

IBM and Compatibles DATA CARD
THE LEGEND OF DARKMOON

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 adapter 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 adapter. 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).

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 (408) 737-6850. Our hours are 11 am to 5 pm, Pacific Time, Monday through Friday, holidays excluded. NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER.

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