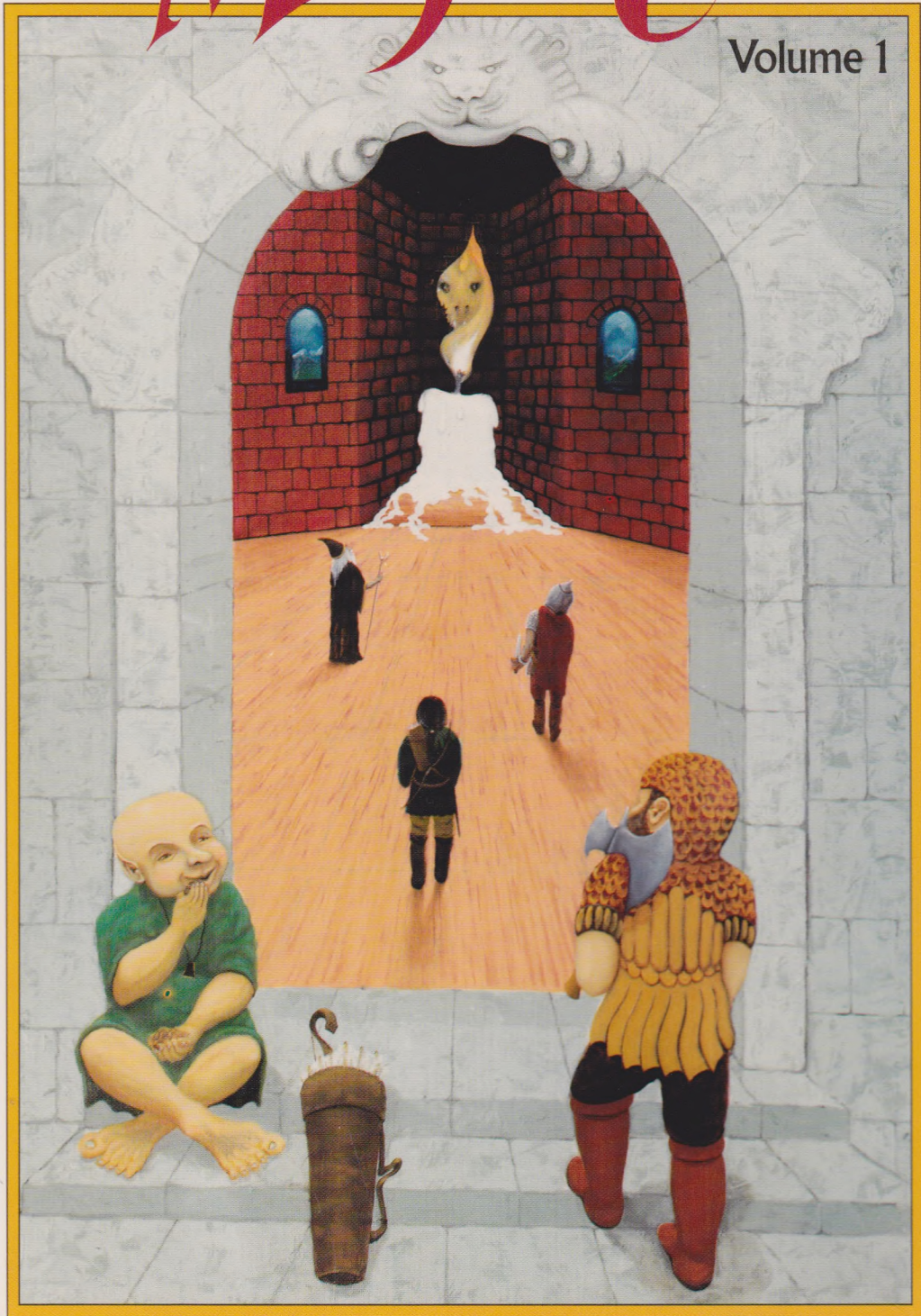


*The Magic Candle*TM

Volume 1



 MINDCRAFT

The Magic Candle™ is Burning Low!

When it goes out, Dreax will be set free—



King Rebnard has just named you Deruvia's hero to prevent the escape of Dreax from the Candle. Naturally, you know you can accomplish this nearly impossible task.



Many volunteers want to join you on your quest. You must choose five. Will you invite the wizard who can resurrect the dead, or the halfling with the big smile?



On your way to the town of Port Avur to buy supplies, an enemy patrol spots you! Fight, or flee?

The Pictures Tell the Story.

Full perspective views in the towns, castles and dungeons. Characters who stand up, sit down, swing swords, and throw fireballs. Flickering torches, rippling water, and bubbling lava.

Strategy Tells the Story.

Complete flexibility in your tactics with the axe, bow and sword—and with your magical mushrooms and wizards' spells. Monsters with their own tactical skills. Some go for the easiest target; others for the most dangerous.

Wisdom Tells the Story.

Ancient books to be read. Sages to be consulted. A world to be explored. Use your full-color map to explore twelve towns and villages, two castle fortresses, dozens of dungeon levels, and the dangerous countryside of Deruvia.

You Tell the Story.

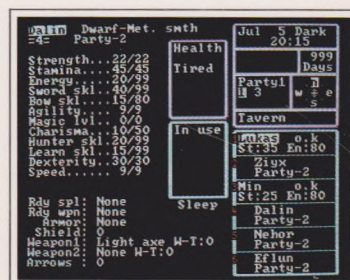
Time is short. You must learn how to keep the demon Dreax trapped in the Magic Candle's flame. Manage your companions well. Some can hunt for food while others learn magic spells, buy supplies, or talk to the wary Deruvians. The fate of Deruvia is in your hands.



Port Avur is far from the invasion. A good place to buy supplies and get some rest. The library is well-stocked, and so is the tavern.



Dermagud is a mine abandoned by the dwarves. You know now why the dwarves were forced to abandon it. But you also know that Dermagud must be conquered to fulfil your quest.



You ponder your companions' capabilities as you consider a sail to the island of Shendy or a trek to the village of Lymeric.

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Actual photographs from the IBM/Tandy EGA version of The Magic Candle. Other versions vary.

