EVERY
THING
YOU
NEED
TO
KNOW
ABOUT

EYE

....AND MORE!

Published by Endurance Games Ltd under licence from Finger Products Ltd.
The software program is the copyright of Endurance Games Ltd and is sold subject to the following conditions: All un-authorised copying, hiring, lending, exchanging, public performance and broadcasting is strictly prohibited without the express previous written permission of the publisher.
Endurance Games Ltd is a division of Prism Leisure Corp. plc.
Music ; "Nature Watch by G. DeWild."

LOADING INSTRUCTIONS

SPECTRUM 48k/128k Ensure that your cassette tape is fully rewound and type: *LOAD " "* , then press the *ENTER* key. Now press *PLAY* on your cassette player and the game will load and run automatically.

SPECTRUM PLUS 3 Select *LOADER* option from the main menu and press the *ENTER* key. The game will load and run automatically.

COMMODORE 64/128 *Cassette:* Ensure that your tape is fully rewound and press *the Run/Stop* and *Shift* keys together. Now press *PLAY* on your tape deck and the game will load and run automatically.
Disk: Insert disk, label side up and type *LOAD " * ", 8* . When Ready appears , Type *RUN* and press *ENTER* . The game will run automatically.

AMSTRAD CPC *Cassette:* Type *RUN " "* and press the *ENTER* key. The game will load and run automatically.
Disk: Type *RUN "EYE"* and press the *ENTER* key. The game will load and run automatically.

ATARI ST Insert the disk, label side up into Drive A and double click on the Drive A icon. Now double click on the *EYE.TOS* icon and the game will load and run automatically.

Should you have any problems please consult your computer's user manual

WELCOME TO THE FASCINATING WORLD OF **EYE.** The publishers, **Endurance Games Ltd,** would like to thank you for selecting their game as your choice and wish you many hours of enjoyment.

THE BOARD

The board consists of 32 coloured squares formed by two spirals within a circle. There are 8 different colours each having 4 squares in view at any one time. By rotating the spirals it is possible to change the visual position of the squares of each colour. The position of the squares of each colour is called a pattern and by rotating the spirals you will notice there are 4 patterns, the Long spiral, the Short spiral, the Straight line and the Circle

Also shown on the board is the player's **Status box**. This is used initially to indicate the number of counters to be placed by a player during set-up and afterwards to indicate "**controlled colours**" that a player may capture during the course of a game.

THE GAME OBJECTIVE

The object of the game is to get the required number of your counters onto the corresponding colour squares on the game board.

TWO PLAYER GAME

The winner of a two player game is the person who manages to get **four** of his counters onto his colour pattern on the board. Each player starts with six counters and takes it in turns to place one piece at a time onto an unoccupied square on the board. The player who is playing **red** makes the first move. The number of moves a player may make is determined by the highest number of their counters on any one colour. For example if a player has 3 counters on grey, 2 counters on green and 1 counter on orange then they have 3 moves available to them.

TWO PLAYER GAME (CONT.)

A move is made either by moving a player's own counter to an adjacent square (see fig 1) or by moving one of the spiral wheels clockwise or anti-clockwise. A player on their turn may move their counters **and/or** turn the wheels in any combination or direction up to the total number of moves allowed. A player is **not** allowed to place a counter on an already occupied square, nor to "jump" over occupied squares. The wheels can be moved in a clockwise or anti-clockwise direction in steps. It takes 16 steps to complete a revolution of the wheel and each step counts as one move.

If a player, at any time during a move, has **four** of his counters on any colour other than their own, they are is deemed to have **"control"** of that colour and this will be indicated by the placing of a "control colour" counter in the player's status box. If, **before** a player makes a move, there are any of their opponents counters lying on a player's "controlled" colour" they may, if they wish move any or all of the offending counters to **any** unoccupied square on the board.

THREE PLAYER GAME

The three player version is played to the same rules as the two player game with the following exceptions and variations: Each player plays with **four** counters not six. A board colour is "captured" and controlled when a player has **three** of their counters on that colour. A board colour **cannot** be captured if there is another player's counter on that colour. If a players **own** colour is captured they are out of the game and the remaining players carry on. If two player's have their own colour captured then the surviving player is deemed to be the winner.

FOUR PLAYER GAME

The four player game is played to the same rules as the two player game with the following exceptions and variations. Each player plays with **three** counters instead of six. A board colour is "captured" and controlled when a player has **two** counters on that colour. A board colour **cannot** be captured if there is another player's counter on that colour. If a player's **own** colour is captured they are out of the game and the remaining player's carry on. If three players have their own colour captured then the surviving player is deemed to be the winner.

GAME VARIATIONS

The computer versions of the game **Eye** have various features and rule variations that are not included in the board game and selection of these is made by various screen prompts at the beginning of the game.

First you will be asked to enter a number relating to the number of moves made before a colour change on the board occurs. The colour pairs that are swapped over are **pink** with **grey** and **orange** with **mauve**. This input can be any number between 1 and 255, but by pressing **0** or **ENTER** a static board is selected.

During normal play a player would only be allowed to win the game or "capture" a colour during their turn. The next option allows you to do both at any time during the game. Simply press the on-screen prompt key to select or reject this option. Finally, there is an option that allows player's to **"steal"** a captured colour during the course of the game by placing the required number of counters on an already controlled colour. Again, simply select the on-screen prompt to accept or reject.

GAME CONTROLS

SPECTRUM 48k/128k

UP.....**7**
DOWN.....**6**
LEFT.....**5**
RIGHT.....**8**
PLACE/
PICK-UP.....**SPACE**
SAVE GAME...**CAP SHFT + X**
Or use joystick with joystick interface.
There is an option to re-define the cursor keys.

SPECTRUM PLUS 3

UP.....^
DOWN.....v
LEFT.....<
RIGHT.....>
PLACE/
PICK-UP.....**SPACE**
SAVE GAME...**CAP SHFT + X**
Or use joystick in joystick port.
There is an option to re-define the cursor keys.

COMMODORE 64/128

UP.....**U**
DOWN.....**N**
LEFT.....**H**
RIGHT.....**J**
UP/LEFT.....**Y**
UP/RIGHT.....**I**
DOWN/LEFT.....**B**
DOWN/RIGHT.....**M**
PLACE/
PICK-UP.....**RETURN**
SAVE.....**S**
SELECT COMPUTER OPPONENT.....**F1**
Or use joystick in joystick port **2**

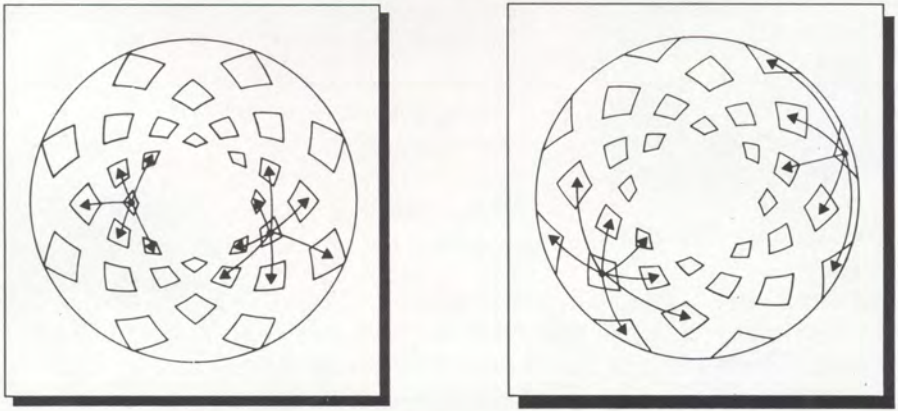
AMSTRAD CPC

UP..... }
DOWN..... } **USE CURSOR ARROWS**
LEFT..... }
RIGHT..... }
PLACE/
PICK-UP....**SPACE**
SAVE.....**SHIFT S + X**
Or use joystick in joystick port.
There is an option to re-define the cursor keys.

ATARI ST

UP.....}
DOWN.....} **USE CURSOR ARROWS**
LEFT.....}
RIGHT.....}
PLACE/
PICK-UP....**SPACE**
SAVE.....**S**
END CURRENT GAME....**ESC**
SELECT COMPUTER OPPONENT.....**X**
Or use mouse in mouse port.

FIGURE 1



Examples of movement to adjacent squares

.....AND MORE!

Eye-The Official Gamebook

IMPROVE YOUR EYE-Q!

Now that you have learnt to play **Eye** you are ready to master the strategies and subtleties of the newest, most exciting test of cerebral fitness yet.

Eye - The official gamebook is now available from **Endurance Games** by mail order for only £1.95 (plus 50p P&P).

Published by **Virgin** and written and edited by acknowledged eye expert **Ian Bailey,** the book will show you how to use your knowledge of the board, the tactics of attack and defence, strong and weak colour relationships and above all **How to Win.**

This 96 page book is a complete guide to how to master the game and comes with a special selection of Eye problems for you to solve.

How to order: Simply send a cheque of postal order made **payable to Endurance Games Ltd** for **£2.45 (inc P&P)** to "Eye Book Offer" Endurance Games Ltd., Unit 1, Baird Rd, Enfield, Middlesex. EN1 1SJ. Please allow **21** days for delivery.

EYE
EYE
EYE
EYE