Installation

Please follow the installation process outlined below. It is important that you choose the best option of installation for your machine because making the incorrect choice will greatly effect the game's performance.

Installation option #1 (Recommended)

For most Macintosh computers, the best option is to use the installation program on the CD to install the game to your hard drive. This installation is done because the game requires that the computer "swap" game screens. This means that the computer needs to continually access the game files in order to keep a steady flow of game motion. Unfortunately, most double speed (2X) CD-ROM drives are not fast enough to keep up with the game's "swapping" demands. To install the game to your hard drive, please do the following:

- 1. Place the Curse of Dragor CD in your CD-ROM drive
- Double click on the "Curse of Dragor CD" icon on your desktop
- 3. Double click on the "Install Curse of Dragor" icon.
- 4. Follow the on-screen instructions.

Since this installation procedure takes between 25 to 30MB of hard disk space, make sure that you have enough hard drive space before beginning the installation process. ENJOY YOUR GAME!

Installation Option #2

For those Macintosh users who have a newer Macintosh with a 4X CD-ROM drive (PowerMac 7200/7500/8500/9500 or Performa 5200/6200/6300), they have the option of playing Curse of Dragor entirely from the CD-ROM (NOTE: You will still need to have between 2 to 5 MB of free hard drive space available in order to save your game. If you do not have 2 to 5 MB of free hard drive space, you will receive an error message during play). No installation process is needed. To play the game from the CD-ROM, do the following:

- 1. Place the Curse of Dragor CD in your CD-ROM drive.
- Double click on the "Curse of Dragor CD" icon on your desktop.
- 3. Double click on the "Curse of Dragor" game icon.

If you notice poor game performance, try playing the game with the installation program on the CD. ENJOY YOUR GAME!

Keyboard Controls

