



The
Magic
Candle
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Introduction

The "Black Rooster" was nearly deserted. The sun had gone down long ago. Luka nursed her flagon of ale as she watched Nuwar wipe the tables, then clean the drinking vessels, one by one. Petro had fallen asleep, as usual; Nuwar would close the tavern and guide Petro home before very long.

Another night in Telermain. Another *year* in Telermain. With King Rebnard, the Great Eflun, Lord Rexor, Marshal Grolf and so many others so far away in Gurtex, leading the Children of Light against the remnants of the forces of Darkness.

Did Luka envy them? Certainly. But the king had been right, of course. Someone had had to stay behind to protect Oshcrun Island and the castle, Queen Alishia and Prince Jemil.

Luka should feel honored—she *did* feel honored—but there was no denying that she also felt bored. Well, perhaps the new season would bring some excitement. The leaves were already starting to change . . .

Some of them were *really* starting to change, thought Luka. That mysterious blighted grove in Oshwood Forest . . . Was it spreading? Was it a new threat from the forces of Darkness? Or was it nothing to worry about? Luka almost hoped it would turn out to be a problem, so she'd have something interesting to do.

"It's time, Luka," said Nuwar. "Closing up now."

"Thanks, Nuwar." Luka drained her flagon, left a generous tip, and headed home through the darkened streets of Telermain.

Installation and Startup

Before you can play *The Magic Candle III*, you must install it onto your hard disk.

Installation

First, check your CONFIG.SYS file. It must have a line reading

```
FILES = 12
```

A number higher than 12 is OK, too.

From the DOS prompt, insert Disk 1 and switch to the drive holding it by typing **A:** or **B:** and hitting the "Enter" key. Then type

```
INSTALL
```

and hit "Enter." The installation process will begin.

Install Options

On the install screen, the current settings for your *Magic Candle III* installation are displayed. The current settings for the source drive and hard drive directory to install to are displayed. If you want to install the game into a different hard drive directory than C:\MC3, use the arrow keys on the keyboard to highlight the setting you want to alter and press "Enter." You may then type in the desired hard drive letter and the directory to install to.

Proceeding with INSTALL

When all of the options have been correctly set, select "Install" from the menu on the screen (by using the arrow keys to highlight "Install") and press "Enter." The game installation will begin. The program will copy files and then begin decompressing them. You will be prompted when to switch the game diskettes.

Sound Options

Once the transfer and decompression of the files is completed, the install program will transfer you to the SETUP program. Here you will be able to set your sound options for the game (use the arrow keys to move up or down menus). There are separate options for sound effects and music. For sound effects the choices are PC speaker, Adlib or Sound Blaster. You also have the option of turning sound effects OFF for the game. Music offers the choices of Adlib/Sound Blaster or no music. Music may also be turned OFF for the game.

Make the appropriate changes to the options listed, then select "Con-

figure" from the menu and press "Enter." The machine settings will be saved.

Hardware Check

To determine the type of sound cards available for sound effects, the SETUP program is set to automatically scan the computer's hardware. In case the program cannot successfully scan your particular hardware, you are given an option which allows you to skip the scan process and manually input the sound card settings yourself.

If you select "NO" to the "Hardware Check," then the install program will default to no sound card, and you will have to choose the correct settings yourself. If you are using a Sound Blaster for sound effects, then you will need to choose the correct I/O port, sound IRQ setting, and DMA channel setting. (If any of these terms are unclear, check your Sound Blaster manual for further explanation.) When choosing these settings the defaults will be highlighted. You may choose the defaults or select your own settings.

Troubleshooting

The Magic Candle III requires 1 MB of extended (**not expanded**) memory free to load the digitized Sound Blaster sound effects. To run the program, you may have to free up more low memory or convert expanded memory to extended (by altering your EMM386 command).

Some Adlib compatible cards may not be detected by the SETUP program. In this case, it will default to the PC speaker. You may override this selection, and instead choose the card that your sound card is compatible with.

If sound problems occur within the game, there may be a compatibility problem with your specific hardware configuration. To test for sound card compatibility problems, run the SETUP program and select "PC Speaker" to see if this eliminates your problems.

Equipment Changes

If the sound equipment in your computer changes, run the SETUP program from DOS. Make the appropriate changes to the options listed, then select "Configure" from the menu and press "Enter." The new machine settings will be saved.

If you replace your existing mouse with a new one, no changes need to be made to the configuration. Make sure, however, that the new mouse driver is loaded and 100% compatible before starting *The Magic Candle III*.

Starting the Game

Once the game is installed, switch to its subdirectory, by typing something like

```
C:
CD \MC3
```

Then type

MC3

to start the game.

On the title screen, the Version Number of your copy of the game will appear, along with a flickering candle flame. Remember the Version Number, in case you run into problems you need to talk to Mindcraft about. The flickering candle flame means: "Press any key or mouse button to continue." You'll see it often.

Next is a short menu with four options. "New" starts a new game. "Restart" continues where you left off in a game that you have previously saved. The last option, "Quit," returns to DOS. The third option, "Bring," is explained next.

Bringing Characters from *Magic Candle II*

You may have played *Magic Candle II*, with heroes whom you have grown fond of. You don't have to consign them to history: you can bring them into *The Magic Candle III*.

When you select "Bring" on the title screen, a new game will begin, with old familiar characters. You'll have to tell the game where to find your old friends (disk and directory).

Four years have passed since the demon Zakhad was banished, and your friends haven't gotten any younger. On top of that, many of them have gone with King Rebnard in the campaign to liberate Gurtex, taking most of the best equipment with them. But Sakar and the Great Rimfiztrik are on Oshcrun Island, and if adventure calls, they are ready to answer.

Quick Start

The game system of *The Magic Candle III* was designed to be as intuitive and easy to use as possible. You can start the adventure without an extensive study of the game manual, even without reading any farther than this sentence. However, the depth and the richness of the game is such that, if you do not read the manual, you may play the game to completion without realizing your full set of options.

What we recommend you do, if you are one of those who has no patience for rule books and instruction manuals, is go ahead and start. Reading the manual can come later. Simply follow the steps specified in the previous chapter on "Installation and Start up" and you will be ready to go. Later, after you are familiar with the way the game works, you may decide to start over.

Start a New Game

From the title screen, click your mouse on "New," or press "N", or use the arrow keys to highlight "New" and press the "Enter" key or the space bar.

Select Your Hero

There are five possible hero profiles, each with a different mix of attributes, skills and possessions. Two of them are female; three are male. ("Heroine" is probably a sexist word, so we won't use it.) "The Party Leader" chapter describes all five. Choose one to lead your party.

Name Your Hero

The leader of your quest calls himself "Lukas" (or calls herself "Luka"). You may pick another name if you so choose. If it's longer than five letters, you'll need to make up a short nickname, too. This chapter will use the name "Lukas."

Select Volunteers

The first thing to do is to pick three volunteers to help Lukas explore the thorny forest. The procedure is explained in the "Character Generation" chapter, or you can hit "Esc" when you are asked to select a volunteer, and Silva, Kark and Bollo will be given somewhat random characteristics and skills, then added to Lukas's party.

Get Out of the Forest

The game starts with the party in the middle of the thorny, blighted forest southwest of Castle Oshcrun and the town of Telermain. Head north (use the left mouse button or the numeric keypad to move). You'll be ambushed, and Prince Garzbondgur of the orcs will help you fight the blight monsters.

At this point, unless you're a *Magic Candle* veteran, you'll probably want to take a look at the "Keyboard and Mouse" and "Combat" chapters.

When the fight is over, keep heading north and east until you find your way out of the forest. Visit the

castle and Telermain before you sail south to Urkabel.

A Few Last Reminders

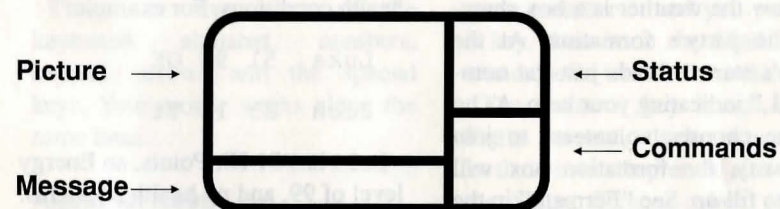
Save your game before trying anything you wouldn't do in real life. "Quit" from the Main Menu, "Save," then "End" back into the game.

Proceed with a purpose. There are many things to be done. Your party should be actively working on at least one of them.

Talk to everyone. Wizards, sea captains, royalty and others of high station are particularly good sources of information.

The Main Screen

While you are playing *The Magic Candle III*, your computer's screen will show you what is going on in four different ways: the picture, the messages, the status summary, and your possible commands.



The Picture

In the upper left, the screen shows a picture of your party and their surroundings. For example, as the game starts, your party is seen standing in the thorny forest, soon to encounter monsters of the blight. Later, you may see your hero and his or her companions in a friendly tavern, the royal castle, or sailing to the Solian lands.

These pictures are in three different scales. The smallest happens when your party is in a small enclosed area, like the Eastern Breeze tavern or Tuff's home in Ketrop, and whenever they are in combat. At this scale, each party member moves around independently. The largest scale is out in the countryside, or at sea. Here, the party moves as a group, and the

individual members are not seen. In between, as in the thorny forest or the streets of Telermain, you can see the separate party members, but they all move as a group.

The Picture area is sometimes used for other purposes. The Status Screens, for example, are shown in the Picture area. So are the automatic Notes of significant events. And, when you are saving or restarting a game, the Picture area holds a list of all your saved games.

The Messages

Below the Picture area is the Message area. Here you will be told things of interest ("The door is locked"), asked important questions ("Do you want to leave now?"), and shown intriguing conversations

("The sailor says: 'Nice weather for this time of year.'").

The Status Summary

To the right of the picture, several Status Summary boxes appear at the top of the screen.

At the very top is the game date and time. On the line below is a description of the weather. Weather affects travel and outdoor camping. "Clear" is the best weather.

Below the weather is a box showing the party's formation. At the game's start, it holds just the number "1," indicating your hero. As he or she chooses volunteers to join the party, the formation box will start to fill up. See "Format" in the "Menus and Commands" chapter for details.

The party's location is shown to the right of the formation box, both as "X" and "Y" coordinates and as a description, such as "Telermain" or "Oshcrun." The "X" and "Y" coordinates change with the scale of the picture. At the start, they refer to the hero's location within the thorny forest. When the party leaves the town, they will refer to

the party's location within all the lands of *Magic Candle III*. (At the smallest scale—within a room—they stay as they were when the party entered.)

At the bottom of the Status Summary area, the party members are listed with their identifying numbers on the frame next to their names. Following their names are their current Hit Points and Energy levels, then abbreviations of their health conditions. For example:

Luka 51 99 OK

Josh 25 12 Ti

Luka has 51 Hit Points, an Energy level of 99, and no health problems. She's feeling fine. Josh, on the other hand, is down to 25 Hit Points, his Energy is only 12, and he's tired. He needs rest. (Other abbreviations you will frequently see are "Hu" for "Hungry" and "Ex" for "Exhausted.")

Commands

Finally, at the bottom right is the Command area. It has a chapter of its own: "Menus and Commands."

The Keyboard and Mouse

The Magic Candle III can be played entirely from your computer's keyboard or almost entirely by using your mouse. Or you can use them both, in any combination that is comfortable for you.

There are five parts of the keyboard: alphabet, numbers, keypad, arrows and the special keys. Your mouse works along the same lines.

Alphabet Keys

When you want a party member to whisper a magic word, or to ask a friendly stranger about an "other" topic, use the alphabet keys to type in the word you want. A command can also be issued to the party or the selected party member by pressing its first letter.

The mouse cannot type words, but it can issue commands. Click on the command in the lower right part of the screen to issue it.

Number Keys

The number keys across the top of the keyboard (*not* the numeric keypad) are used to select party members and to enter the Status Screens. Pressing a key 1 through 6 will select the corresponding party member, making him or her the primary recipient of your commands. For example, if Bollo is

party member 3, and you press the 3 key, then issue the "Talk" command, Bollo will do the talking.

The 0 (zero) key brings up the Status Screens, which are explained in their own chapter. It also leaves the Status Screens when you are finished with them.

The mouse does the same things when used in the party portion of the Status Summary area. Left-click on a party member's name to select the member. Right-click on the name to bring up the Status Screens for that member of the party. When you are finished with the Status Screens, right-click in the Picture or Message area to leave.

The Numeric Keypad

The keys on the numeric keypad at the right-hand edge of your keyboard move your party around Oshcrun and the Solian lands in the eight directions the keys represent. (The middle 5 key doesn't do anything.)

Left-clicking in the Picture area when the mouse arrow points in the desired direction does the same

thing. Right-clicking in the Picture area is the same as “Looking” where the mouse points.

The Arrow Keys

The arrow keys, and **Home**, **End**, **Page Up** and **Page Down**, do not normally do the same things as the numeric keypad. If your keyboard does not have a separate set of arrow keys, hold down a “Shift” key to make the keypad function as arrow keys. Or ignore this section: the arrow keys can be handy, but they’re not usually essential. When they are, the keypad and the arrows work the same. Above all, don’t play with the “Num Lock” key unless you’re thrilled by the idea of confusion.

Most of the time, the arrow keys move around the Command area. **Home** goes to the top; **End** goes to the bottom. When the area is more than full—you might be selecting an item from all the party members’ inventories to “Pool”—**Page Up**

and **Page Down** move through the list faster than the up and down arrows.

When the Message area is more than full, the Command area says only “Cont” (for “Continue”) and the arrow keys switch to working with the Message area.

When either the Command or Message area is more than full, red arrows indicate that there is more information farther down (or farther up.) Left-clicking on the red arrows is like using the up and down arrow keys; right-clicking is like using **Page Up** and **Page Down**.

Special Keys

The **Enter** key issues the highlighted command. So does the **Space Bar**.

The **Esc** key escapes from problematical situations. It works like the “End” or “Done” command.

Ctrl-V (for “Volume”) turns sound effects and music on or off.

Menus and Commands

The Command area of the screen shows various menus and lists that you will use to give orders to your party and to exercise other game-playing options.

A command may be selected by pressing its first letter, by using the arrow keys until the desired command is highlighted, then pressing the **space bar** or **Enter** key, or by clicking on it with the mouse.

Some commands, like “Camp,” apply to the entire party; others, like “Talk,” apply only to the party member currently selected. Some commands, like “Pass,” happen as soon as you push the button; others, like “Use,” call for further options.

The Main Menu

Most of the time, the Command area will contain the “Main Menu” of commands. Much of *that* time, you’ll ignore the Command menu while you move from one place to another. But, when the situation becomes interesting, you will have the Main Menu of commands available.

The “Use” command is first on the menu, because it happens so often. You will use mushrooms and herbs to restore the party’s health or to prepare for combat; you will use maps and map flasks to see their

surroundings; you will use food to relieve their hunger. The “Items” chapter explains many of the items your party will use frequently. Others—the magical items you will need to complete your quests—you will figure out as the game progresses. For some items, like mushrooms, you will be asked whether the whole party should use them at once.

“Recall” brings a magic spell to the front of the selected party member’s mind. You will be shown a list of the spells the member has learned. Select one. The first Status Screen will then show that spell as the member’s “Ready Spell.” (Use the “Esc” key to leave the party member with no spells ready.) Proficient magic users will often know more spells than will fit in the Command area at one time. Use the arrow keys or click on the red arrows to move up and down the list.

“Notes” lets you review recent events in the game and otherwise work with the automatic notes. See “The Notes Menu” below.

When a spell has been recalled, the **"Magic"** command casts it. Or it doesn't, if the caster is in the wrong place at the wrong time, or if the caster doesn't have enough energy. The **"Magic"** chapter contains many more details.

"Talk" begins a conversation. The Main Menu in the Command area is replaced with the **"Talk Menu,"** which is explained below. Not everyone your party talks with will have useful information for them, but so many of them will that it's good practice for your party to talk to everyone they chance to meet.

The **"Camp"** command allows your party to recover their energy, to learn spells, to fix their battered weapons, and to do many other things. Or, at least, to change their clothes. The **"Rest and Recuperation"** chapter covers the **"Camp"** command in detail.

"Pass" makes your party stand where they are to let one tick—five game minutes—pass by. Not efficient, but sometimes the best way to wait for a particular person to appear. **"Pass"** lasts longer in some situations. In a school or training arena, for example, if one of the party members has enrolled for training, **"Pass"** puts the **"Stop"** command into the Command area, and lets the clock run until training is complete or you issue the **"Stop"** command.

The **"Formatn"** (**"Formation"**) command lets you rearrange your party's members. It can be used to put the right party member next to

the right thing, or to surround a vulnerable member with stronger companions. It is easier done than explained. Try it out. When you issue the command, the Formation box in the Status Summary area goes blank, except for a cursor. Use the number keys to put a member in the cursor's position; use the space bar to skip a position. When all the party members have been placed, they will move around in the picture to show their new formation.

"Draw" lets the selected party member draw a sword, ready a bow, or unsheathe an axe. You can choose from the weapons that he or she has available. It's a good idea to draw weapons when your party enters a dark, ominous tower. It's a bad idea when they go to the library.

"Whisper" tells the selected party member to whisper a magic word. Then you type in what the magic word is. By the time you need someone to **"whisper"** a word, you'll know what the word is. If you don't, your party hasn't been talking to the right people.

The **"Look"** command asks you what the party member wants to look at, then tells you, in the Message area, what it seems to be. When using a mouse, you can just right-click on something instead of issuing the **"Look"** command. If something appears very interesting, move the party member right next to it first, *then* look at it. Maybe it can be picked up. Maybe it has a magic word written on it. Maybe

it's full of treasure. Maybe not. Keep looking.

"Sheathe" puts the selected party member's sword or axe back in its scabbard, or bow over his or her shoulder. You can sheathe everyone's weapons at the same time. It's more comfortable, and makes friendly conversations possible. But, when you're not interested in friendly conversations with hungry fermigons, keep the weapons drawn.

"Quit" allows you to leave the game or to interrupt it temporarily. The Picture is replaced by a list of your previously saved games, and the Main Menu is replaced by four new commands. **"Save"** saves your game. As many as eight different game positions can be saved at the same time. **"Restart"** loads a previously saved game. **"End"** returns you to the game in progress, and **"Quit"** leaves the game completely.

The Notes Menu

The **"Notes"** command shows you the most recent note in your **"notepad"** and tells you in the Message area the number of pages of notes you have accumulated. In the Command area is the Notes Menu.

"Up" and **"Down"** show the previous and following notes. (The **"Page Up"** and **"Page Down"** keys also do so.) **"Top"** (or the **"Home"** key) shows the first note in the notepad; **"Bottom"** (or the **"End"** key) shows the last.

The **"Insert"** command lets you add a note of your own before one

that shows on the screen; the **"Add"** command lets you add one at the end of the notepad. **"Remove"** takes the note on the screen out of the notepad.

"Search" lets you type in a word (or part of a word), then searches for it in the notepad, starting with the note that is shown on the screen. To search for the same word again, issue the **"Search"** command and press **"Enter."**

"Go To" lets you go to a specific page in the notepad. It is useful if, for example, you want to search for a word in the second half of the notepad. If there are 400 notes, go to page 200 and search from there.

The **"Clear"** command empties the entire notepad; the **"Print"** command sends the notes directly to your printer.

"Level" lets you specify how many notes will be put into the notepad, from none at all up to the maximum, which includes everything that is even vaguely interesting.

"End" returns to the Main Menu.

The Talk Menu

When you issue the **"Talk"** command from the Main Menu, and select another person for the selected party member to talk to, the other person will respond, and the Talk Menu will appear in the Command area.

The **"Greet"** command lets the selected party member switch his or her attention to a different person without leaving the Talk Menu. It

can be used, for example, to make a quick round of introductions in a crowded tavern before settling down to a serious conversation with one of the patrons.

“Talk” gets into the details. Some people only talk about one thing—a fencing instructor will only talk about how many coins his lessons cost—but most will provide a list of topics. Select one, and, if the party member has enough charm, the person will say what he or she has to say on the topic at the time. Three topics have special meanings: **“End”** returns to the Talk Menu; **“People”** and **“Other”** ask you to type in a specific name or subject. Much of the value of conversation comes from finding out what “other” subjects to ask which people about.

The **“Offer”** command provides the opportunity to give a reward, a gift, or an unabashed bribe to the person talking to the party member. Most, from the humblest beggar to the Queen herself, will gladly accept. Don’t do it without a strong suspicion that it will do the party some good, or an irrational desire to rid the party of their possessions.

“Assign” is a command used only by your hero, and only when talking to his or her companions in the party. It tells them to go someplace, or or wait where they are, or earn some coins, or learn a skill, or a number of other things. The chapter on “The Party” gives details about “Assign,” and “Invite” and “Dismiss” as well.

“Invite” asks a new acquaintance—or an old friend—to join in the quest. Most people will plead pressing engagements elsewhere, but you should have little trouble finding companions and hirelings to join your hero’s party.

“Dismiss” removes a member from the quest. It’s a harsh way to treat a sworn companion, but entirely appropriate for a hireling whose services are no longer needed.

The **“Buy”** command lets you know whether the person being spoken to has goods for sale. If so, selecting an item from the list in the Command area will tell you its price. When you recover, the transaction proceeds. To lessen the shock, make sure that the party member with the highest trading skill is the one who buys items for the party.

The **“Sell”** command lets you know whether a merchant wants to buy anything that the party member has in his or her inventory. The transaction proceeds much like “Buy,” but in the other direction. When selling gems, gemcutting skill is just as important as trading skill. Armor and clothing that is being worn cannot be sold.

“End” completes the conversation and returns you to the Main Menu.

Other Menus and Commands

The Magic Candle III has many other commands, on their own menus. The important ones are

described in their own chapters. “Combat,” “The Status Screens,” and “Rest and Recuperation,” for example. Others need no explana-

tion. Still others are designed for you to experiment with. Don’t be shy. Just save your game first.



Travel and Movement

To solve the mystery of the blight, your party will travel among the Solian lands on foot, under sail, and by magical means.

When your party is traveling through the countryside, the picture on the screen shows an area that can be crossed in about half a day on foot—longer if the terrain is difficult or the weather is bad. Your party's location is marked, in the center of the picture. To see a larger area, "Use" a map. You will see a sketch of the general vicinity, with the party's location shown as a blinking dot.

Travel on Foot

Traveling through the Solian lands consumes time and energy. Some types of terrain take more time to get through than others. The energy toll on your party members also varies by the terrain you send them through. Swamps and jungles are the most difficult going, and take the biggest toll both in time and in energy. Ice fields and deserts are also difficult. Grasslands are the easiest terrain to travel through.

Weather conditions also affect travel's time and energy costs. It is more difficult to travel in a hurricane. In fact, traveling in severe weather conditions can become al-

most too difficult, especially if your party is not properly outfitted. For example, fur clothing is very useful in a blizzard but not appropriate in a sweltering summer heat wave.

Some kinds of terrain cannot be traversed on foot at all: mountains, the open sea, severely blighted areas . . . If the party members all know how to swim, and the weather permits, rivers can be crossed. Longer swims than a simple river crossing, however, are impossible.

Sea Travel

There are a number of sea captains who will offer to let your party hire their ships and crews. To board a ship, simply walk onto it. If you have not already hired him, the captain will ask the party to pay him before he accepts them on board. You can hire him for as long as you want, within reason and the limits of the party's funds. When the party lands, the captain will drop anchor and wait for them. The captain and his ship will wait at that spot until the party's credit runs out.

Sail the ship in the same way that you move your party on dry land.

Press the direction key or mouse button to move the ship, as described in "The Main Screen." Rough seas, submerged rocks, or sheer distance from home and safety may make the captain refuse to sail beyond certain limits.

While on shipboard, your party (except the poor seasick dwarves) can put the time spent sailing to good use by camping. The "Camp" command allows the party members to sleep, learn spells, and repair weapons and armor.

Teleportation

Deruvian magic allows instantaneous transportation by teleporting, even in the foreign Solian climes. The "Teleport" spell, found in the Book of Ishban, can save a day's travel time or more in the hands of a powerful wizard.

Solian teleport magic is imbued in ancient teleportal chambers scattered through (and below) the lands. These chambers are hard to find, and harder still to activate. But, when used properly, the teleportal chambers can transport a party over immense distances—even from one end of the Solian lands to the other.

The Ancient Map

Enclosed in the game box is a map of the Solian Sea and the lands around it, based on travelers' reports and ancient legends. As your party explores, they will find many locations that are not shown on the map. Some locations cannot be seen unless the party is right next to them: campsites and mine entrances, for example.

The Status Screens

From time to time, you will want to know how your hero and the other party members are feeling, what they are carrying, what spells they know, and other information. And you may want the party members to give something to each other. The Status Screen system lets you do these things. Use the zero ("0") key to activate the Status Screens, or right-click on a party member or on his or her name on the right side of the screen.

The Status Screens also appear when you are generating a character (see the "Character Generation" chapter) or considering inviting a character to join the party.

Status Commands

When you activate the Status Screens, the picture of the current scene is replaced by a summary of the selected party member's status. A new set of eight commands appears. The first is "Cont," which continues to display status screens. The next four, "Transfr," "Distr," "Search" and "Pool," the "Inventory Commands," let you move items from one party member to another. "Inven" and "Magic" let you skip quickly through the status screens. "End" (or the "Escape"

key, or the zero key again) brings you back to the normal picture.

Moving Through The Status Screens

The "Cont" command continues to display all the status information, one screen at a time. After one party member has been shown, the next one begins.

The "Inven" and "Magic" commands skip directly to the Inventory and Magic status screens for the party member being shown.

At any status screen, you may hit the number key ("1" to "6") for another party member, or right-click on his or her name to switch to the same screen set for that party member. Using the number keys this way makes it easy to see who has the highest trading skill, or which party members need magical shields.

Inventory Commands

"Transfr" lets you transfer items from one party member to another, or drop an unwanted item. "Distr" distributes items from the selected party member evenly to the rest of the party. "Pool" collects all the companions' items into one party member's inventory.

You will probably find yourself using "Pool" and "Distr" often. A hunter will gather food, or a trader will buy sermin mushrooms. Then you will pool all the food or ser-

mins to one party member and distribute the stockpile evenly.

"Search" gives you an overview of the party's possessions. You will find out who has what, and how much of it.

The Screens

The top two lines of each status screen identify the party member, showing you his or her full name, sex, race and relationship (leader, companion or hireling).

Personal Data

The first Status Screen lists personal data for the party member.

Hit Pts: Current hit points followed by maximum hit points. Hit points represent the amount of damage that the character can survive. The maximum depends on the character's Endurance. When hit points decline to zero, the character dies. Hit points can be restored by sleeping, by the Heal spell, or by using a Potion.

Energy: The character's current energy level. The maximum amount of energy a character can have is 99. A character's energy is used up by almost all actions (except sleeping, which restores energy as well as hit points). As a character's energy approaches zero, he or she becomes tired, then too exhausted to move. Using sermin mushrooms, sleeping, or casting the Energy spell will restore energy.

Shield: The party member's magical shield protection. The Shield spell protects against magical spells cast by the party's opponents. The maximum shield protection is 99 points.

In Hand: The weapon the party member has drawn and is ready to use. In most cases, it is impossible to talk politely to strangers with a weapon "In Hand."

Spell: The magic spell that the party member has recalled from his or her memory of spells, and is ready to cast.

Health: A list of the party member's health problems, ranging from "Tired" to "Dead." If there are no problems, the character's health is "OK."

In Use: Magical plants and mushrooms that have been eaten or applied, and are ready to take effect. When combat is expected, it is often wise to use nift plants and gonshi mushrooms ahead of time.

Wearing: The clothing and armor the party member has put on. Clothing should be appropriate for the weather and terrain; armor should be as strong as possible to deflect hostile attacks.

Character Attributes

The second Status Screen displays the nine character attributes: Bravery, Strength, Dexterity, Endurance, Agility, Loyalty, Charm, Intelligence, and Resistance. Normally, the ratings will range from 0 to 12. For a detailed explanation see the "Character Attributes" chapter.

Skills

The next two Status Screens list the 18 skills and the character's current ability in each skill. The value for each skill will range from 0 to 99. There are general skills and professional skills. A full explanation is given in the "Skills" chapter.

Inventory

On the Inventory Screen, or Screens, the party member's complete inventory is listed, showing all the items he or she is carrying.

Generally, several items of one kind will be shown together. Marsa, for instance, might carry "Coin (100)" and "Sermin (5)," meaning that she has 100 gold coins and five sermin mushrooms.

Weapons, armor and other special items, on the other hand, are always shown separately. Usually, they show their wear and tear (W-T) next to the item name. Wear and tear will reduce effectiveness and, eventually, break the weapon or reduce the armor to such a sorry state that it will no longer afford any protection. Weapons and armor can be fixed, especially by talented

metalsmiths, to reduce their wear and tear.

Each party member's inventory is limited to 40 different items.

Magic Spells

The next series of Status Screens shows the spells that the party member knows and the books of magic that he or she owns.

For each spell that is known or learnable, the screen shows:

MEM: How many of this spell the character has memorized and not yet cast.

TIM: How long it would take the character (in five-minute time periods) to memorize a copy of this spell. It depends on the character's intelligence.

ENE: How much energy the character would have to use to cast this spell. It depends on the character's Magic skill.

Songs

Finally, the Status Screen shows the songs that the party member knows how to sing and play. Everyone knows "Long Live the King," even if they can only stand up straight and move their lips while their neighbors are singing. Characters with any musical talent also know the old hiking song, "The Happy Traveler," and can play its simple tune on most musical instruments. Other songs are less commonly known, but some of them have magical effects, especially when played on the proper instrument.

Character Attributes

A character's attributes measure his or her natural abilities and talents. They are gifts from the gods, not skills learned in school. Their values vary from character to character, with 12 being the maximum value for any attribute.

Bravery determines when or if a character will flee during combat. If a party member flees, the party leader will not be able to issue commands to that member until the combat is ended or the member stops fleeing. The "Courage" spell will temporarily boost bravery and stop a fleeing character. Your hero has the maximum bravery and will not flee against your wishes. However, the hero can certainly flee along with the rest of the party in a strategic withdrawal.

The physical **Strength** of a character determines what weapons may be used as well as how much damage is done by successful attacks on the enemy.

Dexterity can allow a character to do more than one thing in one combat turn. With dexterity over six, three actions are sometimes possible.

Endurance determines a character's maximum Hit Points.

The higher the endurance, the more Hit Points.

Agility reflects the probability that a character will be able to dodge a physical attack.

A companion's **Loyalty** tells how likely he or she is to complete assignments given by the hero. Given time, a companion of low loyalty will feel bored and resentful at being assigned to work in a smithy or learn a shelf-full of spells, while others are off having exciting adventures. Enough boredom or resentment, and the companion will quit and go home. Even excitement is not a complete cure: if both bravery and loyalty are low, a companion may flee from combat and decide to just keep running.

Charm measures a character's ability to speak profitably with strangers. The more charming the character, the more likely strangers will be to share information.

Intelligence affects the amount of time needed to memorize a spell. Additionally, when training with a master or an instructor, the duration

of the training session is influenced by the student's intelligence.

Resistance is the ability to withstand or lessen the effects of hostile magic attacks.



Skills

Skills specify the characters' abilities in various areas of expertise. Each race has a maximum for each skill. Some are as high as 99, as for elves with bows; some are as low as 10, as for wizards with axes. Dwarves, halfings, and most humans have no talent in magic, and cannot develop a magical skill at all.

Some skills improve with experience. Each time one of your party members strikes a telling blow with a sword, axe or arrow, there is a chance that his or her skill will increase. The same principle applies to magic skill, when an important spell is cast in a life-or-death situation.

Many skills can also improve with training. There are several schools and teachers in Telermain and Ketrop on Oshcrun Island. No doubt there are many more in the Solian lands.

Each party member has his or her own level of ability in each of the skills. Here is a list of the 19 skills, and an explanation of their importance.

Sword: The Sword skill determines how likely a character is to score a successful hit with a sword. The damage done when the sword

hits depends on what sword the character carries, and how strong the character is. Most races prefer to fight with swords, although elves are primarily archers, and dwarves much prefer to wield axes.

Axe: Like the Sword skill, the Axe skill determines how likely a character is to damage an opponent. Dwarves are the premier axe-wielders, although other races can attain considerable skill.

Archery: Skill with the bow can allow a character to inflict damage on an opponent, even unto death, before the opponent can approach to use a sword or axe.

A character of any race can become skilled in Archery, although wizards find it hard. Elves are the best archers. Where Archery is concerned, wizards are best used to carry supplies of arrows for the other party members.

Magic: The Magic skill is where wizards come into their own. Elves and some humans can use magic, but wizards specialize in casting spells, both in combat and in exploration. The greater the caster's Magic skill, the less personal energy is used in casting spells, and the greater the magic's effect.

Fist: By preference, a character will attack with a hard steel sword or axe. But, if the weapons are broken or lost, the only alternative is attacking bare-handed, using the Fist skill. It's a last resort, but the last resort might be the most important.

Swimming: When traveling among the Solian lands, you will find rivers and streams. In good weather, with sufficient Swimming skill, you will be able to cross them without having to find a bridge and to defeat any guardians it might have. Most characters can swim, some very well, but dwarves are heavier than water and can seldom swim at all.

Trading: The Trading skill allows your party members to get the highest prices for the things they sell, and the lowest prices for the things they buy. Halfings are born traders. Other races have to learn the skill.

Stealth: Hostile beasts and creatures roam parts of the Solian lands. With adequate stealth, your party may be able to avoid their notice.

Researching: The libraries of Oshcrun Island and the Solian lands contain a wealth of information. Sufficient Researching skill will allow a party member to dig the information from piles of musty books. The better the Researching skill, the less time the research will take.

Soulreading: Soulreading is a mysterious skill, but often an invaluable one. When your party en-

counters a group of enemies, an accomplished soulreader might be able to tell you whether they are inclined to run away or to eat you for dinner.

Lockpicking: One skilled in Lockpicking is more likely to open locked chests without breaking lockpicks and without setting off traps.

Tracking: The Tracking skill is common to those who have been raised in the forests of Deruvia. Its most important application is in noticing signs of an imminent ambush by the forces of Darkness.

Musical: Characters with the Musical skill can entertain their companions with their singing and their virtuosity on various musical instruments. The instruments are described in the chapter on "Items."

Carpenter: The first of the craft skills is that of the Carpenter. There are two advantages to having a Carpenter in your party. One is that, out in the wilds, Carpenters can build shelters that let the party rest more comfortably and regain more energy while they sleep. The other, as with the other crafts, is that a Carpenter can be assigned to work as a journeyman with master carpenters in towns and villages to earn coins for the party's use.

Metalsmith: The next craft skill is that of the Metalsmith. Like carpenters, skilled Metalsmiths can earn a good wage in friendly towns and villages. And, while adventuring, they fix the party's weapons

and armor much more quickly than novices might.

Gemcutter: Gemcutters can also earn many coins for the party: not only by working at the Gemcutters' trade, but also by adding their Gemcutter's skill to their Trading skill when selling precious stones that the party has unearthed in its explorations.

Tailor: The final craft skill is that of the Tailor. Tailors can, of course, provide the party with income. But the best Tailors can also ensure that the party makes a good impression—much like a permanent Glamour spell—and that their

clothing is worn in a manner to alleviate the effects of bad weather.

Hunter: The Hunter skill can provide the party with plentiful food. Of course, hunting is more effective when camping in lush grasslands and leafy forests than in sandy wastes or ice-bound mountain slopes.

Leadership: Before a battle, a party member skilled in Leadership can rally the troops to a higher level of courage and combat skill. During the battle itself, if a member skilled in Leadership heads the troops, they will fight more effectively.

The Party

The mysteries and challenges to be faced in the blighted Solian lands are many. Fortunately, your hero need not face them alone. There are many people—some new acquaintances, some old friends from the days of adventuring in Deruvia and Gurtex—whom you will find willing to join your hero and follow your orders.

Building the Party

At the beginning of the game, your hero has three companions whom you design, as explained in the “Character Generation” chapter.

During your explorations, your hero will run into many more people of all the races. The “Talk” command from the Main Menu lets your hero talk to them. If you decide you want to invite one into your party, issue the “Invite” command. Not everyone you encounter will join your party. Those who do will present their Status Screens, which you can examine as explained in the “Status” chapter. Then issue the “Accept” command to take them into the party or “End” to cancel the invitation.

Companions and Hirelings

Some people will be glad to join your hero. From old friendship, the love of adventure, a dedication to the destruction of the forces of Darkness, or a barely-suppressed death wish, they will swear their

loyalty and feel honored to aid in your hero’s quests. These people are called “companions.”

Other people are, quite frankly, in it for the money. Buried treasure. Lost diamond mines. Abandoned possessions of refugees from the blight. These people are called “hirelings.” They swear by greed instead of loyalty. Greed is often more dependable.

A hireling expects to be compensated for services rendered. Generally, giving a hireling one-fourth of the treasure the party gathers in its adventures should keep him or her satisfied. This assumes that the party is busy finding treasure, not sampling ale. If, in the opinion of one of your hirelings, you are not being diligent or fair, he or she will let your hero know. If you do not react to the complaint by giving the hireling some valuables, he or she will soon leave your party.

When you bring hirelings into the party, keep the following points in mind:

Hirelings do not accept assignments. They have to be in on the action.

Hirelings will not obey orders to transfer items from their inventories to other party members.

A hireling’s loyalty rating means nothing. A hireling will stay with the party as long as he or she is satisfied with the monetary rewards.

Communicating with Party Members

Your party members can talk with each other in the same way they talk to other people. Issue the “Talk” command from the Main Menu, then pick another party member to talk to.

To dismiss a party member, issue the “Dismiss” command from the Talk Menu. This will allow your hero to invite someone else to take the dismissed member’s place, while leaving the dismissed member to fend for himself or herself. Dismissed party members return home, where you can find them to invite them again.

Another way to open up a place in the party is to send a companion on assignment. To do this, have your hero issue the “Assign” command from the Talk Menu, then read on.

Assignments

One of the most important features of *The Magic Candle III* is

your ability to give specific assignments to your hero’s companions. There are three kinds of assignments:

“Wait here. We’ll be back.”

“Go there. We’ll meet you.”

“Do this. It’s important.”

“Stay” is the simplest assignment. The assigned companion will stay in his or her current location for the period specified. After that period expires, the companion will attempt to travel to the “Go to” location which you specify as part of the assignment process.

“Go to” will remove the companion from the party roster and send him or her to an elden stronghold. (There are many such strongholds scattered throughout the world. As the game begins, your hero knows of only one: in the forest north of Telermain on Oshcrun Island. As your party discovers other strongholds in the Solian lands, the list of possible destinations will grow.) Once there, the companion will stay put, waiting for further instructions. It is possible to communicate with a companion who is on assignment through the use of mindstones, as explained below.

To become familiar with these operations, it is recommended that you experiment with them. After you have successfully invited some others to join your hero’s party, try assigning them.

You can also assign companions to take up employment and earn much-needed coins. Employment

opportunities exist in various workshops. The skill level of a potential employee determines his or her hourly wage. Two steps are involved. First, select the companion who seeks employment, and have him or her "Talk" to the artisan who offers a job. Then select your hero, "Talk" to the newly-hired companion, and issue the "Assign" command. The companion will now stay in the workshop when the rest of the party leaves, and will probably continue to work and earn money until once more invited to join the party.

It is also possible to leave companions on assignment to memorize spells or receive training to improve a particular skill. The mechanics of these assignments are the same as the one described above for employment. Again, with a little bit of experimentation all will become clear. The town of Telermain contains opportunities to try all types of assignments.

It is important to point out that you can not assume assignments will always be carried out according to your wishes. Things can go wrong. Companions with low loyalty may get bored or distracted after a while and decide to pursue other

activities. Don't assume that the little halfling you had instructed to work at the carpenter shop three months ago is still there laboring away, faithfully waiting for the party's return so he can hand over all his earnings. He may have long ago decided that there are better ways to spend one's days!

Mindstones

As explained above, you can not always assume that assignments will be carried through to completion. Mindstones allow you to stay in communication with someone who is on assignment, if both your hero and the assigned companion are carrying the magical stones.

Through the use of the Mindstones you can find out where an assigned companion is, what he or she is currently doing, and how many coins the companion has. You can also issue a "Go to" command through the Mindstone, or select "Continue" to leave the assignment as it is.

As you can see, it is a good idea, when possible, to give a Mindstone to anyone you are about to release from the party. That way, you can stay in touch after you part ways.

Character Generation

As the game begins, you will select three young volunteers to join your hero. If you desire, you can tailor them to your own ideas of what you want them to be.

The eight volunteers have basic attributes and skills. You can add to them to reflect your ideas of their training and experience.

The Volunteers

Each volunteer starts with a rudimentary personality and background. You are free to adjust them or accept them as you wish.

Silva is a female elf at home in the forests. **Helen** is a human female trained in magic and wilderness survival. **Anne** is a junior member of Queen Alishia's personal guard.

Kark is a dwarf eager to become a hero. **Vinor** is a male elf with a strong attraction to magic. **Bollo** is an exuberant young halfling.

Chad is a human male with some magical talent and no settled goals. **Josh** sees a knighthood in his future.

Adding Attributes and Skills

When you select a volunteer, his or her Status Screens will appear, as described in the "Status" chapter. The **Cont** ("Continue") command steps through the Status Screens; the **Inven** and **Magic** command skip directly to the Inventory and Magic screens.

Issue the "Continue" command until you reach the Attributes screen. A message will inform you that you have 10 points to allocate to the volunteer's attributes (strength, agility, charm, etc.) Issue "Continue" again and you will see that you have 30 points to allocate to skills (sword, magic and the others). The 10 points and the 30 points come from the same pool: three points to skills equal one point to an attribute.

The **Add** command from an attribute or skill screen adds a point to the attribute or skill you select, and reduces the pool of points accordingly. You can continue adding points to selected attributes and skills until the pool is empty and the volunteer is completely personalized, or you can issue the **Random** command to allocate the remaining points from the pool at random.

Accepting a Volunteer

When all of the volunteer's points are allocated, the "Add" command changes to **Accept**. You may either accept the volunteer into your party or issue **End** to reject the volunteer.

When the third volunteer has been accepted, the game begins, in the blighted forest near Castle Oshcrun.



Items

Over the course of *The Magic Candle III*, there are many items that will fill your party members' inventories. Most characters who join your party will already have in their inventories items that are important to them: on their backs, in their hands, or carried in their backpacks.

There are many kinds of items that can be in a character's inventory: coins, gems, weapons, armor, clothing, food, herbs and mushrooms, tools, spell books, musical instruments, and more.

Trade Goods

Almost all the valuable items your party finds, whether weapons or mushrooms, can be bought and sold as you locate people who are willing to buy and sell them. For example, most weapon traders will buy as well as sell weapons that they are interested in.

Most gems are for trading purposes only. Pearls also have their own special uses, as explained in "Items to Use" below.

Weapons

Weapons include various kinds of swords, axes and bows. Elves are fond of their bows, dwarves prefer

axes, and the other races do best with swords of different sizes (although all can use bows to attack distant enemies).

A character can carry several weapons at a time, but only one of them can be ready to use. The "Draw" command puts a selected weapon "In hand." Since most strangers will refuse to converse politely with a character brandishing a weapon, use the "Sheathe" command to put a weapon back in its scabbard or on the character's back.

You will find weapons, including arrows for your bows, for sale in Telermain and the towns of the Solian lands. But the best weapons—the legendary swords, axes and bows with magical powers—can only be found by searching for their hiding places. (Except for the Great Sword Brennix, recovered during "The Magic Candle I," which can be carried only by the hero, your party's leader.)

Armor and Clothing

Armor, from leather up to dwarf-crafted methreal, protects the wearer from combat damage. The characters who join your party will

usually have their own armor, but you will want to buy them improved protection if you have the chance and the funds.

The proper clothing can make a big difference in the energy your party expends in traveling through the Solian lands. Heavy furs are good for the cold, but devastating in a sweltering jungle. Silk robes are designed for desert travel, but provide no protection in ice-bound mountain passes.

To change a party member's armor or clothing, use the "Camp" command, then "Put" a new item of armor or clothing on, or take one "Off."

Items to Use

The "Use" command has many different effects, depending on the item you choose to be used by the selected party member, and perhaps by the entire party.

Food: Using Food is a good example. In this case, "Use" means "eat." It does not mean "rub it all over your body," or "throw it at an enemy," neither of which you can do. Nor does it mean "offer it to a hungry beggar," "sell it to a merchant," or "pass it around among the party members," all of which you *can* do, from the "Talk" menu or the Status Screens.

By the way, you will seldom need to "Use" food. Your party members do it by themselves, eating a ration of their food when they need to. Only when their food supply gets low—below five rations—will they

hesitate to eat, and instead be marked as "Hungry," leaving the decision whether to use up their food to you. The hungrier your party members get, the more food it will take to restore them. If you run low on food, you can buy more in stores, or hunt for it in forests, jungles and grasslands.

Dwarves and wizards need little food to sustain them. Halflings need all they can get.

Potion: Healing potions are distilled from extracts of a variety of herbs and fungi. Very few know the formula and the process. Potions are usually sold by merchants who trade in magical herbs, mushrooms and such. Use a Potion to restore Hit Points when it's not the right time to camp and sleep the damage away.

Sermin Mushrooms: Use a Sermin to restore energy. This magical mushroom is especially important to magic users, since casting magic spells uses up their energy rapidly. Sermins can also be useful for magic users who need to stay awake to learn spells while others are sleeping, and to the whole party if they need to travel to a location in haste and can't afford to camp and rest.

Gonshi Mushrooms: Eating a Gonshi Mushroom before or during combat will give a party member a burst of magical dexterity. When next the member acts, he or she will be able to accomplish three moves in one combat turn.

Nift Leaves: When a party member rubs the leaves of the nift plant on the back of his or her neck, his or her flesh will be magically toughened against physical attacks. The next three physical blows from the enemy, no matter how mighty, will do no harm. Unfortunately, nifts give no protection against magical attacks.

Mirget Leaves: Rubbing the leaves of a Mirget plant on a party member's arm magically increases his or her strength for the next swing of a sword or axe. If he or she connects, the damage will be great. But, if the opponent manages to dodge the swing, the Mirget was wasted. To avoid this disappointment, use Luffins along with Mirgets.

Luffin Flowers: When a party member's next attack *must* succeed, have him or her chew a Luffin flower. Luffins magically increase the appropriate weapon skill so that the next swing is guaranteed to connect. Both Luffins and Mirgets can be used at any time. They will remain in effect for the party member's first attack of the next battle.

Turpin Mushrooms: The Turpin mushroom is another favorite of magic users. It functions like Mirget leaves and Luffin flowers, in that it stays "In use" until it releases its effect. When a magic user wants the next spell cast to have its maximum possible potency, he or she will be sure to use a Turpin before the spell is cast. Useful not only in

combat, the Turpin's effect will increase the range of the Teleport spell, or the power of the caster's next Fireball.

Fireglobes: Fireglobes are round glass containers that contain a clear liquid extracted from the roots of rare and mysterious plants. Distilled by magical means, this liquid is highly explosive when its glass container is broken. The transparent nature of the globe makes it very difficult to see, once it has been placed on the ground. Anyone who steps on a fireglobe takes considerable damage. In combat, clever adventurers will place these globes in spots where they expect advancing opponents to step. They can then retreat and watch their foes be blown to pieces. To place a fireglobe on the ground, "Use" the fireglobe on one of the eight squares next to the fireglobe's owner.

Loka Packets: Poison can be cured by drinking tea made from the roots of the Loka plant or by simply eating a ration of the dried, shredded (and very bitter) roots themselves. Loka removes the effects of poison from the body, but does not restore lost energy or hit points.

Medicin Doses: The Medicin plant is grown by monks, who make a paste of its seeds. This Medicin paste is the universal cure for illness.

Enchanted Bones: Teleportal chambers allow your party to travel from one part of the world to

another in an instant. It is said that Solian teleportals are activated by enchanted bones, rather than the spheres, pyramids and cubes used in Deruvia and Gurtex.

Maps: Ancient records and recent expeditions have made a variety of maps available to your hero. "Use" a map to see a general outline of your party's surroundings. (In some cases, "using a map" does not really mean unrolling a parchment for study; it's just the party looking around the area they're in. But the effect is the same.)

Map Flasks: Some places are uncharted, full of twisted corridors and murky water, and dark and gloomy. They don't have parchment maps, or are so blighted that their maps are obsolete. These places—caverns, dungeons and worse—are where your party needs to use magical Map Flasks.

Designed by King Rebnard's wizards, Map Flasks are metal containers, flat on the side, with a small opening at the top, and filled with a magical liquid. Dropping a pearl through the opening into the liquid causes an outline of the party's surroundings to appear on the side of the flask as the pearl dissolves.

Map Flasks are still not foolproof. An impure pearl may dissolve not only itself, but also the flask into which it is dropped. When possible, it is best to drop a blue Maramon pearl into the flask, knowing it is

pure, rather than to take a chance with an ordinary pearl from unknown waters.

Mindstones: While reclaiming Castle Oshcrun, King Rebnard and his troops found a number of magical Mindstones: long and narrow, somewhat curved, highly polished, some of marble, others of quartz. At the same time, the monks and workmen restoring the library in Telermain discovered books and scrolls describing the use of Mindstones for communicating over long distances.

Musical Instruments: There is no doubt that someone who is accomplished at blowing a flute or bugle, or plucking a lyre, or beating a drum, will raise the spirits of a party trudging through the dire depths of Gurtex.

Shovels, Ropes and Picks: Someone in your party should carry a shovel to dig for buried treasure. Someone should carry a rope, in case it is needed. And picks are always needed to unlock hidden treasures. Carry several picks, for they are prone to break.

Blankets: When camping outdoors, blankets ensure comfort and full recovery of energy. Without a blanket, a camper will not be able to restore energy to above 50 points unless there is a skilled carpenter in the party to build a temporary shelter.

Combat

SETTING UP

Unless you are ambushed, you will have time to prepare for combat by getting into position and issuing commands from the combat setup menu.

One of your party members—the one with the best Soulreading skill—may have an insight into the monsters' attitude. Hearing this party member's comment, you may decide that talking to the enemy is a better choice than rushing into combat.

Before the battle starts, your party may move about its side of the arena (for instance, to place your strong fighters up front and your spell-casters and archers in the rear). Your other setup options are:

"Draw" lets a party member draw one of his or her unbroken weapons.

"Sheathe" may be used to fight (or talk) bare-handed.

"Recall" lets the party member recall a memorized spell.

"Look" allows you to identify the creatures and objects you see on the field of combat.

When preparations are complete, start the confrontation with **"Talk"** or **"Begin."**

"Talk" has two sub-options. You can **"Rally"** your friends or **"Greet"** the opposition.

"Rally" is directed to your own side. If successful, it increases the enthusiasm (bravery and agility) of the other party members. On the other hand, if your rallying effort is not successful, the enemy may sneak up on you and gain the advantage of moving first. Leadership skill influences the probability of rallying successfully.

"Greet" is directed to the leader of your opposition. He may respond in many different ways. His characteristics as well as the general strength of your party play a role in his attitude towards you. If the monsters do not care to chat, they will attack immediately, gaining the advantage of moving first.

"Begin" starts the combat without any more preliminaries.

COMBAT SEQUENCE

During combat, all members of one side take a turn, then all the members of the other side. In an ambush, the monsters go first unless a party member detected the ambush, either by Tracking skill or the "Sense" spell. Even if the ambush was detected, there is no time to set up before combat begins. If there was no ambush, then you go first unless you try to "Talk" and fail.

In your turn, a small marker on the right hand side of the Status Summary area appears next to each one of your members. The presence of these markers indicates which members have not completed their moves in this turn yet. You can move the party members in any sequence you want by pressing their number keys (1—6 along the top of the keyboard) to indicate who moves next, or you can let them act in the party sequence.

Natural dexterity or a gonshi mushroom may give a member time to do more than one thing during his or her turn. You may interrupt one member with another. For example, Fiz could use a gonshi and cast an Acidball spell he had already recalled. Then Luka could cast Energy on Fiz, and Fiz could cast two more Acidball spells with his renewed energy.

Fleeing from Combat

In some cases, retreat may be your best course of action. Simply stated, you flee by running away—moving through doors or off the edge of the screen.

Sometimes a party member may decide to flee despite your wish for him or her to stay and continue to fight. The bravery of the character has a great influence on this decision. A fleeing member will no longer accept commands, being in a state of panic, and running to the nearest exit as fast as possible. The only way to have the member rejoin the battle is to cast a Courage spell before he or she disappears from the arena.

Characters who fled from combat will reappear after the enemy is successfully dealt with, unless a companion's loyalty to the hero and enthusiasm for the adventure are so low that he or she simply keeps running until familiar, safe surroundings are found.

If the party's designated leader (see "Delegating Leadership" below) flees, all the other members of your party will also attempt to flee.

Weapon Attacks

Swords and axes can be used only on adjacent targets. The "Attack" command swings the weapon. So does attempting to move in the direction of the target.

Bows can be used on any target which is not adjacent to the archer. The "Attack" command will shoot an arrow at the selected target, providing the attacker has any arrows to shoot.

The damage inflicted by a hit with a weapon depends on the strength of the attacker, the weapon used, and the armor of the target (if any).

It is also possible to attack with fists if no weapon is "In hand" at the time the attack command is issued. Naturally, the damage that can be inflicted is rather limited if a weapon is not used.

Armor and Magic Shields

Armor reduces the effect of non-magical attacks. Obviously, some types of armor are better than others. Steel plate armor will provide better protection than leather armor. Methreal armor (if you can find any in the Solian lands) will be better than any other kind.

Magic shields—the result of the Shield spell—protect their owners from magical damage. Unlike armor, magic shields wear out as they absorb magical energy. Shield spells can be cast on top of each other, up to a maximum of 99 points of protection for any one person at any one time.

Combat Results

Each time a combatant manages to score a hit against an opponent, a message shows the result. Here are

some examples of combat messages:

Lukas hits Orc -20

Dam:18 (A-2) HP:8

Lukas scored a hit against an orc worth 20 hit points. The actual damage was 18 due to the orc's leather armor which absorbed 2 points. As a result of the hit, the orc has 8 hit points left.

Shatter!

Fiz hits Zorlim -20

Dam:0 (Sh:4) HP:26

Shatter!

Fiz hits Zorlim -24

Dam:20 (Sh:0) HP:6

Fiz attacks the same Zorlim twice in a row with the Shatter spell. The first one hits for 20 but does no damage because of the Zorlim's shield. However, the shield is now down to 4 points. The second Shatter scores 24 and does damage equal to 20. The shield is gone. The Zorlim's hit points are down to 6.

Orc hits Lukas -10

Dam:0 (Nf:1) HP:36

An Orc hits Lukas for 10 but does no damage. Lukas had a Nift "in use," which is still good after this hit for one more.

Solo Attacks

At your option, you can tell the party members who still have moves left within the current turn to make moves as they see fit. This is accomplished with the **"Solo"** command. The designated member then will decide what moves to make on his or her own initiative. The choices your party members make on their own depend on the most part on their personality profiles. Wizards, for example, left on their own, will freely use up their spells rather than attempting to use their weapons. Halflings will go after easy kills (opponents with low hit points). Elves will attack those who attack them.

The **"Solo"** command is effective for only the current turn and the selected party member.

Delegating Leadership

You can also turn the leadership function over to any one of the hero's companions and hirelings during combat. The **"Head"** command, when selected, presents you with a list of all available party members. The one you choose will replace you as the leader and will start issuing orders to all members of the party, including the hero.

You can adjust the speed of the combat by pressing a number key. **"0"** is slowest; **"9"** is fastest. Return the party members to your control by pressing any other key or mouse button.

The leadership styles of characters vary, and reflect their own preferences in terms of how often to use magic, whom to target, when to flee and so on. A leader whose bravery is not very high may initiate retreat much sooner than you or Sakar would. Sakar, on the other hand, if chosen as the leader, will probably order everyone to attack orcs and eliminate them as quickly as possible, regardless of whether you would consider this the best strategy. If you disagree, press a key and regain command. Otherwise, sit back and let Sakar run things for a while.

End of Combat

Combat ends with victory when all members of the opposition have been eliminated (dead or fled).

No victory or defeat is achieved if the hero and all other surviving members of your party flee.

Defeat is declared and the game is over if the hero is killed and is not resurrected by another party member.

AFTER VICTORY

After you have defeated the monsters, your first priority is to resurrect any slain party members.

The Resurrect spell is very sensitive to time and must be cast as soon as possible. If, for some reason, you

are unable to resurrect a party member, be sure to transfer his or her valuable possessions to the survivors.

Next, you will have the opportunity to plunder the bodies of your conquered foes. If there are any hirelings in the party, make sure that they get their fair share of the loot.

Finally, if the monsters were guarding a treasure chest or a magic fountain, you may **"Use"** a pick on the locked chest to open it or drink from the fountain to restore energy and gain other magical benefits. (To drink, move next to the fountain and **"Look"** at it.)

Magic

As your party proceeds in its quests, it will both wield and withstand much magic. The more they know about this powerful force, the more prepared they will be.

Magic is an art practiced by wizards, elves, and the occasional talented human man or woman. Your hero has some magical talent, and will undoubtedly want to seek out others skilled in magic to join his or her party.

The Rules of Magic

The rules of magic are fixed and invariable, and have been known to change without notice. That's the way magic is. You have to depend on it, but you can never be *really* sure. There are nine rules of magic. There always have been nine rules of magic, but yesterday there may always have been eight. Or ten. Or a hundred. These are the nine rules.

Rule 1.

Spells are recorded in magic books, and can only be learned from those books.

Rule 2.

Spells can be learned from magic books only during a period of undisturbed concentration.

Rule 3.

Spells that have been learned must be recalled to memory before they can be cast.

Rule 4.

Once a spell has been cast, it escapes from the caster's mind. However, if the spell has been learned more than once, the next copy immediately jumps into the caster's recollection.

Caveat to Rule 4.

No more than 99 copies of any one spell can be learned at a time.

Rule 5.

Spell-casting uses energy. Less-experienced casters use their own energy. Those of more experience draw some of the energy from the atmosphere surrounding them.

Rule 6.

More experienced spell-casters get a greater effect from most spells.

Caveat to Rule 6.

More resistant opponents receive a lesser effect from most spells.

Rule 7.

The time it takes to learn a spell depends on the difficulty of the spell, the magical aura of the local geography, and the intelligence of the spell-caster learning the spell.

Rule 8.

All magic resolves itself. (Rule 8 is the least understood of the nine rules, and not all magic-users agree on its proper interpretation. Many say that the eighth rule is best interpreted as "What goes up

must come down," and refuse to cast fireballs on anything above their heads. Others are less certain. They worry. They gnaw their fingernails. They lose sleep. But wizards don't sleep much, anyway.)

Rule 9.

Spell effectiveness depends on environment and circumstances. (You won't be able to teleport from a ship's rocking deck or to fireball a merchant whose prices are too high.)

The Books of Magic

There are seven different books of spells in *The Magic Candle III*: four from Deruvia (three of them recently revised), two from Gurtex, and one from the Solian lands.

Sabano

Like the other books, Sabano contains six spells.

FEAR instills a fear of combat into an opponent for a time. The length of time depends both on the magic skill of the magic user casting the Fear spell and the resistance of the opponent who is the target. The target will neither move nor attack for the duration of the Fear spell. Your party may approach and attack the target without danger—from him. But Fear does not paralyze him. He can still dodge your attacks.

CONFUSE avoids conflict when traveling through the countryside.

When enemy patrols spot your party, they will normally chase you until either you stop to fight, or you leave the area in which they perform patrol duty. A Confuse spell will cause them to forget all about you. Then move away quickly, before they spot you again.

SHATTER is a deadly spell in the form of an ice ball which shatters upon contact, with dozens of ice particles piercing the target. The damage varies greatly from attack to attack, but the average damage done depends on the caster's magic skill.

GLAMOUR increases the target's apparent Charm, making it possible for the target to hold conversations with those who would otherwise ignore him or her. Glamour's effects wear off gradually as time passes.

LOCATE can be used either to avoid conflict or to find it. When a Locate spell is cast, the party becomes aware of all the forces of Darkness in the vicinity. It can only be cast while traveling through the countryside. Its duration depends on the skill of the caster.

DETECT marks the location of magical teleportals, so your party can use them or avoid them. Its duration depends on the caster's magic skill.

Ishban

Ishban is the book of change. Some of its changes are temporary; some are permanent.

FIREBALL changes the very air to fire, and propels it toward the chosen opponent. Like Shatter, its strength depends on the caster's skill. Unlike Shatter, its power does not vary at random.

TELEPORT changes the location of the caster and his or her companions. Teleport can only be cast outdoors, and only where conditions are proper for it. Its range is limited by the caster's magic skill. The most powerful mages can save several hours of travel by teleporting, but Teleport is more often used to cross impassable terrain than to save time.

HEAL changes the Stamina of its target to be as high as possible. It does not cure illness or poisoning. For that, you need magical plants or Alasol's "Cure" spell.

WEAKEN changes the target opponent's armor to sand, and its

magical shield to air. Later attacks on that opponent will then do far more damage.

JUMP changes a combatant's location instantly from one spot to another within the combat arena. Jump can be used on your opponents as well as your party members, either to remove them from close combat or to place them in the heat of the fray.

FREEZE changes the target's sense of time, paralyzing him or her so that neither attack nor defense is possible. The duration of the spell depends on the magic skill of the caster as well as the resistance of the target.

Demaro

Demaro is the book of protection. Its spells are used to prevent harm, to remove obstacles, and to repair damage.

ENERGY restores the target's energy to its maximum possible. The maximum is lower when the target is ill or poisoned.

SEE is the counterspell to Disappear. When See is cast on an area, all invisible opponents within the area become visible once more. The size of the area affected depends on the caster's magic skill.

DISAPPEAR is the spell of invisibility. The target becomes invisible for a length of time determined by the caster's magic skill. While invisible, the target is protected from the attacks of enemies who rely on sight to find their targets. An invisible person

can attack an opponent with no chance of missing, but an attack at close quarters immediately makes the person visible again. Magic and missile attacks do not terminate invisibility.

WALKWATER congeals portions of pools and streams, allowing the caster and his party to walk on them. It is not effective on deeper and swifter bodies of water, such as oceans, lakes, and rivers. The distance that can be covered during each walkwater spell depends on the skill of the caster. Several walkwater spells may be needed to cross a large pond, so it is important to plan ahead.

SHIELD erects a magical shield around the target. The shield protects against magical attacks only, not against physical attacks, poison or illness. The strength of the shield depends on the caster's skill. Several shield spells can be cast upon the same target, until the shield value of the target reaches its maximum.

RESURRECT is the most powerful spell in the Demaro book. It actually raises the dead. But it has its limits. The person to be resurrected must have been slain in honorable combat, and can not have been dead for very long. The Resurrect spell must be cast as soon as possible.

Zoxinn

All spells in the book of Zoxinn have names starting with the letter "Z," clearly indicating that the book

has elden origins. In the elden culture, all important names start with the letter "Z." This tradition stems from a desire to show respect for the zilfins, who were the ancestors of the elden folk.

ZOFIR is the counterspell to Freeze. It removes paralysis, allowing its target to return to combat immediately.

ZAPALL throws fireballs against all the caster's opponents at once. The fireballs are only half as powerful as those thrown against a single opponent by the Fireball spell, but still have their effect.

ZENGRL restores their full Hit Points to all the members of the caster's party. While it can be cast during combat, it is usually more useful afterwards.

ZISHOXE is to "Shield" as Zapall is to "Fireball." It strengthens the magical shields of everyone on the caster's side of the combat, but only half as much as an individual Shield spell would.

ZEFOAR throws a giant fireball. It damages everyone near its landing point, friend or enemy, as would a normal fireball spell. Use with care.

ZUTYUN is arguably the most powerful of Zoxinn's spells. It affects all your opponents as Weaken would affect one of them. Their armor turns to sand; their shields vanish into the air.

Emenad

The Great Ziyx wrote the book of Emenad recently, in his tower off

the western coast of Gurtex. Its spells are of such potency that they can be cast only once in each combat encounter.

BETRAY causes its target to turn against his, her or its former allies. Unfortunately, targets with high resistance to magic are not affected by Betray.

SUMMON produces a duplicate of its target to fight on the caster's side. It summons only creatures of very low intelligence ("beasts").

DESTROY completely destroys almost any opponent. Only the most powerful enemies are immune to Destroy's effects. Destroy also has side effects on its caster, its potency and horror being such that casting it removes the memory of all other spells from the caster's mind.

TERRIFY unleashes a wave of terror, causing enemies who are not brave enough or resistant enough to magic to turn and flee. Terrify, like Zutyun, is most effective if it is cast as the very first offensive move, especially when faced with a large horde of opponents.

DOUBLE conjures a duplicate of one of your party members. The double holds the same type of weapon and wears the same array of armor as the target of the spell. The double is not capable of casting spells or using mushrooms.

TIMESTOP slows down time for the caster's opponents. The enemy misses an entire combat round, letting the caster's side move for two turns in a row.

Felmis

The book of Felmis comes from the pen of the Great Rimfiztrik.

ACIDBALL hurls a ball of fuming acid at its target. The damage done depends as much on the resistance of the target as on the skill of the caster.

FORGET causes its target, which should be a spell-caster, to lose all memory of the spell that is in the forefront of his or her mind. That spell, whatever it was, cannot be recalled again until new copies of it are learned.

COURAGE is the counterspell to Fear, and can also be cast on a fleeing comrade to enhearten him or her to rejoin the fray.

SENSE detects ambushes before they happen. The caster will become aware of the general direction of the nearest ambush waiting within the spell's range. (The range depends on the caster's magic skill.) If you decide to proceed into the area of the sensed ambush, the enemies will lose their advantage of surprise.

RESTSOUL is an essential weapon against the undead (skeletons, zombies and such). When an undead falls in combat, it is no deader than it was when the battle started. Cast Restsoul on a fallen undead foe to keep it from reanimating and rejoining the fight. Restsoul is useful not just in combat, but in any encounter with souls of the deceased trapped on this mortal plane.

SOULSPEAK makes conversations with ghosts possible.

Alasol

Travelers to the Solian lands have learned the contents of the book of Alasol, although they have not been able to bring any copies north.

CURE removes the effects of poison and illness from its target.

BARGAIN temporarily increases its target's trading skill. Like "Glamour," its effects gradually wear off.

QUIVER is cast during combat on someone using a bow. The target receives a quiver of magical arrows

for a period of time depending on the caster's magic skill.

SHARPEN is cast during combat on someone using a sword or axe. The weapon is enchanted so that it inflicts a disabling wound whenever it hits. The duration of the enchantment depends on the caster's magic skill.

CARAVEL causes a magical ship to appear for the party to hire. Caravel can only be cast out in the countryside, next to a body of water.

ALKAZ calls the spirit Alkaz to join the party in combat.



Rest and Recuperation

When your party is in need of rest, it is time to “Camp.” Camping not only restores energy and hit points, but also provides the opportunity to learn spells, repair equipment, and hunt for food.

Where to Camp

Some places are more suitable for camping than others. The ancient elden strongholds scattered throughout the lands offer safety and convenience at no charge, lacking only the opportunity to hunt for food.

Guesthouses also provide comfortable beds, safety from attack, and sufficient light for reading spell books and repairing weapons and armor. But they charge rent for their protection and amenities. There is a guesthouse in almost every community of any size.

You can camp while sailing on ships. Rest in your cabin on your way to, from and among the Solian lands.

Real camping takes place in the great outdoors. Outside the towns and villages, you can pitch your tents, gaze at the stars, and wait for monsters to attack. It's not so comfortable, and it's dangerous, but it does give you a chance to hunt for food and feel like real adventurers.

Finally, you can camp in the rooms in dungeons and towers

where you have defeated the minions of Darkness and creatures of the blight. The smells of the former inhabitants, and the warnings they have scrawled upon the doors, almost always keep the neighbors away.

In other locations, such as shops and city streets, the “Camp” command is also available. But actual camping is not possible: all the party members can do is put on and take off their clothing and armor.

Camp Activities

When you decide to camp, several activities are possible for the party members. “Use,” “Recall” and “Magic” function as always to use an item, recall a magic spell and cast the spell that the selected party member has in memory.

“Put” puts armor, clothing and other equipment on. “Off” takes it off. These activities are always available, even when the location is not really appropriate for pitching camp.

When camping is appropriate, assign activities to the party mem-

bers. Depending on the location, they can “Sleep,” “Learn,” “Fix,” “Watch” or “Hunt.”

“Sleep” is often the very reason for camping. Sleep restores hit points and energy. Party members who are ill, or poisoned, or hungry, or seasick, will not get the full benefits of sleep until their problems are taken care of. (Seasick dwarves are simply going to be seasick. There's nothing they can do until you reach dry land.) Out in the wilderness, sleeping will not be completely effective unless the party members are carrying blankets to protect them from the weather or one of them is a very good carpenter who can erect a temporary shelter for the group.

While most of the party is sleeping, those who own spell books can stay awake and “Learn” spells. Select the spell you want the magic-user to learn copies of. Later, while camping, you might want to stop and pick another spell or let the party member go to sleep. When the party has acquired several spell books, you can use the Status Screens' “Transfr” command to switch the books around so that everyone can learn a wide selection of spells.

If the party has been in combat, their weapons and armor might need repair. Use the Status Screens' “Inven” command to check for wear and tear (“W-T”). As wear and tear increase, things are likely to break and become useless. If you see a problem, assign a party mem-

ber to “Fix” the equipment. Better metalsmiths fix things faster, and will soon have everyone's equipment repaired and be ready to go to sleep.

When the party is camping in the wilderness, there is both danger and opportunity. Wild beasts and other dangers wander the wilds, so it is always a good idea to have a party member stand “Watch” to prevent ambushes.

On the other hand, the proper kinds of terrain are ripe for hunting. Forests and grasslands are full of edible vegetation and meat. (Ice fields and rocky deserts aren't, so pick your camping spot carefully.) Assign some of your party members to “Hunt.” You may find that you finish camping with enough food to take to town and sell.

Resting in Camp

When the party members have been assigned their camp activities (“Sleep,” “Learn,” “Fix,” “Watch” and “Hunt”), the “Begin” command starts the camp activities. (The “Begin” command is not needed when sailing on a ship. See “On Shipboard” below.) After you “Begin,” the camp activities continue until you “Stop.” You may “Stop,” assign party members to different activities, then “Begin” again, as long as you want. Or, after you “Stop,” you can “End” the camp, pack up, and proceed with the game.

On Shipboard

When your party is camping on board a ship, things are different. When you have assigned your party members to "Sleep," "Learn" and "Fix," just move the ship where you want it to go. You don't need to

"Begin" camping. You can reassign the party members to other activities at any time the ship is sailing. But, before you disembark, remember to "End" your camping activities.

The Party Leader // Players

The leader of your party, your hero, is, of course, the ranger from Pheron who restored the Magic Candle in Berbezza and banished the demon Zakhad from Gurtex. But there is much leeway in that description.

Your hero will always be your most important party member. Therefore, you will probably want to give some role-playing thought to the kind of person you want him or her to be.

If you bring your hero and other characters from *The Magic Candle II*, you already know very well what sort of person he or she is. Otherwise, you have five different personality profiles to choose from.

A. The Woodsman

The Woodsman's personality profile is much what one would expect of a lifelong ranger. His preferred weapon is his brom bow. His wilderness skills—tracking, hunting, stealth, swimming—are well-developed.

B. The Huntress

The personality profile of the Huntress is typical of an experienced ranger. She is a good ar-

cher, and is never seen without her brom bow. Not only a good hunter, she is also skilled at tracking, swimming, and even the elven skill of soulreading.

C. The Warrior

Although he has not completely forgotten the ranger's skills of his youth, the Warrior's personality profile now more resembles that of a fighting man. Although he prefers to wield a sword, he is also proficient with the axe and bow. He has also become quite a good trader.

D. The Swordswoman

Much of the Swordswoman's early ranger training has been forgotten, and her personality profile could easily be mistaken for that of a fighter. Her sword skill is well developed, and she is no stranger to the axe and the bow. Her time among the halflings has imbued her with more than a little of their innate trading skills.

E. The Minstrel

Many of the Minstrel's ranger skills have been lost, even as he has

become a superb musician. He is still a good swordsman, and has become a decent trader, as well.

For Magic Candle II Players

If you have played *The Magic Candle II*, you will notice that some things work differently in *The Magic Candle III*. This chapter mentions the important differences: both the major changes and the changes that you might not notice, and therefore might not take full advantage of.

The Mouse

The mouse interface is greatly enhanced. The "Keyboard and Mouse" chapter explains the basic functions of the mouse; there are many more intuitive ways it can be used. For instance, you can click on a party member's picture in the same way you can click on his or her name. Feel free to experiment.

The Notepad

The automatic notepad has been completely rewritten, based in large part on your suggestions. Read the "Notes Menu" section of the "Menus and Commands" chapter for full details.

Movement in Towns and Dungeons

It is no longer necessary to use the "Formatn" command to squeeze the party through narrow passages. The

party members will temporarily go out of formation when the occasion calls for it, then get back into formation when they can.

Other Changes

The effects of poison and illness are greater in *The Magic Candle III*. A poisoned character now gains no benefit from herbs and mushrooms (except Loka and Medicin). An ill character's agility is reduced, making it very difficult to dodge an enemy's attack.

When a character is assigned to train in a skill, he or she will wait in the school for a day before traveling to a stronghold, allowing you more flexibility in your timing. There is no longer any need to assign party members to research subjects in libraries: all research is done on the spot.

When assigned characters are traveling cross-country, there is no danger of the forces of Darkness capturing and imprisoning them. The stealth characteristic is instead used to determine the chance of avoiding an adjacent monster patrol.

In conversations, when a person gives a key word to an additional subject, the word is placed on the

menu. This will cut down your typing burden to a major extent.

The use of musical instruments is much simpler and more useful.

Questions or Problems?

If you experience any difficulty with this product due to defective media or errors in the program, or if you need clarification or assistance with the rules of the game, contact our customer support hotline.

Before calling we request that you have the following information readily available:

Product Name ("*The Magic Candle III*") and the Version Number.

Computer make, free memory, and disk space available.

Operating system's version number and memory manager.

The contents of your CONFIG.SYS file and the names of any programs you currently have loaded into memory.

You can reach us at our customer support department between the hours of 9 AM and 5 PM, Pacific Time at (310) 320-5215.

Optionally, you can write to us at:

Mindcraft Software
2291 205th Street, Suite 201
Torrance, CA 90501

If you have a modem, we operate a bulletin board system that contains product demos, upgrades, information, and playing tips. The bulletin board operates at 300/1200/2400 baud (N,8,1), 24 hours a day, at (310) 320-5196.

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You may also wish to visit the Gamers forum (**GO GAMERS**) to read messages from other gamers concerning products of Mindcraft Software and many other game companies.

If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask for Representative #379 for your free introductory membership and \$15 usage credit. Besides online support for Mindcraft products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel and much more.

Genie: To reach Mindcraft customer support in the Games Roundtable by Scorpia, type **M805;1** at any "?" prompt. Then select "Category 14" for Mindcraft Software. In addition to reading messages, upgrades and demos are available in the "Games RoundTable Libraries."

