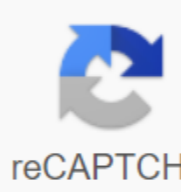


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Eye of the Beholder is a role-playing game developed by Westwood Associates and released for PC in 1991. It was also available for Amiga, Sega CD, SNES and Game Boy Advance. It is still delightful today, buying a version of GOG or using a Dos Box or Amiga emulator. Your team has been hired by the Lords of Waterdeep to investigate the source of the troubles lying under the city. When you enter the tunnels, the entrance collapses, forcing you to delve into this underground labyrinth. As you descend you will come across various races inhabiting the underworld. Some of them are friendly, but most of them are not. You start by creating a four-character party. There's numerous NPCs that you can add to your party along the way, and slots for an extra two characters in your party. Beholder Eye doesn't have an automap although you can add one to the PC version by installing all the eye-seeing mod. Just run the ASE mod, select the game folder where Eye of the Beholder is located, download your save game (you need to create a party before it works), click on the Start search button to find your lot and the map should be loaded into the window next to your game. Eye Beholder Passage Level 1: Upper Sewer Level 2: Average Sewer Level 3: Lower Sewer Level 4: Upper Level Dwarf Ruin Level 5: Dwarf Ruins and Camp Level 6: Lower Level dwarfs Ruin Level 7: Upper Level Reaches Level Again 8: Sleeps Level 9: Lower Level Reach Again 10: Outer Sanctuary Xra, Mantis Hive Level 11: Outer Xhar Bottom reaches level 12 : Inner Sanctuary Xanthar If you liked this game make sure you check out Eye Beholder 2: The Legend of Darkmoon for more RPG fun. He continues the adventure immediately after the characters return to Waterdeep. Go back to my game page This brilliant game is a fist in the Trilogy of the Beholder (see also Eye of the Watcher II and Eye of the Watcher III). The water signal is in danger, evil moves under it. You are called by the High Lords of the city, and you are given a commission to go down to the sewer dungeons under Waterdeep. But look, for you saw to be self evil ... When you walk into the sewer to take a few steps inside you hear a crash of noise and as you turn the entrance sealed. From now on, you're on your own. You have to continue keeping yourself alive. You'll learn that sewers aren't what they seem, encountering numerous monsters, you'll disperse the halls under the sewer, and finally face Xanathar himself - The Great Beholder. Something that can help you through hints - a book of notes called Peace Under water. And if the clues are not enough, go ahead and look at the step-by-step guide. Great under the influence of your journey will also be maps for each level (graphics 32K). And don't miss the descriptions Monster you will come across. When descending on the first set of stairs or when pushing past the level of dwarves, the question will answer you. If you have lost the manual, you can look at solutions for these issues. It's almost no secret that EOBI contains three areas not available during normal gameplay. Hacked EOB. EXE, which allows me to go through the walls, I reached these areas. They are located in the northwestern corners of Levels 1, 2 and 3. The only thing that puzzled me was this one portal that has all the photos in place. It was impossible to activate it with any of the stone objects in the game. Given that some of the cases of ladders in these areas were not connected properly, I think the EOBI developers had some great ideas that were removed shortly before the game was to be released. Game Hint: Here's my strategy on how to complete the game, and the latest special quest, and keep all members of your party alive! You help the dwarves and get a Silvas wand from them. And now you're about to enter the room with Xanathar himself. Now, prepare: Give the stick Silvas your strongest magician, And then make your party invisible (either drink potions or better though thrown Invisibility radius 10' spell. turn right and head down the corridor past the trap of the light beam (don't be afraid - you're invisible, remember?). In the next room you will see two pedestals with eyes on them and a thorn trap between them. Now face the trap and get around to the right, turning left, so you'll see the passage you came from the end of the beholder when it appears. When it comes right in front of you, dance around it so that the trap, beholder and you party are on the same line (from your waiting position: get around left, step forward, turn right very quickly). Use a wand to push the Watcher away and step into his place. Use the wand again and it gets spiked. Lean back and watch the closing sequence ... Get this game out here are some links that you might wish to follow: Back to my game page This page has been visited once. Shakirawolf Leider sin die daten dieses Nutzers gerade nicht shipyard. Bitte vehuh es speter noh einmal. View profile Wunschliste anzeigen Gesprch starten Als Freund einladen Als Freund einladen Einladung annehmen Einladung annehmen Offene Einladung... Angemeldet seit-user.formattedDDateUserJoined -Freunde seit (user.formattedDAtDateUserFriended) Blockierung aufheben Nutzer blockiert Die Wunschliste dieses Nutzers ist nicht effentlich. Du Cannst aufgrund der der von dir oder dem anderen Nutzer nicht mit diesem Nutzer unterhalten. Du kannst dich mit diesem Nutzer nicht unterhalten, weil du ihn geblockt hast. Du kannst diesen Nutzer nicht einladen, Weil du ihn geblockt hast. The commentary is buried. Unhide I managed to find a special quest for this level - put the dagger in a rectangular hole on the wall somewhere and it turns into a magic dagger Guinsoo! If someone has found more special quests, please post online! Level 2 You are faced with 3 doors (E,N,S) and one key. First open the door E. Watch the pits, some of them should be opened and closed with pressure plates. Get the key and other things and go back to the 3rd door. Open the door S and you will come to a secret passage to N. Return to your 3 doors again - just before these doors, the passage opened for W. Go there, somewhere here you will find a stone dagger - this, and 7 other stone objects used to travel through the portals that you will see later. The way to the next level is behind the door N next to the teleport - you need a key however. The key you get is that somewhere there is a W door leading to a single-block room. Step inside, close the door, press the button on the wall - the number moves - get out and you are elsewhere. Step in, repeat the procedure, get out - elsewhere. The third time you do this, you're back to your starting place. The key is in one of these places elsewhere, and the other stuff too. Level 3 Direct Level. There are some things in the room with pressure plates. Walk around until you find a blue stone in the wall somewhere. You will find a wall with 2 eyes - place this pearl in the missing eye. Walk around the walls with eyes (watch your compass here!) and find 3 more gems (4 total) and place them in 4 eye slots - your eyes will be purple when you are successful. The wall will open in the eye walls, and two stairs come down here. Take the S first, get some items in the 3x3 room and then come back here and take the N door. Level 4 Jump N behind some illusory walls and walk. The way down is easy to find Kill some spiders (crack their web with a long word) and the stone scepter is in one of the spider spiders This level also has a portal (extreme N) that takes you to Level 7 of Area 2, and the Oracle knowledge E portal (much later you'll find a ball of power that you can post here - it releases power that tells you the true nature of your magical items, such as some weapons, rings, amulets. Level 5 dwarf level, but the lightweight one is locked on the next level, and the difficult one is outside the teleport room. Sooner or later you will find the dwarves - they will tell you their sad story, and two goals for you to save your prince and heal your king ... achieved much later. Walk around, dwarf the clergyman somewhere n, and he can resurrect the bones you pick up to become members of your party. Who do you want to resurrect or let join your party is your choice and does not detract from the game plot. Dwarves will give you a stone amulet that activates the portal at this level (behind the fake N pass) - don't go anywhere now however. Go W behind the door with a hidden switch to find some things. Jump S somewhere in place with the pits that open behind you. Open the doors here. There are 2 teleports here - E one will take you to W one that will take you from this place. You can get all the items here, but don't take the boots, or you'll fall through the pits. Jump E through the fake wall and you can arrive in the winding passage - watch your compass. N of this aisle (and extreme E) is another fake wall - continue N, then W, and you'll be in the teleport room. Released on 1..9, A. Teleports F - Wall 12 F- 3 - Lever ED 45 A 67 E CB9 N'S - 8 W There are items you can get if you like, but I'll tell you the way out, you're a spoiled person! Here goes ... Walk at 2. Pull the lever on N. Walk in the B. Pull lever at this point. Walk at 8. Walk at 4. Walk at 9. Walk at 6. Walk in EA Now you are in K. Pull the lever here and go away. Behind the three doors is a ladder down. Level 6 You need 3 gnome keys to go down to level 7. Beware when stepping on pressure plates at this level - darts fly off the walls and hit you, so step on the plate and quickly step back. Collect as many darts as possible, there is a place where you will need about 20 darts. When walking S somewhere you will meet an evil powerful magician - run to a higher level and avoid its magic by moving and attacking it, but make sure you kill it (I don't know what will happen if you don't). You'll find kenku eggs in some rooms - you can eat them as food, but save one or two for a bribe at level 7. There is a portal that takes you to the 10th level. Don't go now, W portal is a closed zone with The plate, and the W and E area plate 2 pits - jump in both respectively (climbing brings you back to that area) to get 2 dwarf keys. S this area 2 passages - one place that has a ladder and needs 3 keys to open the passage to the exit. Another area behind 4 pressure plates containing walls with rectangular holes (cubbyholes). Place the dart in each cubbyhole to make the walls disappear - if you run out of darts back to one of the 4 pressure plates - here you'll find a third key and some other things including a good adamantite darts for battle. This level has a stone ring that you can only get much later, came up from level 7 to a closed area at this level. Level 7 is drowsiness. There are 4 main areas. Area 1: Large, populated by lots of sleepy and flying fireball - explore completely, and eventually descend the stairs to level 8 area 2. The staircase behind the door rises to the stone ring room at level 6. Area 2: a portal room containing 5 portals. This is used as a point halfway through the game, so you can get to other levels easily and quickly. Don't worry about the doors in this room. Areas 3 and 4? Two of the whole whole world's areas of field achieved come out of Level 8 using methods such as the use of certain keys or certain mechanisms. Level 8 and 9 have these areas as well, all are interconnected. If I explain what to do in a particular area, remember that the area is a closed space with one or more rooms, and reached from another level. These areas contain valuable weapons and magical items. Most areas have doors that need certain keys to open - if you're stumped in one area, try the next and so on until you find the right keys. Area 3: Approach from level 8 area 4, walk past 3 doors, put an item in the cubbyhole and press the button - the wall disappears and you reach the room with a pit - jump down without fear of level 8 area 3. Area 4: Up from level 8 area 4 last 2 doors, and door seals behind you. E, W and S are fake walls - E and W are a lot of items and keys (and villains) and S 4 doors that lead to area 2 at this level (I told you don't worry about doors). Level 8 Area 1: Has 2 portals. This large area can only be reached through the portal from the 7th level of area 2. Explore this area as best you can - I found items such as sword number 3 and a scepter of royal power here. There are stairs going down to level 9 area 3. Area 2: This is the center of the districts. The first S ladder takes you back to this level in the area (5) with the stairs down and the key. There is a fake wall n that will take you to the door, which can only be opened with Key. Area 3: Teleport will take you to a teleport room that takes you to area 4 at this level. Area 4: Reached from level 9 area 3, or area 3 of this level. S stairs down two fake walls with a key. N N The staircase is an area with a mounting device and a cubbyhole. Put some key in this hole, click and the gem will appear. Put the gem in the mounting device and pass through the door. Two ladders lead E and W - E goes to Level 7 area 3 and W goes to level 7 of area 4. Level 9 Area 1: Reached from Level 8 or Portal from Level 7 of Area 2. There are some magical items here such as the Stoneskin scroll and the wonderful sword No. 5 North. Go S for Oracle devouring and you will come to the ladder that goes at level 10. You will come to a room that asks you for 4 items - sword, armor, rations and arrows, and the door opens. Continue and you will arrive at the place where the North is located (6 fake walls) and some other items are behind here, with puzzles I could not solve. Area 2: Storage - reached from level 8 area 5. Something. Area 3: Place with 2 stairs up. You need the keys for every door in this place. You have to have a gem for this place (can't remember where I found one) - a gem of a place in the cubbyhole and you get a key to open the door to the S that rises to level 8 of area 4. Level 10 Is reached from Level 9 of Area 1 or Portal from Level 6. The level 6 portal takes you to a room with 2 portals, 3 doors and a S. Portal E takes you back to Level 6, the W portal takes you to a ONE-WAY journey to level 8. Don't worry about teleports in S - if you can solve them, then congratulations, but it's not necessary. The e-door leads you to some points. W-most door leads you to the dwarf prince - heal him and take him back to the dwarves (with the help of portals), and they will tell you about the way out of this place. Then come back here. The middle door takes you to a great place, you can explore and fight mantis creatures. Eventually you will come to a place where you will see a button on the wall S. Click this button twice - turn and look N and hey presto, the passage appears. Walk N and press the W wall twice. Another pass seems N. Walk into the room and jump down - that's the only way I managed to get to level 11 for the first time. Level 11 You will arrive in a room with a portal that can only be activated by a stone symbol found elsewhere at this level. But first a few tricks ... Around the portal block a square wall with buttons, a star and a fake wall as you would have gathered. If you come out of the fake wall, you will come to a larger square wall with the same installation, and hence an even larger square wall (last, whew). If you read the signs, you would have seen the fate of the stars and the alignment must be true. It just means that the stars have to lie in a straight line. Less simply, this means that the stars in the inner two square walls must point in one direction. You want to get out of the outer square wall. So click the button the inner walls (pressing a button makes the wall rotate) until both stars point in the same direction (i.e., if you look at them right in front of you, your compass direction should agree). Another strange rule is that if both stars point in the same direction, you can only go in the opposite direction (for example, N for S). So, for starters, you could make the star point E and then press the W button on the outside wall to Go W. So follow the order I give you: Go W: Here you will find sword No. 4 Slasher. Go N: Walk E, and Door S leads you to the lever room where you will find a potion to heal the dwarf king. Go out and go E again (be prepared, battle tough here) and make your way S until you come to the room 3x2, the key room. A large but camouflaged switch (damn the creators of this game) on the W wall opens the aisle where you can find a stone ball. Jump E: Arrival in a room with 3 internal blocks - the central block has a switch opens the aisle where you will find a stone symbol. The ball of power is here in the secret room as well. Caution! There are some powerful creatures lurking here - try to avoid the death spells (etc.) they throw at you and then attack. Now you have a stone symbol, you can go back to the dwarves using the central portal. They will be overjoyed and will give you a stick Sylvia. If desired, you can use the ball of power at level 4. Then return to this level using a stone symbol. Go S: Walk W and you come to the N-S pass. N takes you to a magical room where if you walk around and around in different directions, you can choose certain magical items. S leads you to the W doorway that opens the 3x3 room. The wall of the S of this room has a switch that is open to a large room. Behind the door is a portal that, using a stone ball, takes you to level 12. After all! Level 12 I don't worry about puzzles or items at this level, I just wanted to find Xanathar. I fiddled with lampshades and switches, took a few things and eventually found it E from the 2x2 room with 4 pressure plates. Well, I was told Sylvia's wand would help me - he didn't do much for me, I can tell you that (can someone fill me up here?), but to defeat Xanathar you can do one of two things - run to a large area and avoid his death spells (etc

etc.) and attack him repeatedly, or, as I did, cheat. All I did was change my save EOBDATA game file. SAV to bring my dead back to full health. Relax and enjoy a fantastic ending with extensive animation and music (he is it). Don't forget to save your Save eye game Beholder II (OH NO! NO!) well, for among you, comparing Xanathar with the main dude in EOB2 as comparing a mouse to a dragon (he he is) he) he) he)

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