

Amiga Reference Card

OFFICIAL
Advanced Dungeons & Dragons
COMPUTER PRODUCT

EYE OF THE BEHOLDER

Game Inventory:

- 3 Game Disks
- 1 Rule Book
- 1 Reference Card
- 1 Map of Sewer Levels 1-3

System Requirements:

- An Amiga Computer (Any Model)
- 1 Floppy Drive
- 1 megabyte of system memory (760K of this must be free)
- Hard Disk is optional (See Hard Disk Installation)

Your Original Diskettes:

Before you begin playing *Eye of the Beholder*, you should make copies of your original diskettes. Use the AmigaDOS DISKCOPY command to make these copies. Put your original diskettes away and install the game to your hard disk or play the game from your copies. Refer to your computer manual for information on how to use AmigaDOS commands.

Hard Disk Installation:

(Your hard disk must have at least 2.3 megabytes of free space.)

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|--------|--|
| 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" to the open drawer you have made. |
| Step 6 | Double-click on the "Install" icon and follow the prompt. |

Playing The Game:

Floppy Disk — To play *Eye of the Beholder* from floppy drive, simply insert Disk 1 into your drive when prompted for the Workbench Disk.

Hard Disk — To play *Eye of the Beholder* from your hard disk, boot up your computer, open the drawer where the game is currently residing, and then double-click on the *Eye of the Beholder* icon.

Starting The Game:

Creating Characters — When creating new characters, make sure that your party contains two characters who can fight well, one who can cast mage spells, and one who can cast clerical spells.

Getting Started Quickly — If you do not want to create characters and want to get right into playing the game, select "Load Game In Progress" at the first menu. *Eye of the Beholder* comes with a pre-rolled party that starts at the first level of the sewer system.

Using The Mouse:

To activate a command, move the mouse pointer to the desired item or selection and press the appropriate mouse button.

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

Using — involves attacking with weapons, opening a spell menu, or drinking a potion. To "Use" an item, place the mouse 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 Rule Book pg. 9).

Selecting — involves choosing buttons such as Movement buttons, spell level buttons, Camp buttons, or choosing from a list of spells to cast or memorize. To "Select" an item, place the mouse pointer over the item and press the "Left" mouse button. When selecting a spell to cast either mouse button will select the spell in question.

Take: Left Mouse Button

Pick an item from a character
Drop an item onto a character
Select a button
Manipulate a dungeon feature
Drop an item in the 3D view
Throw an item in the 3D view
Move in the dungeon

Use: Right Mouse Button

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

Select: Either Mouse Button

Select a spell to cast

Before you begin exploring the dungeon, try using the mouse to manipulate 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 the "Left" mouse button to turn to the right. Place the rock shaped mouse pointer over the right turn movement button and press the "Left" mouse button. Place the mouse pointer over the ground and press the "Left" mouse button to drop the rock. Take the rock again, place it high in the 3D view and press the "Left" mouse button to throw the rock.

Keyboard Quick Keys:

In the Amiga version of *Eye of the Beholder*, movement and access to the "Camp" menu are available from the keyboard. You can move about the dungeon by using the following keypad keys:

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

The "Camp" menu can be accessed by pressing the "C" key on your keyboard.

Notes: Some minor changes have been made to the Amiga version that differ from what is stated in the rule book. These changes do not affect game play.

Combat:

Weapons — When a character has a weapon in his primary hand, he can only use a small weapon, like a dagger, dart, or short sword in the other hand. Large weapons cannot be used and will be greyed out. If the character is using a two-handed weapon, then any item in the other hand cannot be used and will be greyed out.

Bows will take arrows from either the secondary hand or the quiver. Slings will take stones from the secondary hand, belt pouch, or backpack. Bows and slings are two-handed weapons.

Casting Spells and Turning Undead — Invisibility and Invisibility 10' radius is lost when a character makes an attack. A Flame Blade may appear in either hand of the caster. A cleric must have his holy symbol in-hand to attempt to turn undead.

Monsters — When a monster approaches, make sure your fighters are in the front ranks with a weapon in their primary hand. To attack, place the mouse pointer over the weapon and press the "Right" mouse button. Once you are comfortable fighting with the front rank characters, you can experiment with the characters in the second rank by having them throw weapons and spells at the enemy. Try equipping your characters with various combinations of weapons, shields, spell books, and holy symbols to maximize their fighting ability.

When Characters Take Damage — When a character is paralyzed, his name will be highlighted and the items in both hands will be greyed out. When a character is poisoned, his name will be highlighted, but will still be able to use items.

If characters in your party are wounded and need to heal, click on the "Rest Party" option in the "*Camp*" menu. While resting, your cleric can heal damaged party members or the party may heal naturally. Also, your spell casters can memorize their spells at this time. You can rest for as long as would like, but remember the longer you rest, the more food you consume, and the greater the chance of monsters stumbling onto your party.

Good Luck! — The Secrets Beneath Waterdeep Await You.

Additional Amiga playtesting by Mark R. Hall and Michael Silen.

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