

# The Keys to Maramon™

## Machine-Specific Instructions for IBM®, Tandy® and Other MS/DOS Systems

### System Requirements

To play the IBM/Tandy version of *The Keys to Maramon*, you will need an IBM or Tandy Personal Computer or compatible running under MS/DOS 2.10 or later, with at least 384K of memory, a color (CGA, EGA or compatible) display system, and at least one diskette drive (3 1/2" or 5 1/4"). To install *The Keys to Maramon* on a hard disk, 800 KB of free space is required.

### Before You Start

In consideration of your right to make backup copies, *The Keys to Maramon* comes to you with no on-disk copy protection. (Of course, *The Keys to Maramon* is covered by the copyright laws—you may make backups and working copies only for yourself. It is illegal to give or sell copies to someone else.)

For safety's sake, it is best to copy *The Keys to Maramon* onto working diskette(s). Or onto your hard disk, if you have one—play will be quicker, and you will not need to handle any diskettes. After you copy *The Keys to Maramon*, store your original diskette(s) in a safe place.

#### Hard-Disk Systems

To copy *The Keys to Maramon* onto your hard disk,

- Make sure you have at least 800 KB of space available on your hard disk.
- Insert *The Keys to Maramon* diskette (**Disk 1** on a 5 1/4" system) into a diskette drive, change to that drive, and type

INSTALL

- Then follow the directions on the screen.

#### Diskette-Only Systems

To play from diskette(s) instead of a hard disk,

- Use DISKCOPY or any other disk-copying utility to copy *The Keys to Maramon* diskette(s).

## How to Start

Begin *The Keys to Maramon* by inserting **Disk 1** or changing to *The Keys to Maramon's* directory, and then typing

KM

For example,

<u>Diskette</u>	<u>Hard Disk</u>
(insert Disk 1)	C :
A :	CD \KEYS
KM	KM

The Title and Copyright Screen will appear, showing a ring of keys and a view of *The Elven Maid* anchored outside Maramon harbor. The flashing keyhole after the Version Number means "Press Any Key." (You will see the flashing keyhole at many times throughout the game.) Press any key, and the opening menu will appear.

## The Opening Menu

The opening menu has four selections.

### New

Press **N** to start a new game. The screen will show you pictures of the four candidates for hero. Select one by pressing **H** for Huntsman, **B** for Blacksmith, **C** for Courier, or **S** for Scholar. The game will start with your hero standing just inside the gates of Maramon on Monday morning. Time is already passing.

### Restart

Press **R** to continue a game that you have previously saved. **Saving and Restarting Games** is explained below.

### Setup

Press **S** to set up options for your computer system. *The Keys to Maramon* automatically determines most of your system configuration.

**Joystick or Keyboard:** If you have a joystick, *The Keys to Maramon* assumes that you want to use it. Select the keyboard from "Setup" to ignore the joystick. For example, if your joystick is not self-centering, you are likely to prefer the keyboard. Select the keyboard from "Setup" to avoid disrupting the game with accidental joystick movements.

If you do *not* have a joystick, selecting the joystick from "Setup" puts the game into single-step mode during movement and combat, as explained below.

**Display Monitor:** *The Keys to Maramon* does not automatically determine whether Tandy 1000 16-color graphics are supported on your system. If they are, "Setup" lets you switch from four-color to 16-color mode.

*The Keys to Maramon* remembers your "Setup" selections, so you will not have to choose "Setup" again unless your system changes.

### Quit

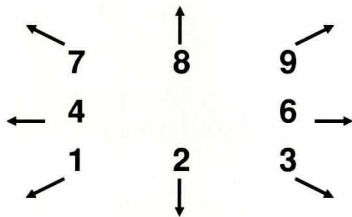
Press **Q** to return to DOS from the opening menu.

### How to Move and Fight

You may use either the keyboard or a joystick to move around Maramon and fight monsters. The IBM/Tandy version of *The Keys to Maramon* does **not** provide mouse support.

#### Keyboard Movement

Use the numeric keypad to start moving in any one of the eight directions.



The "5" key in the middle of the keypad stops movement.

To attack a monster in the direction the hero is facing, press the spacebar.

For finer control, press the "J" key to switch to single-step mode. Then the hero will move only while you are holding down a direction key, and will stop when you release it. (Single-step mode is especially useful when planting fire globes.) Press "J" again to switch back to normal keyboard mode.

Other keys ("U" for "Use," "0" for "Status," etc.) are listed on the back cover of the Game Book and explained on pages 18-20.

#### Joystick Movement

In joystick mode, move the stick to travel through Maramon. Press either button to attack a monster in the direction the hero is facing.

The keyboard is still available in joystick mode, with the keys listed on the back cover of the Game Book.

### How to Make Selections

Inside buildings, and in other special locations, your possible actions are listed on the screen. You may use either the keyboard or a joystick to select an action. The IBM/Tandy version of *The Keys to Maramon* does **not** provide mouse support.

#### Keyboard Selections

Select an action from the keyboard by highlighting it with the arrow keys, then pressing the "Enter" key or the space bar. **Home**, **End**, **Pg Up** and **Pg Dn** move you quickly through the list. To avoid taking any action, press **Esc**.

In some cases there will be more choices than will all fit on the screen at once. An example is the list of weapons you can buy at the weapon store. The arrow keys or **Home**, **End**, **Pg Up** and **Pg Dn** will show the complete list.

You can also select an action by typing its first letter. (To talk to someone, for example, press **T**.) This method can be used in almost all cases, except when the possible choices are inventory items, like weapons or mushrooms.

#### Joystick Selections

With a joystick, select an action by highlighting it with the stick, then pressing either button. The keyboard remains active, so you can avoid taking any action by pressing **Esc**.

In some cases there will be more choices than will all fit on the screen at once. An example is the list of weapons you can buy at the weapon store. Moving the stick past the bottom of the list will display more items; then moving it back past the top will display the previous ones.

### Saving and Restarting Games

Games can be saved at almost any time by selecting the "Quit" command or pressing **Q**. When you do so, you will see four options: "Save Game," "Restart Saved Game," "Quit," and "Xit."

#### Save Game

You may have up to four positions—with the same or different heroes—saved at the same time. When you select "Save Game," the four positions are shown, identified with the letters "A" through "D" and the names of the positions already saved.

Select one of the four letters, and type a name for the game position up to 14 letters long as a reminder to yourself.

### Restart Saved Game

When you select "Restart Saved Game," you will see the list of saved games "A" through "D." Select one of them to restart it.

The first time each session that you restart a game, you will be asked to type in a word from the Game Book. For example, if you are asked for word 4 on page 2, type in **rushing** and press the "Enter" key.

### Quit

Select "Quit" to leave the game and return to DOS without saving. You will have the chance to confirm your decision.

### Xit

Select "Xit" to return to the game in progress without saving or restarting.

### Backing Up Saved Games

You may want to copy your saved games to another diskette or another hard disk directory, either for backup purposes or to free up some of the four save positions "A" through "D".

The files to copy are named **KMSAVA.MCS**, **KMSAVB.MCS**, **KMSAVC.MCS** and **KMSAVD.MCS**. Use the COPY command of DOS, or any equivalent method.

### Map of Maramon

In the first printing of the Game Book, the map of Maramon is mis-labeled. Madame Rosel's herbal shop, just southwest of the town gates, should be marked with an "H." The Kozak mansion, south of Sunrise Park, contains the magic shop and should have an "M."

### Box Contents

*The Keys to Maramon* game box should contain the following items:

- Two 5 1/4" diskettes and one 3 1/2" diskette
- *The Keys to Maramon* Game Book
- A postcard registering you as an owner of *The Keys to Maramon*
- This instruction sheet

If any items are missing or defective, contact

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