

The Magic Candle™

Machine-Specific Instructions for the Commodore 64®

System Requirements

To play the C64 version of *The Magic Candle*, you will need a Commodore 64 or 128 with at least 64KB of memory and one 5 1/4 " disk drive. A color monitor is recommended. A joystick is optional.

Before You Start

In consideration of your right to make backup copies, *The Magic Candle* comes to you with no on-disk copy protection. We strongly recommend that you take advantage of this feature by copying the original disks onto four blank diskettes. Store the originals in a safe place and lose no sleep over the possibility of disk problems. (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.)

If you do not have four diskettes handy, you can still begin playing *The Magic Candle* if you want to live dangerously. But make working copies as soon as possible.

How to Start

Once you have made your working copies and tucked your originals safely away, begin *The Magic Candle* by inserting Disk 1 in your drive and type:

`LOAD "*" , 8 , 1`

then press **return**.

After a moment or two, the title screen appears. Press any key to proceed with the game load. If you wish to skip the title screen and proceed to the game immediately, insert Disk 1 in your drive, and type:

`LOAD "MCGO" , 8 , 1`

then press **return**.

Type **RUN** and press return when the **READY** prompt appears.

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 letter of the desired option. For example, in response to whether you want to name your 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.

Start-Up Questions

You need to answer a few questions before you can start a *Magic Candle* session:

Do you wish to start a new game?

If you choose 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.

If you choose to restart, which you can do only after you have previously saved a game with the "Quit" command, you get a list of four files to choose from. **Saving and Restarting Games** is explained below.

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.

Direction Keys

The chart below shows which keys to press to "Walk" around, or to indicate the direction of other actions such as "Greet" and "Inspect." There are direction keys on both sides of your keyboard. You may use whichever set of keys you prefer.

	<u>North</u>	
	@ or Up Cursor	
<u>West</u>		<u>East</u>
(or Left Cursor) or Right Cursor
	<u>South</u>	
	/ or Down Cursor	

Selection Bar Control Keys

The Selection Bar 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.

	<u>Up</u>	
	<	
<u>Left</u>		<u>Right</u>
. (period)		, (comma)
	<u>Down</u>	
	>	

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

F1 or **0** = Status and Inventory

F3 = Select active(current) character

F7 = Adjust combat messages scroll speed. (Can be used only after combat “begins.”)

CLR HOME = Cancel (escape) the current command

1-6 = Select a character by pressing his/her number

Using a Joystick

If you choose to play parts or all of *The Magic Candle* with a joystick, here is how it works: Pushing the joystick in one of the four cardinal directions while the button is **pressed down** causes movement. Otherwise, the command cursor is moved. If the selected command requires a direction, the program asks for it. If the desired direction is marked as current in the compass box, just press the button again. Otherwise, point the joystick to the desired direction and then press the button.

Pushing the joystick diagonally up and to the left causes the same effect as pressing **F3**, activating the character selection mechanism.

Pushing the joystick diagonally up and to the right causes the same effect as pressing **F1**, displaying status/inventory information for players.

Due to the nature and complexity of *The Magic Candle*, playing with the joystick slows the pace of gameplay, compared to typing single letter commands and options.

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 four different positions on one disk. Of course, by making duplicates of Disk 4, you can actually increase that limit. 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 **D**) 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 power down if you are at the end of your session, 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.

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.

Box Contents

The Magic Candle game box should contain the following items:

- Two double-sided 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

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