

# THE KEYS TO MARAMON



**microdaft**

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## QUICK START:

It is necessary to install this software, you may install to either a DISKETTE or HARD DISK. Install will create a directory and copy the necessary files from the CD-ROM to operate the software.

Switch to the drive where the CD-ROM is located. EX. D: <ENTER>

To Read the MANUAL on SCREEN: TYPE: DOC <ENTER>

To Print the MANUAL: TYPE: PRINTDOC <ENTER>

To Install: TYPE: INSTALL C <ENTER> [Where C is the (TARGET) drive to install to.]

To Run: Switch to the drive where the software was installed. EX. C: <Enter >  
Change to the product directory. EX. CD \KEYS [Software Directory]

Start the game: EX. KM D <Enter> [Where D is the CD-ROM DRIVE LETTER]

## COPY PROTECTION:

	1	2	3	4	5	6	7	8	9	10
P 2	YOUTH	OF	MARAMON	RUSHING	TO	BERNARD'S	AID	HARD	TO	BLAME
P 9	ENOUGH	WHELK	HAD	CALLED	IN	A	TOWN	GUARDSMAN	FOR	A
P 10	MY	DAUGHTER	JENNY	DREW	IT	SHE	HAS	QUITE	AN	ARTISTIC
P 15	AND	HE	SHOULD	BE	WARY	OF	USING	UP	HIS	WANDS
P 20	YOUR	HERO	WOULD	LIKE	TO	SELL	DON'T	EXPECT	TO	MAKE