The Magic Candle™

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

System Requirements

To play the IBM/Tandy version of *The Magic Candle*, you will need an IBM or Tandy Personal Computer or compatible running under MS/DOS 2.10 or later, with at least 256K of memory, a color (CGA, EGA or compatible) display system, and at least one diskette drive (5 1/4 " or 3 1/2 "). To install *The Magic Candle* on a hard disk, 1.2 MB of free space is required.

Diskette Size: If you find that *The Magic Candle* diskettes you have purchased are the wrong size—5 1/4 " diskettes, and your drive uses 3 1/2 " diskettes—call Mindcraft Software at (213) 320–5215 for replacement instructions.

Before You Start

In consideration of your right to make backup copies, *The Magic Candle* comes to you with no on-disk copy protection. (Of course, *The Magic Candle* 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.)

You can investigate *The Magic Candle* from the original diskettes, but you cannot play it to completion. If you have a hard disk, we recommend that you install *The Magic Candle* on it. Play will be quicker, and you will not need to handle any diskettes. If you do not have a hard disk, you will play the game from working copies of your original diskettes. After you make these preparations, store your original diskettes in a safe place.

5 1/4 " Systems:

To install *The Magic Candle* on your hard disk,

- Make sure you have at least 1.2 MB of space available on your hard disk.

- Insert **Disk 3: Graphics** into a diskette drive, change to that drive, and type INSTALL

Or, to make working copies of *The Magic Candle* diskettes,

- Prepare four blank formatted diskettes. Label them **Disk 1, Disk 2, Disk 3** and **Disk 4**.

- Insert **Disk 3: Graphics** into a diskette drive, change to that drive, and type INSTALL

3 1/2 " Systems:

To install *The Magic Candle* on your hard disk,

- Make sure you have at least 1.2 MB of space available on your hard disk.

- Insert **Disk 1 & 4** into a diskette drive, change to that drive, and type INSTALL

  Or, to make working copies of *The Magic Candle* diskettes,

- Use DISKCOPY or any other diskette-copying utility to make copies of both **Disk 1 & 4** and **Disk 2 & 3**. When playing *The Magic Candle*, treat each diskette as a combination of two. For example, when told to "Insert Disk 4," insert **Disk 1 & 4**.

How to Start

Begin *The Magic Candle* by inserting **Disk 1** or changing to *The Magic Candle's* directory, and then typing MCANDLE

For example,

Diskette	Hard Disk
(insert Disk 1)	C:
A:	CD \CANDLE
MCANDLE	MCANDLE

(If you are investigating the game from the original disks, a message about write-protection will appear. Press **I** to ignore it.)

The opening titles will appear, ending with the opening menu:

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A. New   B. Restart   C. Equip   D. Demo
E. Quit
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(Hitting the space bar when the opening titles begin will skip you directly to this opening menu.)

The opening menu is explained below. At this time, just press **D** for a demonstration of the opening sequences of *The Magic Candle*. If you are running from diskettes, you will be asked to insert **Disk 4**, and **(space)** will appear on your screen. (If you are running from the original 5 1/4 " diskettes, insert **Disk 3: Graphics** instead.) Throughout the game, **(space)** indicates that you should press the space bar when you are ready.

The demonstration shows King Rebnard selecting Lukas as the hero of the realm, Lukas recruiting five companions, the group traveling to Port Avur, and three parties dividing up to earn money, train in archery, and rest and learn spells.

Paying attention to the demonstration will help you become familiar with many of the features of *The Magic Candle*. In particular, the Knights' Room demonstrates the **Sort, Call, Greet** and **Invite** commands; Port Avur demonstrates the **Divide, Switch** and **Begin** commands.

The Opening Menu

- **A. New**

Press **A** to start a new game. You will select a Difficulty Level and a name for your Hero. The Difficulty Level sets the number of days remaining before the Magic Candle burns to a stub and the arch-demon Dreax returns. If you do not want to use "Lukas" as the Hero's name, you may choose any other name of up to five letters. Your hero will then enter King Rebnard's throne room, as you saw in the demonstration, and the game will proceed. Once the introduction scene is over, you are on your own to move and play at will. "The Main Screen" chapter of the game book explains in detail how to use the keyboard to play. The "Quick Start" chapter explains what to do now.

- **B. Restart**

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

- **C. Equip**

Press **C** to tell *The Magic Candle* about the equipment in your computer system. *The Magic Candle* automatically determines most of your system configuration. There are two items you may want to change.

Two-Floppy Systems: If you are playing from diskettes rather than a hard disk, *The Magic Candle* assumes that you are using only one diskette drive. The "Equip" option allows you to use two drives, if you have them.

Tandy 1000 Graphics: *The Magic Candle* does not automatically determine whether Tandy 1000 16-color graphics are supported on your system. If they are, "Equip" lets you switch from four-color to 16-color mode.

The Magic Candle remembers your "Equip" selections, so will not have to choose "Equip" again unless your system changes.

- **D. Demo**

Press **D** (as you have already done) to run a demonstration of *The Magic Candle*. You can interrupt the demonstration anytime after Lukas leaves the throne room by pressing **Esc**. You will then be in regular game-playing mode, and can **Xit** and **Quit** to start over.

- **E. Quit**

Press **E** to return to DOS from the Opening Menu.

How to Make Selections

The Magic Candle's game system always displays your options on the screen. The fastest method of making a selection is by pressing the first

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letter of the desired option. For example, in response to whether you want to rename the hero, you may press **Y** for yes, or **N** for no. Whenever a list of options is displayed, the first one is highlighted by a cursor. That is the default option, and can be selected by pressing the space bar. So, if **Yes** is your choice, just press the space bar. It is also possible to move the cursor over the list with the cursor control keys until the desired option is highlighted. See **Cursor Control Keys** below for more on this.

Direction Keys

Press the four arrow keys on your keyboard to "Walk" around, or to indicate the direction of other actions such as "Greet" and "Inspect." If your keyboard has two sets of arrow keys (on and off the numeric keypad), you may use either set.

Player Selection Keys

To select a particular party member, use the number keys (**1** through **6**) across the top of the keyboard. Do NOT use the numeric keypad for this purpose. For example, if you want Ziyx to recall a spell, and Ziyx is shown at the bottom right of the screen as player number 6, press **6** at the top of your keyboard, then **R** for "Recall." (If you had used **6** on the numeric keypad, which is also an arrow key, it would have moved Ziyx or the entire party east.)

Cursor Control Keys

The Cursor Control Keys move the highlighting cursor around a list of commands or options. You may move the cursor and press the space bar instead of pressing the first letter. **F7** and **F8** move the cursor left and right; **F9** and **F10** move it up and down.

In some situations, the Direction Keys also move the cursor. This only happens when the cursor is on a list of lettered options (such as "A.Fear B.Confuse C.Shatter . . . "), not when it is on an unlettered command list such as "Transfr Pool Dist None".

Other keys

See the "Commands" section of The Main Screen chapter of the game book for the use of the rest of the keyboard.

Saving and Restarting Games

Games can be saved any time the "Quit" command is available (which is almost always). Upon selecting "Quit," you are offered the option to save your position. It is possible to save up to eight different positions. Each save file has its own little remarks pad, so you can jot down little

notes to yourself after you select a file (**A** through **H**) to save in. If you choose not to put any remarks down, or don't want to change the existing remark, just press return when "New remarks?" comes up. After the save operation is completed, you may quit and return to DOS, or return to where you left off.

When you restart a game, you will select one of the positions you have previously saved. You will also be asked to type in a word from the game book. For example, if you are asked for the 6th word in column 2 of page 3, type in **say** and press the Return key.

Tips and Suggestions

The Magic Candle is a large game, and some of its many features are not obvious. Some tips and suggestions:

Start out by reading the **Quick Start** chapter, playing as you read. Then read the **Strategies in the Early Game** appendix.

In the castle, there are doors in all four directions. The doors in north walls are obvious; the doors in the other three directions are marked by different-looking walls.

Become familiar with **The Main Screen** chapter, particularly the part on the "Info Section."

Study "Divide," "Switch," "Begin" and "Join" in the **Commands** chapter, and read Sir Gustron's sage advice on **Rest and Recuperation.**

Read about "Subia's Map" in **Travel in the Deruvias.** Remember that many special locations cannot be seen until your party is right next to them.
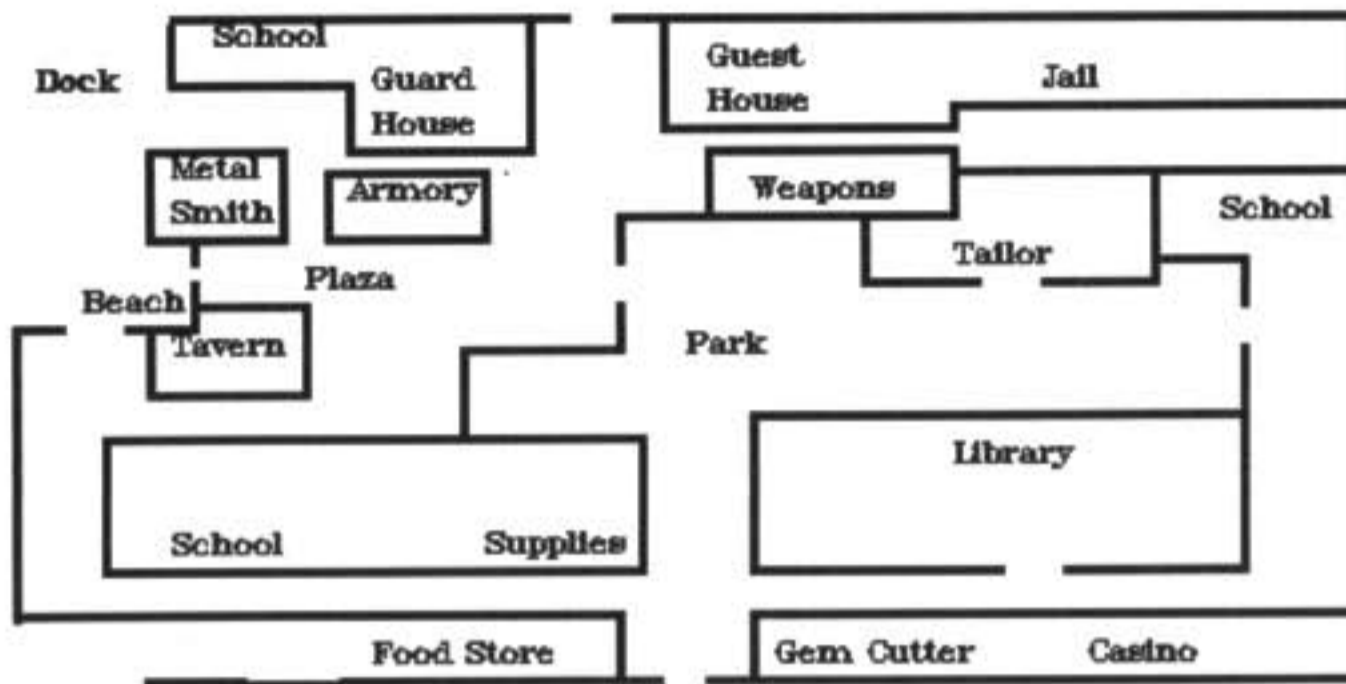
Box Contents

The Magic Candle game box should contain the following items:

- Three 5 1/4 " diskettes or two 3 1/2 " diskettes
- *The Magic Candle* game book
- A map of the lands of Deruvia
- A postcard registering you as an owner of *The Magic Candle*
- This instruction sheet

If any items are missing or defective, contact

Mindcraft Software, Inc.
2341 205th Street, Suite 102
Torrance, CA 90501
(213) 320-5215

Dock School Guard House Guest House Jail

Metal Smith Armory Weapons School

Tailor

Beach Plaza

Tavern Park

School Supplies Library

Food Store Gem Cutter Casino

The Town of Port Avur

Addenda

Buying Supplies

In towns, the character with the highest charisma will get the best prices at Supply Stores, so he should buy supplies for the entire party. At Armories and Weapon Shops, however, each character must buy his own personalized armor and weapons.

Dungeon Skills

Hunting skill is good for more than just finding food—the chance of detecting an ambush in the dungeon corridors also depends on the highest hunting skill in the party.

Halflings are better at picking locks than members of the other races.