipulate, like levers that move and buttons that depress.

When a monster approaches, make sure that your fighters in the front rank have weapons in their primary hand. To attack, place the mouse pointer over each weapon and press the Right Mouse Button. Once you get comfortable fighting with the front rank characters, you can also have the rear rank characters throw weapons and spells at the monsters. Experiment by equipping your characters with various combinations of weapons, shields, spell books, and holy symbols to maximize their fighting ability.

Once you master manipulating objects, moving, and fighting, you are ready to tackle the quest in EYE OF THE BEHOLDER. Good Luck!

Keyboard Command List

W	Move item highlight up
A/S	Move item highlight left/right
Z	Move item highlight down
F1-F6	Select character shortcut
SHIFT F1-F6	Swap character positions
G	Get an item from the floor in the 3D view
D	Drop an item to the floor in the 3D view
T	Throw an item into the 3D view
M	Manipulate an object in the 3D view (push a button, pull a lever, etc. Also acts as 'Get' for items that are in the 3D view but are not on the ground.)
U	Use an in-hand item from the main Adventure Screen (attack, bring up spells, drink a potion, etc.)
1-5	Choose Spell Level on Spell Menu
< / >	Move Spell Cursor down/up
SPACE	Cast Spell
I	Inventory the character's Equipment Screen
P	Page between inventory screen and stats screen
C	Camp
7	Turn Left
8	Move Forward
4	Move Left
5	Move Backward
9	Turn Right
6	Move Right
2	Move Backward



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