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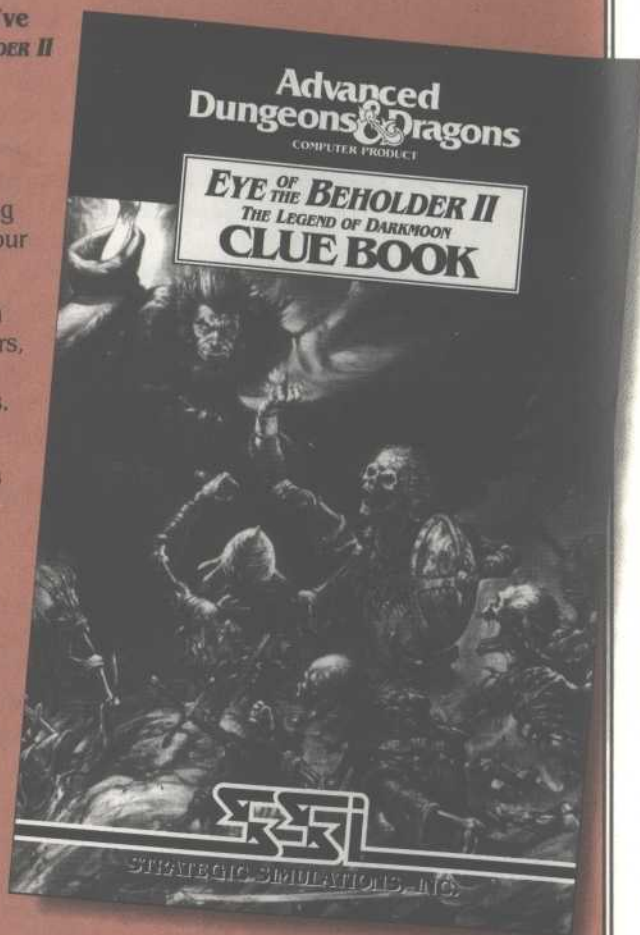
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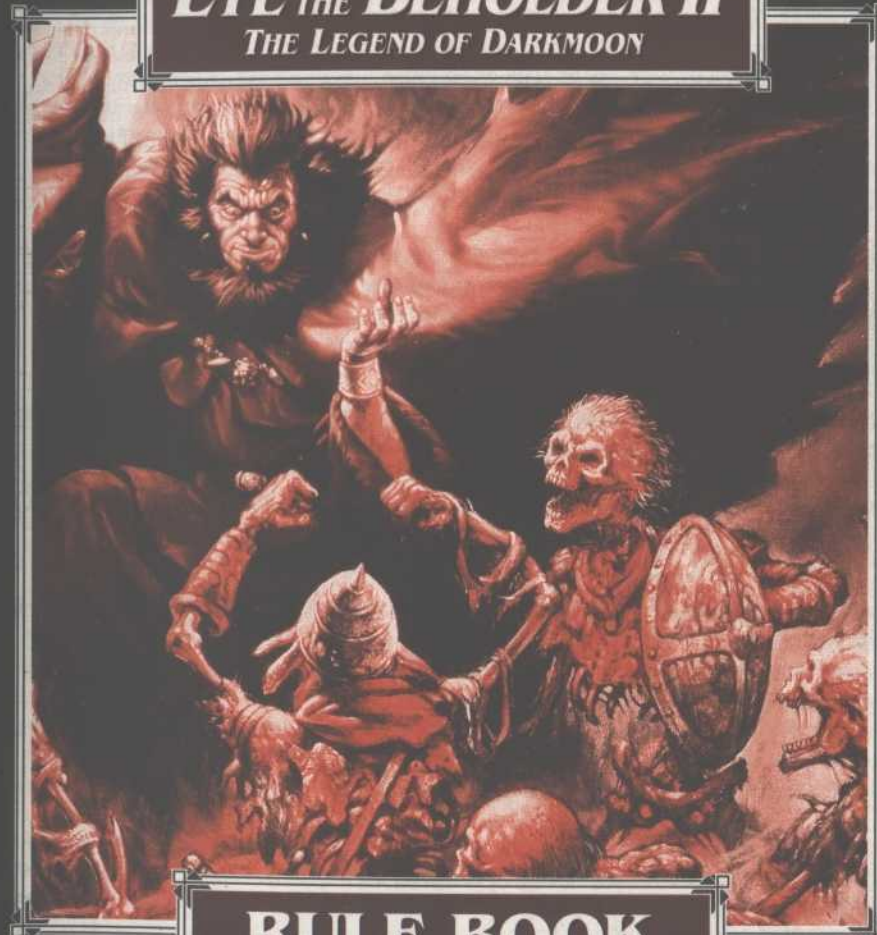
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STRATEGIC SIMULATIONS, INC.

OFFICIAL Advanced Dungeons & Dragons[®] COMPUTER PRODUCT

EYE OF THE BEHOLDER II THE LEGEND OF DARKMOON



RULE BOOK



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TABLE OF CONTENTS

KHELBEN'S LETTER TO THE PARTY	1
OLTEC'S REPORT	2
WENTLY KELSO'S JOURNAL	4
INTRODUCTION	7
Eye of the Beholder II World	7
What Comes With this Game?	7
Copy Protection	7
Getting Started Quickly	7
Clicking with Your Mouse	8
Using the Keyboard	8
A Crash Course in Combat	10
A Crash Course in Spellcasting	11
CREATING A NEW PARTY	12
Generating Characters	12
Modifying and Keeping Characters	14
Deleting Characters	14
When the Party is Complete	14
Characters that Join the Party	14
HOW TO PLAY EYE OF THE BEHOLDER II	15
Adventuring	15
Equipment	19
Character Information	20
Camp	21
YOUR CHARACTERS AND YOUR PARTY	23
Character Basics	23
Creating Strong Characters	29
Creating a Strong Party	30
SPELLS	32
Mage Spells	32
Cleric Spells	38
Strategies for Using Spells	43
ADVENTURING STRATEGY	45
Attacking Opponents	45
Hints	46
BESTIARY	48
TABLES	52
Experience Levels	52
Ability Scores	54
Weapons	56
Armor	56
INDEX OF SPELLS	58

KHELLEN'S LETTER TO THE PARTY

Khellen Blackstaff, mystic advisor to the Lords of Waterdeep, sends you the following letter:

Dear Heroes of Waterdeep,

I am glad to see that you are all fully recovered from the rigors of your ordeal in the sewers beneath Waterdeep. Our healers were more than happy to help you return to your fighting trim.

Congratulations on being named the guests of honor at the harvest festival in the city of Waterdeep. From the reports of the revelry, I surmise that a good time was had by all.

Also, our scholars very much appreciated your donation of the historic artifacts that you recovered beneath our city. The study of the scrolls, keys, and stone items should give us an important new understanding of our city's history.

Unfortunately, another situation has arisen that could threaten the city. For some time there have been rumors of people disappearing from villages to the north and west of the city. Now, we have written confirmation of the discovery of human remains in shallow graves. Evil forces and a powerful ancient artifact may be involved.

Thank you for volunteering to investigate the area to the north and west of the city where these events have occurred. Included with this letter are copies of the documents that aroused our suspicions. Provisions have been provided for your journey. Good luck.

Your trusted friend,

Khellen

OLTEC'S REPORT

With the previous letter, Khellen encloses the following report from Oltec, Captain of the City Guard of Waterdeep.

Master Blackstaff,

We may again have trouble near the city of Waterdeep.

After the annual harvest festival, the City Guard made its routine sweeps searching for lost and drunken revelers. On the second path off the old north road, we came upon the remains of an overturned carriage.

The driver had been killed by an arrow through his heart. There was a small amount of blood inside the carriage. However, the carriage horses were grazing nearby and the dead driver still had his purse full of coins. This was not a simple robbery, for the attackers did not take the coins or the horses. The only thing missing from the carriage seemed to be the passenger.

Our tracker followed a faint trail of blood from the carriage off into the soft sand at the side of the road. There, she pointed out a deeply set boot print, as if someone were carrying a heavy load. The attacker must have been carrying the passenger away after the battle.

We searched the area, but lost the trail in the harder ground to the north. The only fruit of our search was a small wooden box that had fallen beneath a bush along the attacker's trail. The box contained a bound journal, the writings of that eccentric scholar Wently Kelso.

I am aware that scholar Kelso's journals were valuable in the past. They helped verify the existence of that nefarious threat in the sewers beneath Waterdeep. However, Kelso's infernal investigations of obscure occurrences in the city have also been the bane of my men on more than one occasion.

Because of Kelso's history, I personally examined the journal. I am glad I did, for its writings foretell ominous events. The journal contains notes of evil occurrences

and a powerful artifact. It speaks of an evil vision and of human remains found in shallow graves. Could these graves be connected with the mysterious disappearances to the north that my men have reported?

My sources have confirmed that scholar Kelso was seen riding in a carriage late on the last night of the harvest festival. People who he met during the festival mentioned that Kelso spoke of investigating a new mystery. I believe that we should treat both this journal and the threat it infers as genuine.

As this matter does not yet directly threaten Waterdeep, it is outside the jurisdiction of the City Guard. Rather than forward the entire journal, I had a scribe copy the relevant entries for you. I trust you will take the necessary actions to ensure that nothing mentioned therein becomes a threat to the city or its citizens.

Yours,
Oltec



Captain
Waterdeep City Guard

WENTLY KELSO'S JOURNAL

Khelben also forwards a transcribed selection of journal entries written by Wently Kelso, the eccentric scholar and self-described "Famous Archaeologist."

Journal Entry 356

As I carefully pulled myself out of the sewers of Waterdeep, my hand slipped on a particularly slick stone. Only as I fell did I realize that the stone was slick with blood from my wounded hand. I fell headlong into an embankment. My skull bounced against a large boulder and my vision faded.

How many hours I lay there bleeding I do not know. Suddenly a warm sensation flowed throughout my body. I slowly opened my eyes. Before me stood a large robed figure, back lit by an unearthly glow. In the brightness, I could see only the outline of fine features and a dark complexion beneath the hooded robe.

"You are healed. I have saved you, for without aid you would have surely died."

I put my hand to my head. My head throbbed, but neither my head nor my hand were bleeding. It took me a moment to speak.

"Saving me was a very civilized thing for you to do. What do you want from me?"

He seemed to grow larger and his eyes glowed red from under his hood.

"I ask nothing from you but your undivided attention!"

He opened his hand and placed his gloved palm on my throbbing head. I was overwhelmed by an intense vision.

In the woods, there was a quiet village on a dark overcast day. Peasants in ragged clothes moved through the village, selling goods, talking, and just walking along the narrow dirt streets. A woman in a blue gown adorned with silver stars stood at one edge of the town square, talking to some of the peasants.

In the woods outside the village, dark figures moved into position. From the edge of the wood, a robed figure moved slowly toward the village square. At the square, it mounted the low structure that enclosed the drinking well. In its gloved hand, the figure held a gleaming scepter.

"Citizens of Torzac," he declared, "Hear me now!"

The peasants turned toward the speaker and mumbled to themselves. A few moved closer. A few backed away.

"From this time forward I am your new ruler! I will allow no resistance!"

Some citizens openly laughed. Others swore at him. Many just turned to walk away. One of the locals stepped forward.

"And who might you be! Show yourself so we might know our future ruler!"

With his empty hand, the figure pulled back his hood. The slender elfen face was marred only by the blue-black complexion of a dwarf. The dark elf warrior scowled down with disdain at the crowd of peasants.

The village went completely silent. Many peasants froze where they stood. Some picked up stones, but dared not to throw them.

The woman in the star-decked gown strode forward, weaving her hands in a complex pattern. "Dark warrior, you will never rule a living soul in my home village!" She thrust her hands forward and missiles of magical energy darted at the arrogant drow.

The drow flashed an evil toothy smile and laughed from atop his perch. With a scornful wave of the gleaming scepter, the magical missiles dissipated into nothingness.

Some villagers, emboldened by the attack, hurled their stones at the drow. Most flew wide. But a single stone cut him on the cheek. The drow slowly passed a gloved finger across the cut. He looked down at his hand and saw a single drop of his own blood. His mad eyes blazed with hatred.

"I said, no resistance!"

Dozens of dark warriors charged from the woods all around the village. The woman began to gesture frantically, but was hit by an arrow before she could cast another spell. Some villagers tried to flee, others to fight. It made no difference. The village was destroyed. All inside were cut down. Not one survived.

The victorious drow gathered around the remains of the village square. The leader replaced his hood and raised his scepter in triumph. The dark warriors raised their bloody swords in salute.

This is where the vision ended. I awoke with my head resting upon the boulder. My head throbs even more than before, but I am still alive.

Journal Entry 378

The discovery of the history and location of the scepter in my vision is my latest investigation. It seems to be an artifact of the drow, and should be of great scholarly value. My first task is to track down the village of Torzac.

Journal Entry 381

After reviewing my vision, I believe the village I saw could be somewhere near Waterdeep. The thatching on the hut roofs is of a type that was common years ago in poor villages to the north of the city. The color of the clay in the bricks of the well is common in streams to the north and east. The city records may shed some light on the location of the village.

Journal Entry 399

I began my search in the records office of the Waterdeep Treasury. Nowhere in the records of the new reign of the Lords of Waterdeep have I found a mention of a village of Torzac.

Journal Entry 408

I was about to give up my search and call the whole thing a hallucination when I came upon an ancient taxation record. In part it reads:

Lord Torzac:

According to our records, three of your citizens owe us a percentage of their fall harvest. Could you please look into this

matter? I will meet with you to discuss further trading agreements before the first new moon....

Then I found this letter to the taxation office:

... We followed the directions to the village explicitly, but there was nothing to be found. There was no village nor a Lord Torzac. Our only guess is that the whole community moved and destroyed the village before they left....

The letter includes instructions on how to reach the village site. This is a major breakthrough, and I feel that it is just a matter of time before I find the village and the scepter!

Journal Entry 420

After bidding goodbye to my sweet Miltinda, I begin my expedition. I have full supplies and high hopes.

Journal Entry 427

I have found what seems to be the remains of the village. The wooden buildings do not remain, but the layout of the remains of the stone buildings corresponds exactly to the village in my vision. Large trees now grow on the site of the former village square. Given the size of these trees, the destruction of the village must have taken place a very long time ago.

Journal Entry 429

I hired a local guide to support me in my investigations. The guide is a halfling named Insal. Like my last guide, Insal is of very minimal intelligence. The forest in this area seems overrun with wolves. We spend much of our time on the move to avoid attracting the interest of the wolves.

Journal Entry 431

We have come across several shallow grave sites, but their occupants were recently buried humans and therefore couldn't have been the people of Torzac. There seem to be no human settlements in the area. This is good, people are always getting in the way and making true archaeology much more difficult. I have begun searching the area for signs of underground drow construction as that is the place most likely to still hold the scepter after all this time.

Journal Entry 451

Two female warriors came through our camp this night. I attempted to question them about underground sites in the local area, or any sightings of the scepter. They were either uncooperative or uninformed. In the end, Insal leered at both women, so they left in a huff.

Journal Entry 456

I have searched the area for above-ground signs of drow sites and found nothing. After I return to Waterdeep for additional supplies, I will have to search this area for structures that may hide drow underground constructions.

I have discharged Insal so that I can travel more quickly. He seemed unhappy to go, but I paid him off with a few shiny baubles, rusted weapons, and dented copper coins. With luck, I should return to Waterdeep in time to spend the harvest festival with my sweet Miltinda.

INTRODUCTION

Eye of the Beholder II World

EYE OF THE BEHOLDER II: THE LEGEND OF DARKMOON is an all 3-D, Legend Series computer role-playing adventure based on the popular AD&D® 2nd Edition game rules and on an original story created for this game. The action takes place in and around the dreaded Temple Darkmoon located in TSR's FORGOTTEN REALMS® game world.

Everything in *EYE OF THE BEHOLDER II* is from your point of view. Watch the trees pass by as you move through the forest around the temple. Pick up items and take them with you. Open doors with keys, by pressing buttons or by pulling release levers. See monsters draw nearer to you and close in for battle. Attack with the weapons your characters have in their hands. Cast spells with your clerics' or paladins' holy symbols and your mages' spell books. Those in the front of the party may attack with weapons such as swords and maces, while characters in the rear ranks may attack with spells or ranged weapons such as bows and slings.

What Comes With this Game?

You should have the following items in your game box:

- Rule Book • Disks • Data Card

This Rule Book explains how to play the game and gives you reference information about things like characters, monsters, and spells.

The Disks contain the game.

The Data Card contains information on how to load the game and play it on your specific computer. It also explains how to get right into the game with the pre-built party.

Copy Protection

There is no physical copy protection on your *EYE OF THE BEHOLDER II* disks, so please make copies and put the originals away for safekeeping.

To assure that you have a legitimate copy of the game there will be a verification question somewhere during the game. A picture will appear with the verification question. You must find the matching illustration in the upper right hand corner of the Rule Book, and then give the correct answer.

Getting Started Quickly

A saved game containing a pre-built party comes with your game. To get right into the game, load this saved game following the instructions on your Data Card.

You may also transfer your *EYE OF THE BEHOLDER I* party to this game. See the Data Card for detailed instructions.

Clicking with Your Mouse

Throughout this book, the term "click" means move the cursor to the desired area and then press either the left or right mouse button.

"Right-click" means move the cursor to the desired area and press the right mouse button.

"Left-click" means move the cursor to the desired area and press the left mouse button.

Using the Keyboard

The majority of the rules in this book assume that you have a mouse. However, anything that you can do with the mouse, you can also do with the keyboard. (The keyboard commands may not be available on all systems. Refer to your Data Card for details.)

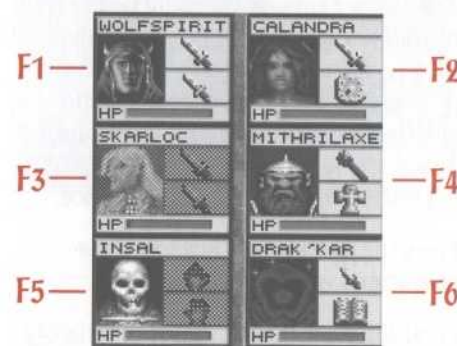
To generate a character, use the cursor keys to move the highlight box over the desired option and press the Enter key when ready.

In the game, one item in a character's hand or inventory is surrounded by an item highlight box. Use the W, A, S, and Z keys like a cursor key pad to move the highlight box from item to item.

- W** Move item highlight box up
- A** Move item highlight box left
- S** Move item highlight box right
- Z** Move item highlight box down

As a short cut to access the character's "in-hand" items, press the function key that corresponds to the character's position on the adventure screen. ("In-hand" items are items that rest in the charac-

ter's hands. They are the items beside the character portrait. You can also see the items from the equipment screen in the grey box beside the hands.)



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.

The Get, Drop, Throw, and Manipulate command keys (G, D, T, & M) mimic the functions of the left-click of the mouse. To use these commands, place the highlight box over the item, or the location you want the item to be, and press the command key for the action you want.

On the adventure screen, the Use command key (U) mimics the function of the right-click of the mouse. This includes attacking with weapons, opening a spell book, triggering a magical item, or drinking a potion. To use an item, place the highlight box over an in-hand item (next to your character's portrait) and press the (U) key.

To cast spells using the keyboard, first press (U) to use a character's in-hand spell book or holy symbol. Choose the level of the spell to cast by pressing the 1-6 number keys on the main typing area of your keyboard (not from the keypad). Choose the spell by pressing the (<) and (>) keys to highlight the spell with the spell cursor. Cast the spell by pressing Space. Close the spell menu by highlighting ABORT SPELL and pressing Space.

Press the inventory (I) key to view a character's equipment screen.

Press the page (P) key to switch between the character's equipment screen and character screen.

Press the camp (C) key to bring up the Camp Menu. To select an option in Camp, use the cursor keys to move the highlight to the desired option and press the Enter key. You can also select most camp options by pressing the first letter of the command.

Move your party by pressing the keys on the keypad that correspond to the layout of the movement buttons. You may use these keypad commands even when you are using a mouse!

For reference, here is a list of all the keyboard (and keypad) commands.

Keypad Command List

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

Keyboard Command List

W	Move item highlight box up
A	Move item highlight box left
S	Move item highlight box right
Z	Move item highlight box down
F1-F6	Select character shortcut
Shift F1-F6	Swap character positions
G	Get an item from the floor in the 3-D view
D	Drop an item to the floor in the 3-D view
T	Throw an item into the 3-D view
M	Manipulate an object in the 3-D view (push a button, pull a lever, etc. Also acts as "Get" for items that are in the 3-D view but are not on the ground.)
U	Use an in-hand item from the adventure screen (attack, trigger an item, bring up spells, drink a potion, etc.)
1-6	Choose Spell Level on spell menu
<	Move Spell Cursor down
>	Move Spell Cursor up
Space	Cast Spell
I	Open and close the character's equipment screen (inventory)
P	Page between equipment screen and character screen
C	Camp

A Crash Course in Combat

To attack, you must have weapons "in-hand" and "ready." "In-hand" means the item is in a hand. "Ready" means the item is ready for use. (If the weapon is greyed out, it is unusable.)

To attack, right-click on a ready weapon on the adventure screen. Be sure to *right-click*. If you left-click you will find yourself picking the item up instead of attacking!

Note that you can have an item "in-hand" but not "readied." For example, if you hold a two-handed weapon, you cannot "ready" items in your other hand. The other hand is greyed out. If you want, you could place an item in the greyed out hand, but you would not gain any benefit from having it there.

Characters fight with three basic types of weapons; melee, thrown, and ranged.

Characters with melee weapons (swords, axes, etc.) may only attack if they stand in the front rank. The two characters with portraits on the top row are in the front rank. Consider the other characters as being in the rear rank.

Characters with thrown and ranged weapons (daggers, darts, etc.) can be anywhere in the party. To attack with a thrown weapon, right-click on the ready weapon on the adventure screen. After the fight, you will have to go pick up the thrown weapon and ready it again.



Guardians of Temple Darkmoon.

Ranged weapons require ammunition. Arrows for bows must be placed in the character's quiver. Rocks for slings may be placed anywhere on the character's equipment screen. To attack with a ranged weapon, right-click on the ready weapon on the adventure screen. After the fight, you will have to go pick up the ammunition and replace it on the equipment screen.

For more information on readying a weapon, attacking with a weapon, or picking up a weapon, see the "Adventuring" section on page 15. For more information on where to keep equipment and ammunition, see the "Equipment" section on page 19. For more information on the mechanics of combat, see the "Adventuring Strategy" section on page 45.

A Crash Course in Spellcasting

Characters such as mages and clerics are spellcasters who use magic to fight and to heal. Spellcasters *must rest* in order to gain their spells. Once spells are memorized or prayed for, they are ready to use. However, keep in mind that each time spellcasters use a spell, they forget how to cast it. They must rest again to regain it.

Before you go into any serious combat, have your spellcasters memorize spells, pray for spells, and rest.

Mages spend their lives seeking out new spells to add to their spell book. They must memorize these spells before using them.

Clerics and high-level paladins pray for their spells. This is because these spells are insights; they are not memorized as with mages.

To ready the spells, go into camp, and select Memorize Spells or Pray for Spells. (If there is more than one character that fits the category, choose the character that you want to work with.) Click on a number from the spell level across the top of the list, and click on the spell names to choose the spells you want to memorize. Repeat this for all the different levels of spells your magic user knows, and then press Exit just once to return to the Camp menu.

Repeat the above process for all the spellcasters in your party.

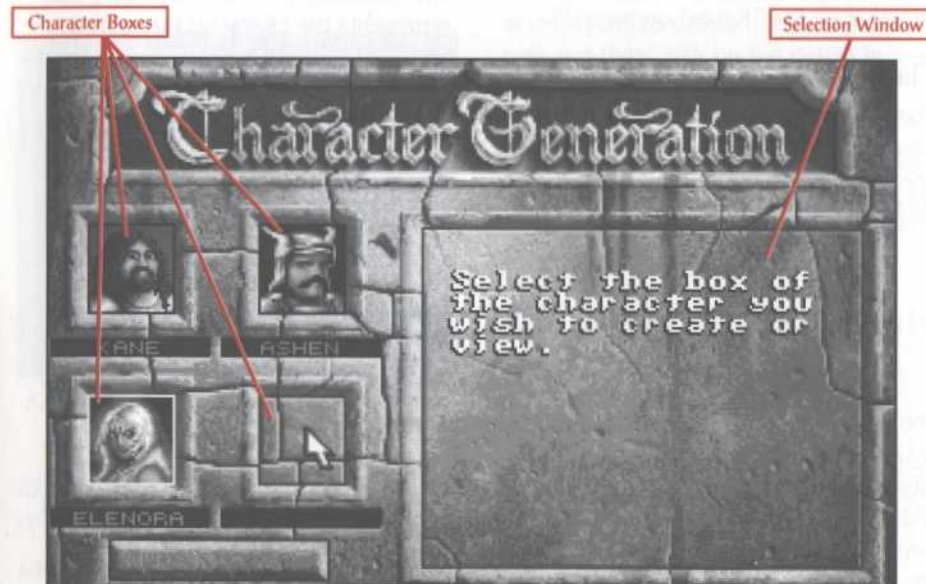
Once spells have been selected for all of the spellcasters, choose Rest Party. The spellcasters will learn the spells you selected. From here on, whenever the party rests, the spellcasters will memorize the same spells.

If you adventure for a while and realize that you want your spellcasters to memorize a different breakdown of spells, then the next time you camp just go into Memorize Spells or Pray for Spells, select Clear, and reselect spells.

All spells are cast from the adventure screen. To cast a spell, right-click on the spellcaster's spell book or holy symbol. (Be sure to *right-click* because if you left-click you will find yourself picking the item up instead of casting a spell!) The spell box appears over the compass on the adventure screen. Click on the level of the spell to cast and then click on the spell itself. If the spell affects a specific character in the party, click on the portrait of the recipient.

For more information on memorizing, see the "Camp" section on page 21. For more information on casting spells, see the "Adventuring" section starting on page 15. For detailed information on the specific effects of spells, see the "Spells" section starting on page 32.

CREATING A NEW PARTY



Character Generation Screen

Generating Characters

You must generate four characters to have a complete party. A good mix of races and classes is essential to completing the adventure. Warrior classes such as fighters, paladins, and rangers are needed to deal with the many horrors that block your path. Clerics and mages support the quest with their magical abilities—clerics have powerful healing and protective spells, while mages attack with mystic force. Thieves are handy when progress is barred by a locked gate for which the party has no key.

This section contains basic instructions for creating a new party. For detailed information about selecting characters for a party, see the "Your Characters and Your Party" section on page 23.

To create a character, click on one of the four character boxes. After you have chosen a box, choose the new character's race and gender, class, alignment, and portrait. You can click on the Back button to change your last choice.

Race

There are six races of characters to choose from:

- | | |
|------------|------------|
| ❖ Human | ❖ Elf |
| ❖ Half-Elf | ❖ Dwarf |
| ❖ Gnome | ❖ Halfling |

Each race has unique advantages and characteristics. Different races are eligible for different classes and each has

unique modifiers to ability scores such as strength or wisdom. For detailed information see "Races" on page 23.

Class

Classes are occupations. Some races have the option of having more than one class simultaneously, but there are six basic options:

- ❖ Fighter ❖ Ranger
- ❖ Paladin ❖ Mage
- ❖ Cleric ❖ Thief

The party needs a variety of classes to get all of the necessary skills for the adventure. (Paladins will not join parties with evil characters. If you already have an evil character you cannot generate a paladin.) For detailed information see the "Classes" section on page 25.

Alignment

Alignment is the philosophy by which a character lives and deals with the world. There are nine possible alignments, although a character's class may limit the selection. Paladins, for example, can only be Lawful Good. The choices are:

- ❖ Lawful Good ❖ Lawful Neutral ❖ Lawful Evil
- ❖ Neutral Good ❖ True Neutral ❖ Neutral Evil
- ❖ Chaotic Good ❖ Chaotic Neutral ❖ Chaotic Evil

For detailed information see the "Alignments" section on page 27.

Portrait

The character portrait is a picture that represents the character during the game. Click on the arrows to display different portraits, and then click on a portrait to select it.

Ability Scores

After you choose a character portrait, the computer generates "ability scores" for the character. These numbers are a summary of natural abilities and faculties. Each character has the following scores:

- ❖ Strength (STR)
- ❖ Intelligence (INT)
- ❖ Wisdom (WIS)
- ❖ Dexterity (DEX)
- ❖ Constitution (CON)
- ❖ Charisma (CHA)

For more information see the "Ability Scores" section on page 27. You may modify and keep these scores with the Modify and Keep controls.

Other Characteristics

Characters also have numeric values for the following characteristics:

- ❖ Armor Class (AC)
- ❖ Hit Points (HP)
- ❖ Level (LVL)

For detailed information on these characteristics, see "Other Characteristics" on page 28.

Modifying and Keeping Characters



Modify/Keep Character Screen

REROLL generates a new set of ability scores for the character.

MODIFY allows you to change characters' ability scores and hit points. For example, use this to match a favorite AD&D® game character. After selecting **MODIFY**, click the ability score to be changed, and then click on the plus or minus button to alter the ability score. Click on the OK button when you are finished.

FACES allows you to select a different character portrait.

KEEP places the character into the party line-up.

Name your character after selecting **KEEP**. Once you enter a name, the new character joins the party!

Deleting Characters

You can delete a character before you select **PLAY**. To delete, click on the portrait and then click on the delete button.

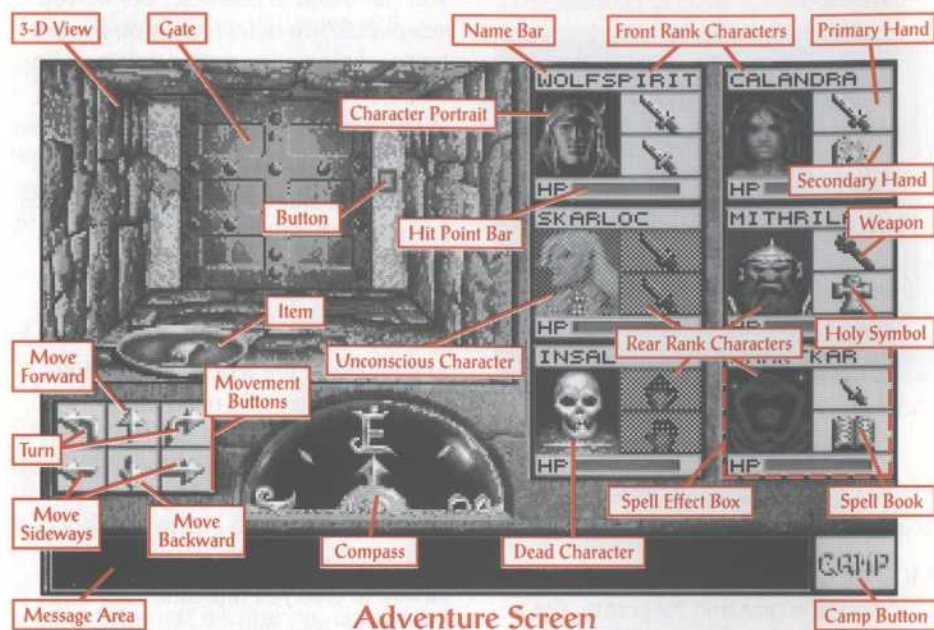
When the Party is Complete

When you have generated four characters, a **PLAY** button appears underneath the portraits. Click on the **PLAY** button to begin the game.

Characters that Join the Party

In addition to the four regular characters, up to two more non-player characters (NPCs) may join the party. As you adventure, these characters may ask to join you. If you accept, they join and act as any other characters under your control. Occasionally, NPCs offer advice or give you information. NPCs may leave your party, or you may drop them, at any time.

HOW TO PLAY EYE OF THE BEHOLDER II



Adventuring

EYE OF THE BEHOLDER II: THE LEGEND OF DARKMOON is played from the adventure screen. All movement, combat, spell-casting, and exploration happens from this screen. When other screens are active, they may overlay parts of the adventure screen.

You can only attack from the adventure screen, not from the equipment screen.

During the game, the two characters in the upper row are "front rank" characters, and the two characters in the lower row(s) are "rear rank." For best results, place your fighters in the front rank, and your magic users in the rear rank.

Things You Can Do from the Adventure Screen

Attack Monster Right-click on a character's in-hand weapons. Only the front rank characters can attack with melee weapons (swords, maces, etc.). Characters in the rear ranks can attack with thrown and ranged weapons (bows, darts, etc.). After you have attacked with a weapon, it is greyed out until it is ready again. Fighters, paladins, and rangers can carry and fight with a second weapon, but they may suffer a penalty to their combat ability.

Bash Obstacle Right-click on a front character's in-hand weapon to destroy an object.

Camp Click on the Camp button at the bottom-right side of the screen. Camp gives you options to save the game, turn sounds on and off, have spellcasters memorize spells, and more. See the "Camp" section on page 21 for more information.

Cast Cleric Spell Right-click on the character's in-hand holy symbol. Click on the spell level button from the spell menu and then click on the spell to cast. Click on target characters for any spell that affects members of the party.

Spell Menu



Cast Mage Spell Right-click on the character's in-hand spell book. Click on the spell level button from the spell menu and then the spell to cast. Click on target characters for any spell that affects members of the party.

Cast Spell from Cleric Scroll Right-click on an in-hand scroll. The scroll is consumed when the spell is cast.

Cast Spell from Mage Scroll Right-click on an in-hand scroll. The scroll is consumed when the spell is cast.

Change Order of Characters Right-click on the name bar of one character on the adventure screen, and then right-click on the name bar of a second. The two characters trade places.

Check Character Status If the character portrait is normal, the character is conscious. If it is shaded grey, the character is unconscious. If it is replaced by a statue, the character is petrified. If it is replaced by a skull, the character is dead. If the character's name bar is highlighted, the character is poisoned or paralyzed.

The spell effect box surrounding the character shows that the character is protected by spells. A yellow spell box represents a spell that mainly defends against physical attacks. A red spell box represents a spell that mainly defends against magical attacks. A dashed spell box represents multiple spells.

The hit point bar displays the character's current condition. If it is green, the character may be damaged, but is in good shape. If it is yellow, the character is gravely wounded. If it is red, the character is unconscious. To display hit points as a numeric value click on Bar Graphs are ON/OFF from the Preferences menu under Camp options.

Drink a Potion Right-click on an in-hand potion.

Adventuring actions continue...

Drop an Item Left-click on an item, carry it to the 3-D view and click on it again below the center line of the window to drop the object. (To throw an item click over the 3-D view center line.)

Examine Character's Equipment Click on the character portrait from the adventure screen.

Examine Character Information Click on a character portrait from the adventure screen, then click on the other page button (which looks like an upturned page corner).

Examine Part of the 3-D View Click on dungeon features, such as writing on walls. Information about the selected item appears in the text window.

Fire a Ranged Weapon (Bow or Sling) Right-click on any in-hand bow or sling. To prepare a ranged weapon, place the weapon in the character's primary hand. As you fire the weapon, ammunition will be automatically used from either the quiver (bows), or belt pouch and backpack (sling stones) if it is available.

Fire a Ranged Weapon (Dagger or Dart) Right-click on any in-hand dagger or dart. Replacements are automatically drawn from the bottom of the character's belt pouch if they are available.

Force Open a Gate Click on the bottom of a partially open gate to try to force it open. The strongest character automatically makes the attempt.

Move in Dungeon Click on the movement arrows or use the keyboard commands shown in the Keypad Command List on page 9.

Navigate in the Dungeon Watch the compass to maintain your orientation and to map the various levels. The compass is hidden by the spell menu when characters cast spells.

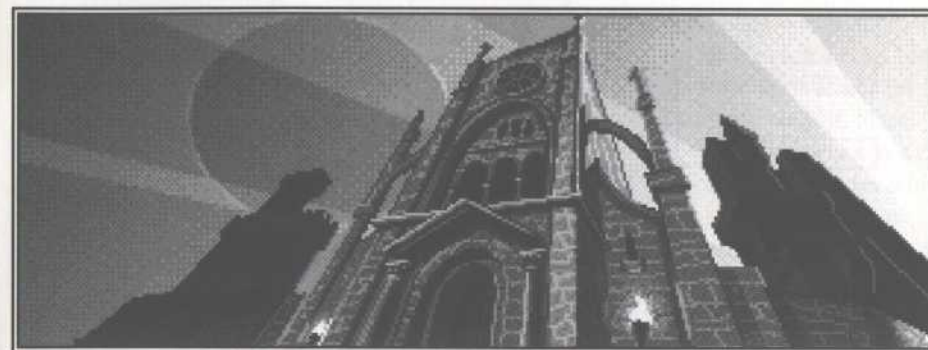
Open a Gate Click on the release lever or button near the gate. Some gates are locked or trapped and can only be opened with keys or special actions. See Force Open a Gate and Unlock a Gate.

Paladin Heal Right-click on an in-hand holy symbol, click on the 1st-level spell button, click on *lay on hands* ability, then click on the target character.

Pick a Lock Left-click on the thief's lock pick, place it over the lock, and click. Thieves will automatically attempt to disarm any traps they find in locks.

Pause the Game Click on the Camp button at the bottom right side of the screen. This brings up the camp menu, and pauses time in the game.

Protect Vulnerable Characters Place vulnerable characters in the rear rank. Rear rank characters can only be hit by monsters' melee attacks if the front rank characters are down, or if creatures are attacking from the sides or rear of the party.



At the doors of Temple Darkmoon.

Ready a New Item Left-click on an item, move the item over a character's hand, and left-click again to put it in place.

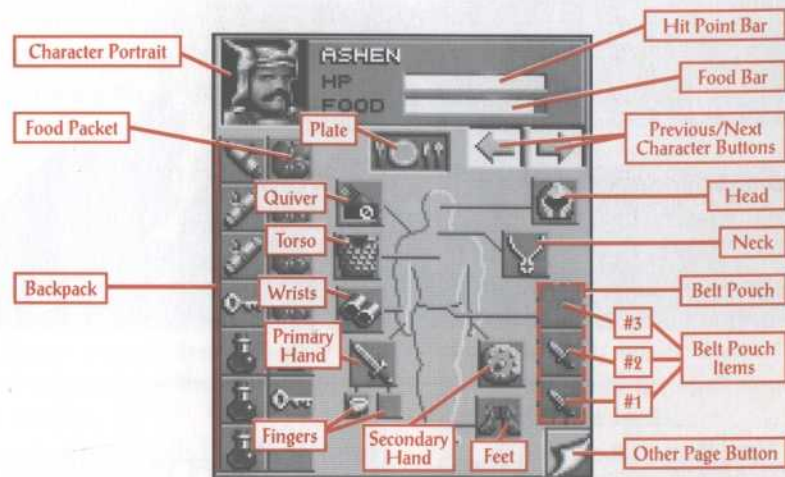
Take an Item Left-click on the item. To place it in a backpack or belt pouch, or to wear it, carry the item over the character portrait and click on the portrait to switch to the equipment screen. Then, click over the destination. Treasure, food, weapons, and other items can be found throughout the dungeon. And remember that in the 3-D view, you need to be adjacent to an item in order to pick it up; sometimes an item will be in sight, but out of reach!

Throw an Item Left-click on an item, carry it to the 3-D view and click on it again over the center line of the window to throw the object. (To drop an item click below the 3-D view center line.) This type of throwing is not the same as throwing a dart or dagger, which is described under Fire a Ranged Weapon.

Turn Undead Right-click on a cleric or paladin's holy symbol, click on the 1st-level spell button, then click on the *turn undead* ability.

Unlock a Gate Left-click on the appropriate key, place it over a lock, and click.

View Parchment Right-click on an in-hand parchment.



Equipment Screen

Equipment

The equipment screen displays all of a character's items. Items in the character's backpack and belt pouch are not readied and do not help the character. Items worn on the character's body or in hand are readied and give the character any bonuses (or penalties) they confer.

Things You Can Do from the Equipment Screen

Change Character Click on the previous/next character buttons (which look like arrows) to view other characters' equipment.

Check Arrows in Quiver The number on the quiver indicates the number of arrows the character is carrying. Click arrows on the quiver to fill it.

Check Character Screen Click on the other screen button (which looks like an upturned page corner) to see the character screen.

Check Food Bar The food bar is yellow when a character is hungry. The food bar is red when a character is close to starving. The food bar is blank when the character is starving. When characters are starving they cannot memorize or pray for spells.

Eat Click on a food packet, bring it over the character's plate, and click to eat. The food bar represents how hungry the character is.

Give an Item Click on the item, click on the previous/next character buttons until you reach the recipient, and click over the appropriate destination.

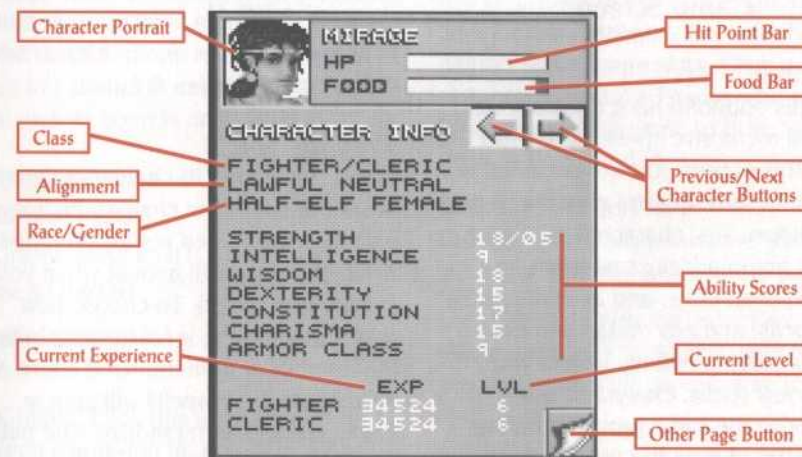
Keep Items Ready to Throw Keep weapons for throwing in the belt pouch. An item in the belt pouch is transferred to the hand when the character attacks with a thrown weapon.

Ready an Item Left-click on an item, move the item over to the box representing a character's hand, and left-click again to put it in place.

Return to Adventure Screen Click on the character portrait to return to the adventure screen.

Store Items Click on an item, carry it over the backpack, and click to place it inside. Items in the backpack are not readied and do not help the character.

Wear Equipment Click equipment over a box connected to the character's body to wear it. Place clothing or armor on the character's torso to wear it. Place bracers on the character's wrists to wear them. Place rings on the character's fingers to wear them. Place a helmet on the character's head to wear it. Place a necklace on the character's neck to wear it. Place any foot gear on the feet to wear it.



Character Screen

Character Information

The character screen displays a character's class, alignment, race, gender, ability scores, armor class, experience points, and current level. See "Character Basics" on page 23 for details.

Things You Can Do from the Character Screen

Change Character Click on the previous/next character buttons to view other characters' equipment.

Check Equipment Screen Click on the other screen button (which looks like an upturned page corner) to see the equipment screen.

Return to Adventure Screen Click on the character portrait to return to the adventure screen.

Camp



Camp Screen

Rest Party

Select this option to have the party rest, heal, and memorize spells. When you choose this option, you will be asked if you want to have healers cure the party. If you choose Yes, characters with cure spells 1) automatically cast them on wounded characters, and 2) rememorize those spells, and any others chosen, while the party is resting. Unless you choose new spells, characters will rememorize the same group as before. The amount of time the party rests is based on the highest number and level of spells being memorized or prayed for.

Characters who have a blank food bar cannot regain spells until they eat.

Memorize Spells

Select this option to choose or examine the set of spells the mage learns when resting. The Spells Available menu will appear when you choose this option. To choose new spells, click on the level number button; the number of unmemorized spells and a list of available spells will appear. Click on spells to memorize. The numbers to the right of the spell names are the number of each type of spell the character will have after resting. If you want to reselect spells, select the Clear button to blank spell choices. Click on a level number button to choose spells of another level. Select the Exit button when finished.

Pray for Spells

Select this option to choose or examine the set of spells the cleric or high-level paladin learns when resting. The Spells Available menu will appear when you choose this option. To choose new spells click on the level number button; the number of unmemorized spells and a list of available spells will appear. Click on spells to memorize. The numbers to the right of the spell names are the number of each type of spell the character will have after resting. If you want to reselect spells, select the Clear button to blank spell choices. Click on a level number button to choose spells of another level. Select the Exit button when finished.

Scribe Scrolls

Select this option to transfer spells from a scroll to a spell book. A list of spells on scrolls appears, if any are available.



A view of Temple Darkmoon from the forest.

Preferences

Select this option to control game functions such as sounds and display.

Preferences Menu

Sounds are ON/OFF

Bar Graphs are ON/OFF

Mouse is ON/OFF

Sounds Click this to turn sound effects on and off.

Bar Graphs Click this to change between displaying hit points as a bar graph or numeric value.

Mouse Click this to turn the mouse interface on and off. (This may not be available on all systems.)

Game Options

Select this option to display a menu with options for saving the current game or loading a previously saved one.

Game Options Menu

Load Game

Save Game

Drop NPC

Quit Game

Load Game Displays a list of six individually named saved game slots. Click on a slot to retrieve the named saved game.

Save Game Displays a list of individually named saved game slots. Click on a slot, name the saved game, and press Enter to save the game to disk. Saving regularly is a good idea.

Drop NPC Orders an NPC (a Non-Player Character who has joined the party during the adventure) to leave the party.

Quit Game Leaves *EYE OF THE BEHOLDER II*. (Remember: in order to keep your place, you should save the game before you quit.)

Exit

Exit the camp menu and resume play.

YOUR CHARACTERS AND YOUR PARTY

Character Basics

Your party contains four characters, each with their own unique strengths and weaknesses. Every character has a race, class, and set of ability scores.

Race is the character's species and there are six races to choose from: dwarf, elf, gnome, half-elf, halfling, and human.

Class is the character's occupation. The basic choices of class are: cleric, fighter, ranger, mage, paladin, thief or multi-class. Some races are allowed to have more than one class simultaneously; these are called multi-class characters. Thirteenth level is the maximum level for all classes in this game.

Ability scores define the character's physical and mental prowess, and they are: strength, intelligence, wisdom, dexterity, constitution, and charisma.

Races

Dwarves are a short, heavily built demi-human race. They stand between 4 and 4 1/2 feet tall, but generally weigh more than 150 pounds due to their heavily muscled build. Dwarves live from 350 to 450 years. They are famous for their skill in all crafts, from metalworking to stone masonry. Dwarven weapons command high prices in markets around the world, and pieces of their fine jewelry are part of every king's ransom. Dwarves are also known for tremendous courage and tenacity that borders on the fanatic.

Dwarves are by nature non-magical, and have innate resistances to spells as well as many poisons.

- *Ability Score Modifiers:* Dexterity -1, Constitution +1, Charisma -2
- *Allowable Classes:* Cleric, Fighter, Thief, Fighter/Cleric, Fighter/Thief
- *Level Restrictions:* Cleric, 10th level; Thief, 12th level

Elves are slimmer and somewhat shorter than the average human and are easily distinguished by their fine features and pointed ears. They often live more than 1,200 years. Elves do not like the confines of civilization. They delight in natural beauty, singing, and carefree playing. To outsiders, elves often appear to be haughty and cold, although they are known to be fiercely loyal to friends.

Elves of all classes are taught archery from a very young age, and receive a +1 bonus with any type of bow, and long or short swords. Elves are highly resistant to any type of *sleep* or *charm* spell. *Raise dead* spells do not affect elves.

- *Ability Score Modifiers:* Dexterity +1, Constitution -1
- *Allowable Classes:* Cleric, Fighter, Mage, Ranger, Thief, Fighter/Mage, Fighter/Thief, Mage/Thief, Fighter/Mage/Thief
- *Level Restrictions:* Cleric, 12th level; Fighter, 12th level; Thief, 12th level

Gnomes are distant kin of the dwarves, although the latter are loathe to admit the relation. Gnomes typically live to be

around 600 years old. Where dwarves are taciturn and hard working, the gnomes are more carefree and lively. Never turn your back on a gnome because they are enthusiastic practical jokers.

Gnomes are fairly magic-resistant.

- *Ability Score Modifiers:* Intelligence +1, Wisdom -1
- *Allowable Classes:* Cleric, Fighter, Thief, Cleric/Thief, Fighter/Cleric, Fighter/Thief
- *Level Restrictions:* Cleric, 9th level; Fighter, 11th level

Half-elves inherit several advantages from their mixed parentage. They resemble their elvish parents in facial appearance, but half-elves are taller and heavier than most elves, approaching human norms. While not as long-lived as true elves, they live, on average, about 250 years. For the most part, half-elves can travel and mingle in both elvish and human company, although rarely are they truly accepted in either.

Half-elves have the greatest selection of class combinations of any of the races. They inherit an innate resistance to *sleep* and *charm* spells, but to a lesser extent than full-blooded elves.

- *Ability Score Modifiers:* None
- *Allowable Classes:* Cleric, Fighter, Mage, Ranger, Thief, Fighter/Cleric, Fighter/Thief, Fighter/Mage, Cleric/Ranger, Cleric/Mage, Thief/Mage, Fighter/Mage/Cleric, Fighter/Mage/Thief
- *Level Restrictions:* Mage, 12th level; Thief, 12th level

Halflings are a diminutive people famous for their congeniality and love of comfort. Their facial features are round and broad and they typically have curly hair. Halflings are very short, a little shorter than dwarves, and quite plump. They are sturdy, industrious, and generally quiet and peaceful. Their burrow homes are well furnished, and their larders are always well stocked. Halflings are well liked by nearly all other races. Gnomes especially like the halflings, whom they feel are kindred spirits.

Halflings have innate magic resistance and have a +1 bonus with slings.

- *Ability Score Modifiers:* Dexterity +1, non-fighters are Strength -1
- *Allowable Classes:* Cleric, Fighter, Thief, Fighter/Thief
- *Level Restriction:* Cleric, 8th level; Fighter, 9th level

Humans are the most adaptable and, hence, most prevalent race. Humans vary more than any other race in size, skin color, and hair color. Typically they live around 70 years. Human societies are more diversified than any of the other races, and also more aggressive and materialistic. Where the longer-lived races wait patiently and take a long-range view of the world, humans tend to muster their efforts for immediate gain.

- *Ability Score Modifiers:* None
- *Allowable Classes:* Cleric, Fighter, Mage, Paladin, Ranger, Thief
- *Level Restrictions:* Maximum for game.

Classes

Each class has its own unique strengths, and each offers valuable talents and skills to a party. Fighter-types (fighters, rangers, and paladins) are needed to battle past the creatures that stand in the way of victory and glory. Thieves are very handy when the party runs across traps and locked doors. Mages offer powerful spells, and clerics can both fight opponents and heal wounded party members.

Each class has one or more prime requisites, or ability scores that are important to the class. A character with *prime requisite* scores of 16 or greater advances somewhat faster in levels.

Clerics are warrior priests, men and women who carry their faith in their weapon-arms as well as their hearts. Cleric training includes the use of divine magic and a limited selection of weapons. They can use any type of armor, but their selection of arms is limited to blunt, impact-type weapons such as maces and flails.

Clerical magic differs from mage spells in that clerical magic is of divine origin. Clerics do not carry tomes of spells and rituals. They receive power directly from the gods and cast spells through their holy symbols. While mages study and pour over their spells to imprint the rituals in their minds, clerics enter a meditative trance where they are receptive to the divine magic. Clerics also have powers against undead monsters such as skeletons. The ability to *turn undead* is listed on the cleric's list of 1st-level

spells and is used like a spell. However, because it is an ability it does not go away when used. As clerics advance in levels they gain more spells and greater power against undead. Clerics with wisdom of 13 or higher gain extra spells (See the "Cleric Wisdom Spell Bonus" table on page 52).

- Prime Requisite: Wisdom
- Races Allowed: Human, Dwarf, Elf, Gnome, Half-Elf, Halfling
- Weapons Allowed: Mace, Flail, Staff, Sling

Fighters are warriors, experts in using weapons and in battle tactics. Fighter training includes use and maintenance of all manner of weapons and armor. Fighters can use any type of armor or weapon without restriction. Whether for glory or profit, fighters can be found in the thickest parts of battles, where only skill and bravery triumph.

Fighters cannot cast any type of magical spells; they rely on their strong sword-arm. They can use any type of magical weapon or armor. They can also use magical items such as rings and gauntlets. Fighters gain speed as well as skill when they go up in levels. High level fighters (including paladins and rangers), are able to attack more often with melee weapons such as swords than other types of characters.

- Prime Requisite: Strength
- Races Allowed: All
- Weapons Allowed: All

Mages are individuals trained in the arcane and mysterious secrets of magic and spellcasting gestures. Mages tend to be poor fighters, preferring to rely on their intellect and magical abilities. While warriors and clerics may charge to the fore of a battle, mages tend to hang back and pummel foes with mystic attacks.

Mages cannot wear any type of armor because armor is restrictive and it interferes with spellcasting. Also, because of their lack of martial inclination, mages are severely limited in the weapons they can use. Mages become very powerful as they increase in level.

- Prime Requisite: Intelligence
- Races Allowed: Human, Elf, Half-Elf
- Weapons Allowed: Dagger, Staff, Dart

Paladins are elite warriors who battle in the name of truth and justice. Lawfulness and good deeds are their meat and drink, and they lead lives of such chaste piety that even clerics stand respectful. Paladins will not join a party that includes evil characters. Like other high level fighters, paladins are able to attack more often with melee weapons, such as swords, than other types of characters.

In addition to skill in all types of arms and armor, paladins have several divine magical abilities. Paladins have extra resistance to magical attacks and poison, and they are immune to all disease. Paladins can heal once per day with their *lay on hands* ability (two hit points per level of advancement). The *lay on hands* ability is similar to the *cure light wounds* clerical spell. Paladins are

always surrounded by an aura of protection. Because of this aura, all evil attackers suffer a penalty to their attacks.

At 3rd level, paladins can *turn undead* as a cleric two levels below their own. At 9th level, paladins gain the ability to cast certain cleric spells, although they can never use cleric scrolls. Paladins pray for their spells and cast them exactly as clerics.

Paladins can use the following cleric spells: *Bless*, *Cure Light Wounds*, *Detect Magic*, *Protection From Evil*, *Slow Poison*.

- Prime Requisites: Strength, Charisma
- Races Allowed: Only Human
- Weapons Allowed: All

Rangers are trained hunters, trackers, and woodsmen. They are taught to live as much by their wits and skills as by their swords and bows. Like fighters, rangers can use any type of weapon or armor, although heavy armor interferes with their special abilities.

When wearing studded leather or lighter armor, rangers can fight with weapons in both hands without any penalties. Like other high level fighter-types, rangers are able to attack more often with melee weapons, such as swords, than other types of characters.

- Prime Requisites: Strength, Dexterity, Wisdom
- Races Allowed: Human, Elf, Half-Elf
- Weapons Allowed: All



Thieves are hard to classify as a group. Some are malcontents, who prey on the unsuspecting. Others are basically good, but are a little wanting in strength of character. Adventurers long ago learned that a skilled thief in the party increases overall party survival—especially when dealing with trapped locks. As thieves gain levels they become more proficient at picking locks, and avoiding any attached traps.

Because they need to move freely and quietly, thieves' abilities are restricted when they wear anything except leather-type armor. Thieves have a greater choice of weapons than clerics or mages.

- Prime Requisites: Dexterity
- Races Allowed: All
- Weapons Allowed: Any

Alignments

Alignment describes a character's outlook and how he deals with life. The possibilities encompass a range of views from believing strongly in society and altruism (Lawful Good) to completely selfish and without any regard for others (Chaotic Evil). Alignment is presented in two parts: the character's world view and personal ethics.

World View

- ❖ **Lawful** indicates that the character works within the framework and rules of a society.
- ❖ **Neutral** indicates that the character moves between valuing society and valuing the individual.

❖ **Chaotic** indicates that the character values the individual above society and others.

Ethics

- ❖ **Good** indicates the character tries to act in a moral and upstanding manner.
- ❖ **Neutral** indicates the character leans towards "situational ethics," evaluating each set of circumstances.
- ❖ **Evil** indicates the character acts either with no regard for others, or in an overtly malignant manner.

Ability Scores

The base for each ability score is a number between 3 and 18. Racial modifiers are automatically factored into the base number by the computer when any value is shown. The maximum value for scores is 19, unless modified by magical means. Fighters' strength may have a percentile value added to indicate exceptional ability. Higher values always offer greater advantages.

Strength measures physical power, muscle, and stamina. Fighter-type characters (fighters, rangers, and paladins) can have exceptional strengths greater than 18. Exceptional strength is indicated by a percent value (01, 02, 03... 98, 99, 00) following the base strength (for example 18/23). High strength allows characters to fight better. With hand weapons such as swords or maces they hit more often and receive damage bonuses. Halflings, even halfling-fighters, cannot have exceptional strengths.

Dexterity measures agility, hand-eye coordination, and reflex speed. Characters with high dexterities have

bonuses to armor class, which indicates how difficult they are to hit. Good dexterity also gives bonuses when using missile weapons such as bows or slings. Dexterity of 16 or higher counters some of the minuses fighters suffer when using weapons in both hands.

Constitution measures fitness, health, and physical toughness. High constitution increases the number of hit points a character receives. Hit points measure how difficult a character is to incapacitate or kill.

Intelligence measures memory, reasoning, and learning ability. Intelligence is the prime requisite for mages; their skill and very survival hinges on learning and using their knowledge of magic.

Wisdom measures a composite of judgment, enlightenment, will power, and intuition. Characters with wisdom of 7 or less are more susceptible to magical spells, while those with wisdom of 15 or greater have some resistance. Clerics with wisdom of 13 or greater receive extra spells (see the Cleric Wisdom Spell Bonus table on page 52.)

Charisma measures personal magnetism, persuasiveness, and ability to assume command.

Other Characteristics

In addition to race, class, and ability scores, characters have several other characteristics that may change during the game: armor class, hit points, experience points, level, and alignment.

Armor Class (AC) measures how difficult someone is to hit and damage; the lower the armor class value, the harder

they are to hit. Low armor class values can indicate different things. A character might be difficult to hit because he is out-fitted with magical armor, while a monster might have the same armor class because it is small and fast. Armor class changes only when characters find and use new armor or shields. High dexterity improves a character's armor class.

Hit points (HP) measure how difficult a character or opponent is to incapacitate or kill; higher values are better. Every time an attack gets past armor and defenses, it does damage that is subtracted from the target's hit points. If hit points reach zero, the character is unconscious. If hit points reach -10 or less, the character is dead.

Experience Points (EXP) measure how much a character has accomplished. You earn experience points for killing monsters, finding treasure, and completing parts of the adventure. Having prime requisite scores of 16 or greater increases experience earned by 10%. Characters increase in level when they earn enough experience points. All characters start with some experience points. If a character is multi-class, these initial points are distributed evenly throughout all of his or her classes.

Level measures how much a character has advanced in his or her class. Whenever a character has earned enough experience points to advance in level, he gains hit points, combat ability, and resistance to the effects of poisons

and magical attacks. Mages, clerics, and high-level paladins gain the ability to memorize a greater number of spells and cast new spell levels. Level advancement happens automatically whenever a character has enough experience points. Level advancement tables for all of the classes begin on page 52.

Creating Strong Characters

There are many strategies for putting together an effective party of characters. Certain combinations of character classes and race are more effective than others.

Single-Class vs. Multi-Class

Non-human characters have the ability to be multi-classed characters, but that does not mean they must be multi-class characters. Single-class characters have a number of advantages over multi-classed characters with the same amount of experience points.

Single-class fighters have several advantages. With the same amount of experience points, they will average many more hit points and have a better chance to hit than multi-class fighter combinations.

Single-class clerics and mages will gain higher level spells much sooner than multi-class cleric or mage combinations. With the same total amount of experience points, they will have more spells than multi-class spell casters.

With careful play, rear rank characters will seldom get into melee combat. This makes a single-class mage a viable

character despite limited abilities in melee. Also, the real time nature of the game means that a character can only do one thing at a time; a character's ability to do many different things is often not as important as the ability to do one thing very well.

The advantages of multi-class characters are obvious, they combine the abilities of several different classes of character in one. Thus, a fighter/mage can both melee effectively and cast spells, though he can do neither as well as a single-class fighter or mage with the same amount of experience points. Multi-classed characters are often useful to add an additional capability to a party, such as thieving skills or additional clerical healing spells. Remember, multi-class characters go up levels extremely slowly because their experience points are distributed evenly between their classes.

Racial Advantages

Because of the monsters and situations in the game, certain race/class combinations are very effective. The following are some specific types of characters and their advantages.

Dwarven Fighter: A dwarven fighter with a high constitution has a high resistance to poison, which makes it much easier to fight giant spiders. A dwarf fighter can have a Constitution of 19, which can further increase hit points. A dwarf also allows the party to read dwarven writing.

Human Paladin: Only humans can be paladins. Paladins can fight as well as any fighter, plus they have the ability to

heal by *laying on hands*. They also gain the ability to cast some low level clerical healing spells when they reach ninth level.

Elven Mage: A single-class mage gains levels swiftly. An elven mage with a high dexterity has a high armor class, which makes it easier to survive stray thrown weapons. As a mage, an elf's maximum constitution of 17 does not limit hit points and a maximum dexterity of 19 can improve armor class. Because mages cannot wear armor to improve their armor class, high dexterity is essential. An elf also allows the party to read elven writing.

Human or Half-Elven Cleric: A single-class cleric swiftly gains levels. Humans and Half Elves can have a maximum wisdom of 18 (thus gaining the maximum bonus spells) and they can attain the maximum level allowed in this game.

Half-Elven Fighter/Mage/Cleric: This is the character with the most diverse talents. This character can use almost every item (excluding lock picks), has a limited ability to fight, can cast offensive spells, and can heal. Unfortunately, a half-elven fighter/mage/cleric will go up levels extremely slowly, and will have very few hit points for most of the game.

Elven Fighter/Mage/Thief: The thievish counterpart to the half elven jack of all trades listed before. This character can use literally every item in the game and can pick locks as well. Unfortunately, an elven fighter/mage/thief will also go up levels extremely slowly, and will have very few hit points for most of the game.

Creating a Strong Party

A party should include a good mix of classes and races to handle all of the challenges they encounter. You will need to decide upon your overall party strategy before making characters.

In general, a party should have at least two characters who can fight well, a character who can cast mage spells, and at least one character who can cast clerical healing spells.

Fighters

The party has many choices for the two front rank characters who can fight well. Most races make reasonable fighters. Fighter, paladin, and ranger class characters fight better than other classes. Even single-class cleric and dual-class fighter/cleric characters can be effective front rank characters in the beginning levels of the game. Also, some of the NPCs that you meet in the game can fight well and may be useful in the front rank.

Spellcasters

The choice of the various spellcasters is also important to the strategy of the party. One character who can cast mage spells is normally sufficient for most parties. Mages must find their higher level spells on scrolls; the supply of scrolls is limited, so it is not efficient to divide those spells among several mages in a party.

It is often useful to have two characters who can cast clerical healing spells. It is important not to get caught after a battle without a conscious cleric. A conscious cleric with a few *cure light wounds*

spells can heal as many hit points in hours, as a party without a conscious cleric could heal in many days of rest.

Party Makeup

One strategy is to create a party of specialists who go up in levels with the fewest number of experience points. This party works so long as the warriors in the front rank never let the spellcasters in the rear rank get into melee.

Specialist Party: Dwarven Fighter, Human Paladin, Elven Mage, and Half Elven Cleric

Another strategy is to create a party of generalists who are multi-classed characters. This party should always have some character with the appropriate skill for a

situation. But, such a diverse party needs a much larger number of experience points to get to higher levels.

Generalist Party: Dwarven Fighter/Thief, Half Elven Fighter/Cleric, Elven Fighter/Mage, Half Elven Cleric/Mage

A further strategy is to have a mixed party with specialist warriors in the front rank and generalist spellcasters in the rear rank. This strategy makes sure that the fighters gain levels (and hit points) as quickly as possible, but that the spellcasters will have a wide variety of spells available.

Mixed Party: Dwarven Fighter, Human Paladin, Half Elven Cleric/Mage, Human Cleric

SPELLS

Range:	Duration:
0 = party members	Instantaneous = flash or instant effect
Close = adjacent square	Short = single combat round
Medium = up to 2 squares away	Medium = effect lasts for some time
Long = as far as visible range	Long = effect lasts quite a while
	Permanent = effect lasts for entire game
	Variable or Special = see spell description

Mage Spells

First Level Mage Spells

♦ Armor

Range: 0 Duration: Special Area of Effect: One character

With this spell the mage can surround a character with a magical field that protects as scale mail (AC 6). The spell has no effect on characters who already have AC 6 or better and it does not have a cumulative effect with the *shield* spell. The spell lasts until dispelled, or until the character suffers damage that is equal to or greater than 8 hit points +1 hit point for every level of the caster.

♦ Burning Hands

Range: Close Duration: Instantaneous Area of Effect: Front rank

When a mage casts this spell, a jet of searing flame shoots from the character's fingertips. The damage inflicted by the flame increases as the mage increases in level and gains power. The spell does one to three points of damage plus two points per level of the caster. For example, a 10th level mage would do 21-23 points of damage.

♦ Detect Magic

Range: 0 Duration: Short Area of Effect: Carried items

This spell allows a mage to determine if any of the items carried by members of the party are magically enchanted. All magic items in the party glow for a short period of time.

Spells continue...

❖ Magic Missile

Range: Long Duration: Instantaneous Area of Effect: One target

The mage creates a bolt of magic force that unerringly strikes one target. If there are two monsters, the missile automatically hits the one on the same side as the caster. *Magic missile* spells do greater damage as a mage increases in level. Initially, *magic missiles* do two to five points of damage, and for every two extra levels the spell does two to five more points. So, a first or second-level mage does two to five points of damage, but a third or fourth-level mage does four to ten, and so on.

❖ Shield

Range: 0 Duration: Short to medium Area of Effect: Spellcaster

This spell produces an invisible barrier in front of the mage that totally blocks *magic missile* attacks. It also offers AC 2 against hurled weapons (darts, spears) and AC 3 against propelled missiles (arrows, sling-stones). The spell does not have a cumulative effect with the *armor* spell. The spell duration increases with the level of the caster.

❖ Shocking Grasp

Range: Close Duration: Variable or until mage touches a monster Area of Effect: Caster

This spell magically charges the caster's hand with a powerful electrical field. The field remains in place until the spell dissipates naturally or the character touches an adjacent monster. When the spell is cast an electrified hand is displayed. A mage in the front rank may attack with this hand like any other melee weapon. The spell does one to eight points of damage plus one point per level of the caster. For example, a 10th-level mage does 11-18 points of damage. The amount of time it takes the spell to dissipate ranges from medium to long with the level of the caster.

⇒ Second Level Mage Spells ⇐

❖ Blur

Range: 0 Duration: Short Area of Effect: The caster

The position of a wizard with an active *blur* spell shifts and wavers. This distortion makes the wizard harder to hit with an attack. A *true seeing* spell will counter a *blur* spell.

❖ Detect Invisibility

Range: Close Duration: Medium Area of Effect: One square in front of the party

With this spell, the party can see invisible monsters, items, or magical effects. It does not reveal illusions.

❖ Invisibility

Range: 0 Duration: Special Area of Effect: One target

This spell causes the target to vanish from sight. The invisible character remains unseen until he attacks a monster. Certain powerful monsters can sense invisible characters, or even see them outright.

❖ Improved Identify

Range: 0 Duration: Instantaneous Area of Effect: One item in the caster's hand

When this spell is cast, one item in the wizard's hand is identified for what it really is. The wizard learns the item's name and the attack or damage bonuses it has. Note that some items, such as special magical tomes, cannot be identified with this spell.

❖ Melf's Acid Arrow

Range: Long Duration: Special Area of Effect: One target

This spell creates a magical arrow that launches itself at a target as though it were fired by a fighter of the same level as the mage. The arrow is not affected by distance. The arrow does two to eight points of damage per attack. For every three levels the mage has earned, the arrow gains an additional attack. For example, at third to fifth-level the arrow attacks twice, and at sixth to eighth-level the arrow attacks three times.

⇒ Third Level Mage Spells ⇐

❖ Dispel Magic

Range: 0 Duration: Instantaneous Area of Effect: Whole party

This spell negates the effects of any spell affecting the party. *Dispel* does not counter *cure* spells, but it will dispel *hold person*, *bless*, and similar spells.

❖ Fireball

Range: Long Duration: Instantaneous Area of Effect: Target square

A *fireball* is an explosive blast of flame that damages everything in the target square. The explosion does one to six points of damage for every level of the caster to a maximum of 10th-level. For example, a 10th-level mage does 10-60 points of damage.

Spells continue...

❖ Haste

Range: 0 Duration: Medium Area of Effect: One recipient per caster level

This spell causes all recipients to move and fight at double their normal rate. (However, the spell does not allow magic users to cast spells at a faster rate.) The spell's duration increases with the level of the caster.

❖ Hold Person

Range: Long Duration: Medium Area of Effect: Up to four targets

This spell can affect humans, demi-humans, or humanoid creatures. Creatures that are affected become rigid and unable to move or speak. Spell duration increases with the level of the caster.

❖ Invisibility 10' Radius

Range: 0 Duration: Special Area of Effect: Entire party

This spell causes the entire party to vanish from sight. Each invisible character remains unseen until he attacks a monster. Certain powerful monsters can sense invisible characters or even see them outright.

❖ Lightning Bolt

Range: Long Duration: Instantaneous Area of Effect: Two squares

This spell allows the mage to cast a powerful bolt of electrical energy. The spell flies to its first target and then continues into the next square. The bolt does one to six points of damage for every level of the caster to a maximum of 10th level. For example, a 10th-level mage does 10-60 points of damage.

❖ Vampiric Touch

Range: Close Duration: One attack Area of Effect: Caster

When this spell is cast, a glowing hand appears. A mage in the front rank may attack with this hand like any other melee weapon. When the caster touches an opponent with a successful attack, the spell does 1-6 points of damage for every two levels of the mage. For example, a 10th-level mage would do 5-30 points of damage. These points in turn are transferred temporarily to the mage, so any damage he takes is subtracted from these points first. This spell does not affect undead monsters such as skeletons.

➤ Fourth Level Mage Spells ➤

❖ Fear

Range: Close Duration: Medium Area of Effect: One square

When this spell is cast the mage projects a cone of terror. Any creature affected by the spell will turn tail and run from the party. The amount of time the affected creatures remain terrified is based on the level of the casting mage. The spell's duration increases with the level of the caster.

❖ Ice Storm

Range: Medium to long Duration: Instantaneous Area of Effect: A cross-shaped area (3x3 squares)

This spell produces a pounding torrent of huge hailstones. The spell pummels the targets with 3-30 points of damage. The range of this spell is based on the caster's level.

❖ Improved Invisibility

Range: 0 Duration: Short Area of Effect: One character

This spell causes the target to vanish from sight. The invisible character remains unseen, even if he attacks with a weapon or spell. The invisibility makes the character harder to hit with an attack. A *true seeing* spell will counter an *improved invisibility* spell. Certain powerful monsters can sense invisible characters, or even see them outright.

❖ Remove Curse

Range: 0 Duration: Permanent Area of Effect: One character

This spell allows a character with a cursed item to drop the item. However, the item itself will still be cursed with its negative properties.

➤ Fifth Level Mage Spells ➤

❖ Cone of Cold

Range: Close Duration: Instantaneous Area of Effect: Three squares

This spell causes the mage to project a chilling cone of sub-zero cold. The numbing cone causes two to five points point of damage per level of the caster. For example, a 10th-level mage would do 20-50 points of damage.

Spells continue...

❖ Hold Monster

Range: Long Duration: Medium Area of Effect: One square

This spell is similar to the *hold person* spell except that it affects a wider range of creatures. However, the spell does not affect undead creatures. The spell's duration increases with the level of the caster.

❖ Wall of Force

Range: Close Duration: Short Area of Effect: One square

A *wall of force* creates a barrier which stops monsters and spells from passing. A wall cast by a character is dispelled if it is hit with a *disintegrate* spell, or if the party enters the square with the *wall of force*.

➤ Sixth Level Mage Spells ➤

❖ Disintegrate

Range: Close Duration: Instantaneous Area of Effect: One target

This spell causes any one creature it hits to vanish. Disintegration is instantaneous and its effects are permanent.

❖ Flesh to Stone

Range: Medium Duration: Permanent (or until reversed) Area of Effect: One target

This spell causes any one target to turn to stone. The spell's effects can be reversed with the *stone to flesh* spell.

❖ Stone to Flesh

Range: 0 Duration: Permanent (or until reversed) Area of Effect: One character

This spell restores the life to a character who has been turned to stone. The character may have been changed by a *flesh to stone* spell or by the effect of a monster such as a medusa or a basilisk.

❖ True Seeing

Range: 0 Duration: Short Area of Effect: Special

With this spell, the party can see things as they really are. Illusionary walls will not fool the party, invisible monsters, items, or magical effects will appear.

Cleric Spells

➤ First Level Cleric Spells ➤

❖ Bless

Range: 0 Duration: Medium Area of Effect: Entire party

Upon uttering this spell the morale of the entire party is raised. All characters gain a bonus to their attacks. *Bless* spells are not cumulative. High-level paladins can cast *bless* spells.

❖ Cause Light Wounds

Range: Close Duration: Permanent Area of Effect: One target

By casting this spell, the cleric can cause one to eight hit points of damage. The cleric must be in the front rank to hit a target.

❖ Cure Light Wounds

Range: 0 Duration: Permanent Area of Effect: One character

By casting this spell on a wounded character, the cleric can heal one to eight hit points of damage. High-level paladins can cast *cure light wounds* spells.

❖ Detect Magic

Range: 0 Duration: Instantaneous Area of Effect: Carried items

This spell allows the caster to determine if any of the items carried by members of the party are magically enchanted. All magic items in the party are indicated for a short period of time. High-level paladins can cast *detect magic* spells.

❖ Protection from Evil

Range: 0 Duration: Medium Area of Effect: One character

This spell envelops the recipient in a magical shell. The shell inhibits the attacks of any evil creatures. The spell's duration increases with the level of the caster. High-level paladins can cast *protection from evil* spells.

Spells continue...

➤ Second Level Cleric Spells ➤

❖ Aid

Range: 0 Duration: Short to medium Area of Effect: One character

This spell acts like a *bless* spell and it confers one to eight extra hit points to the recipient. The temporary hit points are subtracted before the character's own if he is injured in combat. The spell's duration increases with the level of the caster.

❖ Flame Blade

Range: Short Duration: Medium Area of Effect: One target

This spell causes a flame-like blade to leap from the caster's hand. The blade attacks like a normal sword and normally does 7-10 points of damage. When the spell is cast a burning sword picture appears in the caster's hand — attack with this as you would any other melee weapon. The spell does slightly less damage against targets protected from fire. Spell duration increases with the level of the caster.

❖ Hold Person

Range: Long Duration: Medium Area of Effect: Up to four characters

This spell can affect human, demi-human, or humanoid creatures. Creatures that are affected become rigid and unable to move or speak. Spell duration increases with the level of the caster.

❖ Slow Poison

Range: 0 Duration: Long Area of Effect: One character

This spell slows the effects of any type of poison for a limited amount of time. When the spell dissipates the victims suffer the poison's full effect unless a *neutralize poison* spell is cast. The spell's duration increases with the level of the caster. High-level paladins can cast *slow poison* spells.

➤ Third Level Cleric Spells ➤

❖ Create Food & Water

Range: 0 Duration: Permanent Area of Effect: Special

This spell allows the cleric to conjure nourishment for the entire party. When characters' food bars are blank, and they do not eat, they suffer 1 hit point of damage every 24 hours. Starving mages and clerics are unable to regain spells.

❖ Dispel Magic

Range: 0 Duration: Instantaneous Area of Effect: Whole party

This spell negates the effects of any spell affecting the party. *Dispel magic* does not counter *cure* spells, but it will dispel *hold person*, *bless*, and similar spells.

❖ Magical Vestment

Range: 0 Duration: Medium Area of Effect: Caster

This spell enchants the cleric's own robes, providing protection at least equivalent to chain mail (AC 5). The vestment gains a +1 enchantment for every three levels the cleric earns above 5th level. For example, an 11th-level cleric would have AC 3 protection. This spell is not cumulative with itself or any other spells or armor. The spell's duration increases with the level of the caster.

❖ Prayer

Range: 0 Duration: Short to medium Area of Effect: Entire party

This spell is a more powerful version of the first-level *bless*. This spell increases the party's combat ability and decreases the enemy's. The spell has no cumulative effect. The spell's duration increases with the level of the caster.

❖ Remove Paralysis

Range: 0 Duration: Permanent Area of Effect: One to four characters

This spell negates the effects of any type of paralyzation or related magic. The spell counters *hold* or *slow* spells.

Spells continue...

⇒ Fourth Level Cleric Spells ⇐

❖ Cause Serious Wounds

Range: Close Duration: Permanent Area of Effect: One target

This spell is identical to the first-level *cause light wounds* spell, except that it inflicts 3-17 hit points of damage. The cleric must be in the front rank to hit a target.

❖ Cure Serious Wounds

Range: 0 Duration: Permanent Area of Effect: One character

This spell is identical to the first-level *cure light wounds* spell, except that it heals 3-17 hit points of damage.

❖ Neutralize Poison

Range: 0 Duration: Permanent Area of Effect: One character

This spell detoxifies any sort of poison or venom. The spell cannot return characters to life if they have already died from poison.

❖ Protection from Evil 10' Radius

Range: 0 Duration: Medium to Long Area of Effect: Entire party

This spell is identical to the first-level spell, except that it affects the entire party. The spell's duration increases with the level of the caster.

⇒ Fifth Level Cleric Spells ⇐

❖ Cause Critical Wounds

Range: Close Duration: Permanent Area of Effect: One target

This spell is identical to the first-level *cause light wounds*, except that it inflicts 6-27 hit points of damage. The cleric must be in the front rank to hit a target.

❖ Cure Critical Wounds

Range: 0 Duration: Permanent Area of Effect: One character

This spell is identical to the first-level *cure light wounds* spell, except that it heals 6-27 hit points of damage.

❖ Flame Strike

Range: Long Duration: Instantaneous Area of Effect: One square

By means of this spell, the cleric calls down from the sky a column of flame. Creatures fully affected by the spell suffer 6-48 points of damage.

❖ Raise Dead

Range: 0 Duration: Permanent Area of Effect: One character

This spell allows the cleric to attempt to restore life to any non-elven character. Chances for success are based on the deceased character's constitution.

❖ Slay Living

Range: Short Duration: Permanent Area of Effect: One target

The target of a *slay living* spell either takes damage or dies instantly. Higher level opponents have a better chance of only taking damage.

❖ True Seeing

Range: 0 Duration: Short Area of Effect: Special

With this spell, the party can see things as they really are. Illusionary walls will not fool the party, invisible monsters, items, or magical effects will be shown.

⇒ Sixth Level Cleric Spells ⇐

❖ Harm

Range: Close Duration: Permanent Area of Effect: One target

This spell will bring a target to death's door, reducing it to very few hit points, no matter how many hit points the target had before the spell. The cleric must be in the front rank to hit a target.

❖ Heal

Range: 0 Duration: Permanent Area of Effect: One character

This spell will completely heal a character of all damage, poison, blindness, and paralysis.

Strategies for Using Spells

Spells are an important part of a party's capabilities. The spells that the party's spellcasters memorize will have an important effect on the party's tactics.

In the following section, the spells have been divided into types: offensive, defensive, healing, and other. There are specific hints on when each type of spell is most effective.

Spells that are available only to clerics are marked with an asterisk (*).

Offensive Spells

Burning Hands, **Cause Light Wounds*, *Shocking Grasp*, **Flame Blade*, *Vampiric Touch*, **Cause Serious Wounds*, **Cause Critical Wounds* and **Harm*: These are hand to hand magical attacks. For all but *burning hands*, the spellcaster must be in the front rank to attack with them. Because of the time it takes to cast these spells and the vulnerability of many spellcasters, they are normally the offensive spells of last resort.

Magic Missile and *Melf's Acid Arrow*: These are ranged magical attacks that affect only one monster at a time. They allow the spellcaster to attack from the safety of the rear ranks. They are the favorite offensive spells of lower level mages.

Disintegrate and *Flesh to Stone*: These are ranged magical attacks that can eliminate one target with a single attack. They are the favorite offensive spells of higher-level mages attacking targets with many hit points.

Hold Person, *Fireball*, *Lightning Bolt*, *Fear*, *Ice Storm*, *Cone of Cold*, **Flame Strike* and *Hold Monster*: These are ranged magical attacks that can affect several monsters in an area. Because of the damage they can do, they are often the preferred offensive spells of higher level spellcasters.

These area-effect spells are especially effective when fighting many monsters. Look closely at the area of effect of the various spells. The spells that affect several squares are more effective against monsters that cannot attack in groups. The spells that affect a single square are most effective against monsters that attack in groups.

Be especially careful when you use the *ice storm* and *hold person* spells. If the target of an *ice storm* spell is within melee range of the party, the party will also take damage from the spell. The *hold person* spell only affects men and other humanoid creatures.

Defensive Spells

Armor, *Blur*, **Protection from Evil*, *Shield*, **Magical Vestment*, and **Protection from Evil 10' Radius*: These spells mainly provide protection against physical attacks. Cast these spells on your front rank characters before dangerous battles that involve physical attacks.

**Bless* and **Prayer*: These spells mainly provide protection against magical attacks. Cast these spells on your front rank characters before dangerous battles that involve magical attacks.



A chance encounter...

Healing Spells

**Cure Light Wounds*, **Aid*, **Cure Serious Wounds*, **Cure Critical Wounds*, and **Heal*: These spells replace a character's lost hit points. The *aid* spell can increase a character's hit points over his normal maximum value, but it only increases hit points temporarily. Cleric class characters should always have a few *cure light wounds* spells memorized to quickly heal the party while resting.

**Slow Poison*, **Remove Paralysis*, **Neutralize Poison*, *Remove Curse*, and *Stone to Flesh*: These spells slow or remove the effects of poison, paralysis, flesh to stone, or curses. Keep a number of these spells memorized whenever the party is anywhere near a monster who can poison, paralyze, or petrify.

**Raise Dead*: This spell will bring a non-elven character back from the dead. Keep one of these spells memorized once your cleric gets to a high enough level.

Other Spells

Detect Magic: This spell is very useful in evaluating the items the party picks up during the game. The spell causes all magical items carried by the party to glow.

Invisibility and *Invisibility 10' Radius*: *Invisibility* is a useful defense for a character in the rear ranks. *Invisibility 10' Radius* is useful to hide the entire party from mystic sensors and prying eyes.

Even when the party is invisible, most monsters will sense the party's general location, though the monsters receive big penalties on attacks against invisible targets.

**Create Food & Water*: This spell is very useful in the later levels of the game where food is scarce. Be sure to memorize this spell before the party begins starving — not after!

Haste: This spell is especially useful when fighting monsters who are very fast. The *haste* spell allows a party to make melee attacks much faster. Cast this spell on your party just before dangerous battles.

True Seeing: This spell is useful when you are stuck in an area with many illusions, invisible monsters, etc.

Disintegrate: This spell is occasionally useful to remove certain walls and other special blocks in your path.

Attacking Opponents

Characters generally engage in "melee combat," which is face-to-face combat with weapons such as swords and maces. Characters also have other options, such as casting spells and ranged combat, with bows and slings.

In general, a character attacks the enemy in the front rank on his side of the screen. When there is only one enemy left in a battle, it moves to the center of its square and characters from both sides can attack it.

Combat Mechanics

Understanding combat mechanics allows the party to use the most effective weapons and tactics in different situations. Each character's ability in combat is defined by his armor class, THACØ, and damage.

THACØ represents a character's ability to hit enemies. THACØ stands for To Hit Armor Class Ø. A character must 'roll' a number equal to or greater than this to damage a target with an armor class of Ø. The lower the attacker's THACØ, the better his chance to hit the target. A character's THACØ is based on his class and level.

NOTE: the generation of a random number is often referred to as a "roll." In determining if an attack hit, the number generated is from 1 through 20. The base roll is modified by the character's ability scores and any magic weapons.

An attack is successful if the roll is greater than or equal to the attacker's THACØ minus the target's AC.

Example: A fighter with a THACØ of 15 attacking a monster with an AC of 3 would need to roll: (THACØ 15) - (AC 3) = 12+. But to hit a monster with an AC of -2 he would need to roll: (THACØ 15) - (AC -2) = 17+.

Damage is the hit point loss that an attacker inflicts against an opponent. The amount of damage inflicted depends on the attacker's strength and weapon type. The damage each weapon can do is summarized in the Weapons Chart on page 56.

Some monsters take only partial or no damage from certain weapon types. Skeletons, for example, take only half damage from sharp or edged weapons.

Combat Strategies

To succeed in combat, deploy your party well, cast effective spells before and during combat, maneuver your characters into advantageous positions, and attack using the most powerful characters and weapons.

Deploying the Party

Keep the heavily-armored fighters in the front rank and the vulnerable magic users and thieves in the rear ranks.

Equipping the Party

Equip characters in the front rank with the most powerful melee weapons you can find. See the Weapons Chart on

page 56 to see how much damage each type of weapon can do. As soon as you find enough weapons, warriors should carry a one-handed weapon in their primary hand and a short sword in their secondary hand. Remember that if you use a two-handed weapon in one hand, you must keep the other hand free.

Equip characters in the rear ranks with the most powerful ranged weapons you can find. Again, see the Weapons Chart on page 56 to see how much damage each type of ranged weapon can do. Spellcasters should have their holy symbols and spell books in-hand, ready to cast spells.

Characters who use thrown weapons should carry weapons both in-hand and in their belt pouch for quick reloading. Front rank characters who use thrown weapons may wish to carry a shield or short sword at the top of their belt pouch — in the box for belt pouch item #3. (See the diagram that names parts of the equipment screen on page 19.) A shield or short sword in that position will be readied automatically after the character attacks with the last of his or her thrown weapons.

Be sure to recover your ranged weapons after each battle and to collect all of the ranged weapons you can find. Ranged weapons get used up quickly in battle.

Wounded Characters

Characters who are seriously wounded should be moved out of the front rank if possible. It is much easier to heal a wounded character than it is to bring a dead character back to life.

Moving and Fighting

If you are exploring an area, move with the compass on the screen to facilitate mapping. If you are moving through an explored area, move with a spell menu on the screen and an attack spell showing. Always move with the adventure screen up; you can't fight from the equipment or character screens.

With both the adventure screen and spell menu up you are prepared for battle. Prepare for battle before you open any door, climb or descend stairs, or push a button that could open a door or secret wall. Monsters often lurk behind closed doors or secret walls, and monsters are always ready for combat!

Remember that you can move and fight at the same time. You can move backwards to dodge an enemy melee attack. You can move sideways to dodge an enemy ranged attack. You can even try to run away and close a door behind you to get away from a particularly nasty fight. Be careful though, some monsters can open doors to follow you.

Hints

Here are some general strategy hints to help you along your journey.

Carry Items with You

You never know when you will need something that you found! To carry an item with you, pick up the item and move it into a backpack.

Prepare Your Party

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. When a monster approaches, make sure that your fighters in the front rank have weapons in their primary hand. 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.

Keep Track of Buttons and Levers

Some puzzles are activated in one part of the dungeon, yet they affect another part farther away. Record the position of any button or lever that has no obvious function. If you can't seem to get through an area, go back and change these buttons or levers one at a time to see if they make it any easier to get through.

Look For Writing On The Wall

If you can't seem to get through an area, look for writing on the walls in the area. Often, writing on a side wall is difficult to spot. Some writing may only be read if the party includes a character of a specific race.

Look For Hidden Buttons On The Walls

Always check the walls for secret and hidden buttons and bricks. Moving sideways down a wall will often make hidden buttons easier to spot.

Keep Your Eye On The Compass

Watch the compass as the party moves. There are a number of traps that change the party's facing. Teleporters often reveal themselves when the party's facing changes.

Watch for Teleporters

Do you suspect the party is being teleported while moving through an area? Throw an item past the suspected teleporter, then watch the item. The item will 'disappear' if it teleports.

Save The Game

Save the game anytime you think that something could happen that would hurt the party. Save the game at the beginning of each level. If a puzzle is difficult to solve, save the game and then try different solutions. If the monsters are attacking the party thick and fast, save the game and try different strategies. If things are getting really tough, save before opening doors.

Go On

When all else fails, go on with the game. The party does not have to open every door, fight every monster, and obtain every item to win the game. Mark down any areas that the party bypasses. If the party gets stumped in a later area, or needs an item to go on, come back and try the puzzle again.

BESTIARY

This section contains descriptions of most of the monsters in and around Temple Darkmoon. You may encounter a few others....



Aerial Servant

This semi-intelligent creature is a form of an air elemental. Aerial servants are most often encountered on this plane of existence when

they have been conjured by a high level cleric to do a specific task. They are normally invisible, but when seen they resemble legless humanoids made of sparkling blue smoke. They are very strong and can do great damage by grabbing and strangling their targets.



Basilisk, Lesser

This uncommon reptilian monster has leathery skin and eight legs. Lesser basilisks' defenses include a

powerful bite and a hideous gaze that can turn a target to stone. Though they have eight legs, their slow metabolic process causes them to move sluggishly. They can be encountered alone or in small groups.



Ant, Giant (Warrior and Worker)

These giant insects include both worker ants and warrior

ants. They are covered with a thick outer skeleton that acts as armor. They have six hairy legs that can propel them over ground at great speed. All giant ants have powerful mandibles that can rend their targets. Warriors can also attack with a poisonous stinger in their tail.



Beholder

Also known as *Eye Tyrant* or *Sphere of Many Eyes*, this solitary horror is most often found under-

ground. Beholders have a globular body and move with an innate levitation. Atop the beholder's spherical body are ten eye-stalks, and in the center is a single large eye and a gaping maw adorned with several rows of razor-sharp teeth. Each of the eye-stalks has a unique magical ability—the beholder can cast a different spell with each. Fortunately, not all of the eyes can be brought to bear on a given target. Beholders are covered with hard, chitinous armor, making them relatively tough to hit in combat.



Bulette

Aptly called a land-shark, the bulette is a huge terrifying predator that lives only to eat. It has a temperament akin to the wolver-

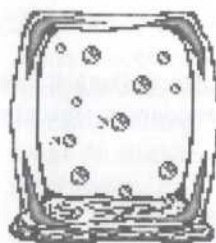
ine - stupid, mean, and fearless. The bulette is universally shunned, even by other monsters. These rare, carnivorous creatures are covered with bony armored plates which make them very tough to damage. Despite their size and armor they are both swift and deadly. Bulettes have very powerful claws and a maw full of rows of razor sharp teeth.



Gas Spore

Gas spores are multicellular spherical fungi that are often found floating through enclosed

corridors. Gas spores' frontal coloration resembles a large central eye. They also have rhizome growths on top of their hollow bodies that strongly resemble eye stalks. The resulting sphere closely resembles a beholder, but has none of the beholder's awesome powers.



Gelatinous Cube

These almost transparent cubes travel down dungeon corridors, absorbing car-

riage and trash along the way. The sides of a gelatinous cube glisten, and the creature leaves a slimy trail when it moves. Very large cubes grow tall to garner mosses and the like from ceilings.



Giant, Frost

Like all evil giants, frost giants have a reputation for crudeness and stupidity. This reputation is deserved, but frost giants are crafty

fighters. They are very strong and tough. They are protected by oversized armor and can do tremendous damage with giant melee weapons and large hurled rocks. Frost giants may be found alone or in small tribal groups.



Hell Hound

The hell hound is a very large, rust-red or brown beast with burning red eyes. The baying of a hell hound has been described as "eerie," "hollow," and "disturbing." The beast attacks with flaming breath and piercing teeth.



Mantis Warrior

Also called *Thri-Kreen*, this is a carnivorous insect man. A mantis warrior resembles a man-sized praying mantis. Mantis warriors are often

armed with a unique, sharp-edged pole arm. The ferocious reputation of the deadly weapon and the warriors who wield it has spread far.



Margoyl

This monster is a ferocious predator of a magical nature. Margoyls are typically found amid ruins or dwelling in under-

ground caverns. They seem to have their own guttural language. These monsters will attack anything they find and they love to torture their helpless prey. They attack with their claws, bite, and horn.



Mind Flayer

Also called *Illithid*, this is one of the most feared of the inhuman dwellers. Mind flayers feed on the very minds of sentient beings. Mind flayers are a slimy mauve color, stand about six feet tall, and adorn themselves with flowing robes decorated with images of suffering, death, and despair. Their faces resemble octopi with two large, white, pupilless eyes.



Salamander

This large, flaming creature is a native of the elemental plane of fire. Salamanders thrive in very hot places. They are cruel, evil crea-

tures that are highly intelligent. They respect only power, and to them power is either the ability to resist their fire, or the capacity to inflict great damage. Anyone else is dealt a painful, fiery death.



Skeleton Warrior

This is a magically animated body, created and controlled by a powerful evil wizard or priest. Skeleton warriors have been created from the bodies of powerful warriors.

Because they have no intelligence or will, skeleton warriors are utterly fearless. They never retreat from a fight, except when turned by a cleric or paladin.



Snake, Flying

Also known as "flying fangs," these uncommon reptiles are so dangerous that all intelligent races hunt them merci-

lessly. They fly with acrobatic agility, and use their tails and body coils to hamper victims while they hover in midair. Flying fangs always try to strike at the faces of their foes. The snakes will attack any living creature they feel they can slay and eat.



Spider, Giant

This predator haunts many regions and helps to keep down the level of pests, like adventurers.

Giant spiders weave webs for unwary victims, and attack with poisonous bites.



Wasp, Giant

This rare giant insect is feared because of its unthinking ferocity. They can attack with powerful jaws and

their tail-mounted stinger. The buzzing wings of giant wasps gives some warning of their presence, but their swiftness makes it necessary to react instantly to their presence.



Will 'o Wisps

These malevolent entities subsist by luring unsuspecting creatures to their deaths amid the hazards of their

environment. They feed on the energies released in their targets' death struggle. They prefer their victims to meet lingering deaths to increase the energy given off before death. Will 'o wisps attack in melee by discharging their stored energy into their foes in a swooping attack.



Wolf, Dire

Dire wolves are large ancient ancestors of modern wolves. They are active and cunning carnivores. They can act independently, but tend to travel in packs. Dire

wolves are larger than most men and have powerful jaws and teeth. They are swift and sure hunters.

TABLES

Experience Levels

FIGHTER EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-10
2	2,000	+(1-10)
3	4,000	+(1-10)
4	8,000	+(1-10)
5	16,000	+(1-10)
6	32,000	+(1-10)
7	64,000	+(1-10)
8	125,000	+(1-10)
9	250,000	+(1-10)
10	500,000	+ 3
11	750,000	+ 3
12	1,000,000	+ 3
13	1,250,000	+ 3

CLERIC EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-8
2	1,500	+(1-8)
3	3,000	+(1-8)
4	6,000	+(1-8)
5	13,000	+(1-8)
6	27,500	+(1-8)
7	55,000	+(1-8)
8	110,000	+(1-8)
9	225,000	+(1-8)
10	450,000	+ 2
11	675,000	+ 2
12	900,000	+ 2
13	1,125,000	+ 2

CLERIC WISDOM SPELL BONUS*

WISDOM SCORE	SPELL LEVEL					
	1	2	3	4	5	6
13	1	-	-	-	-	-
14	2	-	-	-	-	-
15	2	1	-	-	-	-
16	2	2	-	-	-	-
17	2	2	1	-	-	-
18	2	2	1	1	-	-
19	3	2	1	2	-	-

* Bonus spells become available when the cleric can normally cast spells of that level.

CLERIC SPELL PROGRESSION

CLERIC LEVEL	1	2	3	4	5	6
1	1	—	—	—	—	—
2	2	—	—	—	—	—
3	2	1	—	—	—	—
4	3	2	—	—	—	—
5	3	3	1	—	—	—
6	3	3	2	—	—	—
7	3	3	2	1	—	—
8	3	3	3	2	—	—
9	4	4	3	2	1	—
10	4	4	3	3	2	—
11	5	4	4	3	2	1
12	6	5	5	3	2	2
13	6	6	6	4	2	2

MAGE EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-4
2	2,500	+(1-4)
3	5,000	+(1-4)
4	10,000	+(1-4)
5	20,000	+(1-4)
6	40,000	+(1-4)
7	60,000	+(1-4)
8	90,000	+(1-4)
9	135,000	+(1-4)
10	250,000	+(1-4)
11	375,000	+1
12	750,000	+1
13	1,125,000	+1

PALADIN EXPERIENCE TABLE

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-10
2	2,250	+(1-10)
3	4,500	+(1-10)
4	9,000	+(1-10)
5	18,000	+(1-10)
6	36,000	+(1-10)
7	75,000	+(1-10)
8	150,000	+(1-10)
9	300,000	+(1-10)
10	600,000	+3
11	900,000	+3
12	1,200,000	+3
13	1,500,000	+3

MAGE SPELL PROGRESSION

MAGE LEVEL	1	2	3	4	5	6
1	1	—	—	—	—	—
2	2	—	—	—	—	—
3	2	1	—	—	—	—
4	3	2	—	—	—	—
5	4	2	1	—	—	—
6	4	2	2	—	—	—
7	4	3	2	1	—	—
8	4	3	3	2	—	—
9	4	3	3	2	1	—
10	4	4	3	2	2	—
11	4	4	4	3	3	—
12	4	4	4	4	4	1
13	5	5	5	4	4	2

PALADIN SPELL PROGRESSION

PALADIN LEVEL	1	2	3
9	1	—	—
10	2	—	—
11	2	1	—
12	2	2	—
13	2	2	1

RANGER EXPERIENCE TABLE

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-10
2	2,250	+(1-10)
3	4,500	+(1-10)
4	9,000	+(1-10)
5	18,000	+(1-10)
6	36,000	+(1-10)
7	75,000	+(1-10)
8	150,000	+(1-10)
9	300,000	+(1-10)
10	600,000	+3
11	900,000	+3
12	1,200,000	+3
13	1,500,000	+3

THIEF EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-6
2	1,250	+(1-6)
3	2,500	+(1-6)
4	5,000	+(1-6)
5	10,000	+(1-6)
6	20,000	+(1-6)
7	40,000	+(1-6)
8	70,000	+(1-6)
9	110,000	+(1-6)
10	160,000	+(1-6)
11	220,000	+2
12	440,000	+2
13	660,000	+2

Ability Scores

Strength

The Strength Chart lists the modifiers to melee hit probability and the damage adjustment based on the character's Strength.

Strength Chart

ABILITY SCORE	MELEE HIT PROBABILITY	DAMAGE ADJUSTMENT
3	-3	-1
4-5	-2	-1
6-7	-1	none
8-15	normal	none
16	normal	+1
17	+1	+1
18	+1	+2
18/01-50*	+1	+3
18/51-75*	+2	+3
18/76-90*	+2	+4
18/91-99*	+2	+5
18/00*	+3	+6
19#	+3	+7
20#	+3	+8
21#	+4	+9
22#	+4	+10

* These bonuses are available only to fighters, paladins, and rangers.

These scores are only possible in this game through magic.

Dexterity

The Dexterity Chart lists the modifiers to missile hit probability and the armor class adjustment based on the character's Dexterity.

Dexterity Chart

ABILITY SCORE	MISSILE HIT PROBABILITY	AC ADJUSTMENT
3	-3	+4
4	-2	+3
5	-1	+2
6	0	+1
7-14	0	0
15	0	-1
16	+1	-2
17	+2	-3
18	+2	-4
19	+3	-4

THACØ

THACØ is not an ability score, but it is an important characteristic. The THACØ Chart below lists a character's base THACØ for his class and level.

THACØ Chart

CLASS	CHARACTER LEVEL												
	1	2	3	4	5	6	7	8	9	10	11	12	13
Cleric	20	20	20	18	18	18	16	16	16	14	14	14	12
Fighter	20	19	18	17	16	15	14	13	12	11	10	9	8
Mage	20	20	20	19	19	19	18	18	18	17	17	17	16
Paladin	20	19	18	17	16	15	14	13	12	11	10	9	8
Ranger	20	19	18	17	16	15	14	13	12	11	10	9	8
Thief	20	20	19	19	18	18	17	17	16	16	15	15	14

Constitution

The Constitution Chart lists the Hit Point Adjustment that a character gets every level.

Constitution Chart

ABILITY SCORE	HIT POINT ADJUSTMENT
3	-2
4-6	-1
7-14	0
15	+1
16	+2
17	+2 (+3)*
18	+2 (+4)*
19	+2 (+5)*

* These bonuses are available only to fighters, paladins, and rangers; for all other classes the maximum hit point adjustment for constitution is +2

Weapons

Weapons are divided into 3 classes: melee, thrown, and fired. Melee weapons are used only in close combat, while thrown and fired weapons are used at range. Characters in the front rank can use melee and ranged weapons. Characters in the rear ranks can only use ranged weapons. Note the "Classes" section starting on page 25 in the rules that limit some character classes to certain weapons.

The Weapons Chart lists the weapons with their range of hit point damage versus small, medium, and large-sized creatures. The damage done by a melee weapon is adjusted by the attacking character's strength and any magical bonus the weapon may have.

Weapons Chart

	DAMAGE VS. SMALL & MEDIUM	DAMAGE VS. LARGE
Melee Weapons:		
Staff*	1-6	1-6
Mace	2-7	1-6
Short Sword	1-6	1-8
Flail	2-7	2-8
Axe	1-8	1-8
Long Sword	1-8	1-12
Halberd*	1-10	2-12
Thrown Weapons:		
Rock	1-2	1-2
Dart	1-3	1-2
Dagger	1-4	1-3
Spear	1-6	1-8
Ranged Weapons:		
Sling & Rocks*	1-4	1-4
Bow & Arrows*	1-6	1-6

* These two-handed weapons must be used from the primary hand. Note that items in the other hand are unavailable.

Armor

Armor provides a character a base armor class. The lower the character's armor class, the harder it is for an attack to hit. Armor class is based on the character's armor and his dexterity bonus. Some magic items and spells also help a character's armor class.

Note the Classes sections starting on page 25 in the rules that limit some character classes to certain types of armor. The Armor Chart lists the types of armor and the base armor class they provide a character.

Armor Chart

ARMOR TYPE	BASE AC
Robe	10
Shield*	9
Leather Armor	8
Scale Mail	6
Chain Mail	5
Banded Armor	4
Plate Mail	3

* A shield subtracts 1 AC from any armor it is used with.

Boots, helmets, and non-magical bracers may look like armor, but they do not modify a character's armor class. They can safely be left as weights on pressure plates. Magical bracers, however, can modify a character's armor class.

INDEX OF SPELLS

- Aid, 39
- Armor, 32
- Bless, 38
- Blur, 33
- Burning Hands, 32
- Cause Critical Wounds, 41
- Cause Light Wounds, 38
- Cause Serious Wounds, 41
- Cone of Cold, 36
- Create Food & Water, 40
- Cure Critical Wounds, 41
- Cure Light Wounds, 38
- Cure Serious Wounds, 41
- Detect Invisibility, 33
- Detect Magic, cleric, 38
- Detect Magic, mage, 32
- Disintegrate, 37
- Dispel Magic, cleric, 40
- Dispel Magic, mage, 34
- Fear, 36
- Fireball, 34
- Flame Blade, 39
- Flame Strike, 42
- Flesh to Stone, 37
- Harm, 42
- Haste, 35
- Heal, 42
- Hold Monster, 37
- Hold Person, cleric, 39
- Hold Person, mage, 35
- Ice Storm, 36
- Improved Identify, 34
- Improved Invisibility, 36
- Invisibility, 34
- Invisibility 10' Radius, 35
- Lightning Bolt, 35
- Magic Missile, 33
- Magical Vestment, 40
- Melf's Acid Arrow, 34
- Neutralize Poison, 41
- Prayer, 40
- Protection from Evil, 38
- Protection from Evil 10' Radius, 41
- Raise Dead, 42
- Remove Curse, 36
- Remove Paralysis, 40
- Shield, 33
- Shocking Grasp, 33
- Slay Living, 42
- Slow Poison, 39
- Stone to Flesh, 37
- True Seeing, cleric, 42
- True Seeing, mage, 37
- Vampiric Touch, 35
- Wall Of Force, 37

Westwood Associates Credits

Director: **Brett W. Sperry**
Original Concept & Story: **Philip W. Gorrow and Brett W. Sperry**
Game Design: **Brett W. Sperry, Paul S. Mudra, and Bill Stokes**
Lead Programmer: **Philip W. Gorrow**
Level Programmer: **Bill Stokes**
Amiga Programmer: **Bill Stokes**
Additional Programming: **Joe Bostic**
Art & Graphics: **Rick Parks, Aaron Powell, and Ren Olsen**
Music: **Frank Klepacki**
Sound Effects: **Paul S. Mudra and Dwight Okahara**
Writer: **Marc Cram**
Playtesters: **Glenn Sperry, Scott Zielinski, and Matt Collins**
Special Thanks to: **Chuck Kroegel**
Westwood Associates development
done in association with: **International Computer Group**

Strategic Simulations, Inc. Credits

Producers: **Dan Cermak and George MacDonald**
Game Developers: **Nicholas Beliaeff and David A. Lucca**
Manual: **Eileen Matsumi, George MacDonald,
and André Vrignaud**
Playtesters: **Cyrus Harris, John Kirk, Alan Marengo, Phil Alne,
Brian Lowe, Robert Lupo, Jeff Shotwell,
Glen Cureton, John Boockholdt, Jason Ray,
André Vrignaud, Chris Warshauer, and Mark Hall**
Test Support: **Kym Goyer**
Special IBM Testing: **Top Star Computing Services, Inc.**
Art, Graphic Design, & DTP: **LOUIS SAEKOW DESIGN: David Boudreau, Kirk Nichols**
Pre-press Production: **LOUIS SAEKOW DESIGN: Kirk Nichols, Ray Garcia**
Printing: **American Lithographers, Inc.**

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