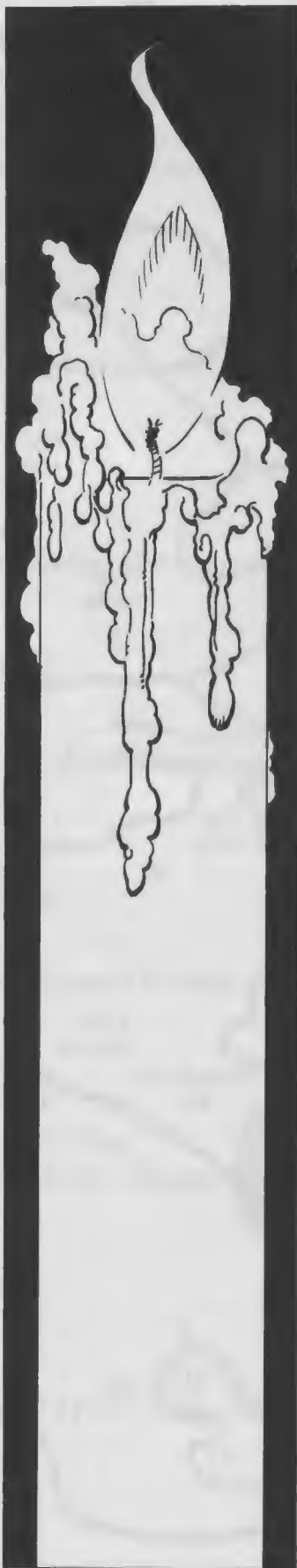


# The Magic Candle



In the land of Deruvia, you'll find an unusual quest. For eons the demon Dreax has been locked away inside a Magic Candle kept aflame by the Four and Forty Guardians. But now they've vanished, and Dreax will escape unless you find a way to prevent this catastrophe before the time limit expires.

*Magic Candle* is a six-character jaunt through a world that looks familiar but turns out to contain numerous innovations: There's a Learning skill that cuts the amount of time spellcasters need to memorize spells and the length of time Fighters must spend in combat school. Characters advance to higher levels not by checking in at guilds, but by learning the appropriate chants and saying them to the corresponding gods. Charisma, a superfluous attribute in most RPGs, plays a vital role in Deruvia, where many people won't talk to you until it's high enough. And there's plenty of talking to do, so much that this aspect of the quest is reminiscent of *Ultima IV*. Auto-mapping is available in the dungeons, and most areas are small enough that you won't need to draw maps at all (you get a fold-out map of the world's surface).

Author Ali N. Atabek managed to make combat and magic enjoyable without allowing it to overshadow the puzzle-solving side of the quest, and the interface of this aerial-view adventure is easy to master. *Magic Candle's* cohesive design, countless original touches, and a charming, distinctive graphics style offers the experienced Orc-slayer a rewarding fantasy, and *QuestBusters* called it "Best Quest of 1989."

**Type:**  
Fantasy Roleplaying

**Difficulty:**  
Easy, Intermediate, Difficult settings determine the time limit

**Systems:**  
MS-DOS (256K required, CGA/EGA/Tandy 16-color); Apple (64K); C-64; Amiga (summer 1991)

**Company:**  
Mindcraft/Electronic Arts

# The Solution

## Character Creation and Development

In addition to your character, Lucas, you can hire five more characters to round out the party. The best are Sakar, Nehor, Min, Eflun, and Ziyx, found at King's Castle. Go to Crystal Castle as quickly as possible, drop all the initial party and hire Kruga, Madir, Lupi, Tamas, and Dakar. You must have three spellcasters at the end of the quest to win.

Standard weapons and armor are readily available in most cities, but Mithreal armor is sold only in Kharin. Give everyone Brom Bows and plenty of arrows. Everyone who can wield a sword should get the best one they can use (except Dwarves, who need axes). Give everyone the best armor you can afford; upgrade whenever possible.

In Bondell, increase Lucas' Charisma to the maximum and teach him Dwarvish in Soldain or Kharin. Increase all players in learning ability and weapons skills. Increase magic ability in all spellcasters whenever funds are available. There are fountains in most dungeons where you can chant to the gods to raise your stats to their new maximum.

Money can be raised by working at the characters' various secondary skills or gambling (but after a while you won't be able to make money gambling). The best way to raise cash is to buy gemstones from wandering Dwarves on the roads and sell the gems for a large profit in the cities. (Some pay better prices than others.) You must talk to all of the people in all of the cities to gain valuable clues. Remember that people are out at different times of the day and some may be hard to find. Also be aware that people wandering outside towns travel only on the roadways, so you must walk all of the roads in all of the lands, for every land has distinct sets of characters.

Always ask monks about "gods" and "temples." Ask all Wizards about "Teleportals." Merchants sell items needed for the Teleportal Chambers, and Dwarves sell treasure. To view a map of your current dungeon level, use a pearl in one of the bowls there.

Necessary items include blankets that let you regain health points when camping, boots that let you walk through some areas in the dungeon, picks that can break after a while (so get more than one), a shovel, some ropes (get two or three at a

time) and a Lens to let you see fine print. It is also wise to stock up on the various potions and herbs while in the cities, or if you happen to find them growing wild outside.

## King's Castle

You start the game on level two. The Knight's Room is also on this floor, but the Guest Room is on level three (use the south stairs). The Knight's Room is directly west of the Throne Room. Hire the initial party by calling them up and inviting them to join. Talk to all of the people your Charisma allows you to, but be sure to talk to Mikemira and Belazar. To regain health points and learn spells, go to level three and to your room (on the west wall).

## Port Avur

Raise money, buy items, and increase skills here. Be sure to "question" the Orcs in the jail about "hammer." The captain is in the northwest section of town, and the jail is directly east of there. To get in the jail, you must first bribe the captain of the guard to give you a pass. Ask Father Orbonn about "research." Ask Bortal about "Dermagud." Offer beer to Ermal. At the library ask about "Hoyam" and "Meardom."

## Soldain

Visit Rabbonkar and learn Dwarvish. Talk to Yodan about "Hoyam," and to Okdark about "Hoyam" and "Hammer." Makaso knows about increasing the group's learning ability, while Hokando knows about "Valon" and Azidamus about "Sabano."

## Dermagud

Go all the way north and east until you reach the door to the Teleportal Chamber on the north wall. Enter it and use three Cubes to teleport to Yberton. Go north to Crystal Castle.

## Crystal Castle

Go to the northeast corner for the Guest Room and the northwest corner for the Knights' room. Dismiss your entire party and get the new crew described in Character Creation above. Go east of the Knights' room to the stairs down into Crezimas.

## Crezimas

Level One: Go west, north, west, north, fight ambush, north, east, north, west, north to Portal to the stairs to level three. On Level Three, go west, north, and east to the Teleportal room. Use Pyra-

mid, Cube, and Sphere, to teleport to Pheron. Go to Dermagud.

### **Dermagud**

Go to the exit at the northeast corner and head upstairs to Valon's temple to learn the chant to wake Valon. Return to Dermagud and go to Valon's chamber and chant right next to him. This will increase your attributes. Return to Port Avur and sail to Fubernel. Go to Bondell in Fubernel.

### **Bondell**

Talk to Tuten about the Tower of Shadrum and ask his advice. Ask Meliso about the three levers. Get Tonton to increase Lucas' Charisma to the maximum. Ask Shumme about "circlet," Nimmet about "Furnace," then get advice from Meliso, Hubbo, and Jepne. Fozimar will increase your learning ability. Go to Delkona.

### **Delkona**

To get into Delkona you must bribe the man at the desk (95 gold). Once in, ask Pupin about "Khazan." At the Library, ask about Sunken Isle, Khazan, and Obelisks. Ask Genevar about Obelisks. Take ship to Shendy and go to Keof.

### **Keof**

Ask Hosan about "star," Numbar about "Vocha," Atlan about "Candle," and Dolomar about "ring." Get advice from Meldon. At the library, ask about Teleportals and Sherro's Legend. Take a ship to Kuskunn, but be sure to get back within fifteen days, or the ship will leave without you. Go to Nexis' temple and learn chant. After returning to Keof, take ship to Isles of Ice. Go to Vocha.

### **Vocha and the Hammer**

Go to Nexis on level two and give the chant. The Fountain of Strength is on level two; Fountain of Agility is on level four; Teleportal Chamber is on level three; Chambur's tomb is on level six.

The best route is to take the stairs to level two. Take the stairs in the middle of the south wall to level three. Take the stairs to level four. Take the stairs in the northeast corner to level five and take the stairs to level six. Dig at tomb to get Hammer. Go back upstairs to level five and on to level four. Take Portal in the northwest corner of level four to level two, then go north to Nexis. Return to ship and Keof. Take ship to Port Avur and return to Soldain.

### **Soldain**

Give Hammer to Okdark and ask for Hoyam. Walk to Sur's temple and get chant, then walk to

Ice Plains and Wolf Rock (see Map Notes, below). Also note where Iron Lever is located.

### **Wolf Rock**

Use Hoyam on wolf and get Star. Go to Lymeric.

### **Lymeric**

Buy "Ishban" from Remulda. Aksimento will increase learning ability. Ask Zeke for advice. Talk to the Gatekeeper about "Gate."

### **Sudogur (under Lymeric)**

Take the southwest stairs to level two. On level two, take the southwest Portal to another area on level two. Take stairs to level three. Take stairs to level four. Visit Sur in the middle of the water. Chant and get boost in attributes. Go to Portal to level five. Go to Vault. Use Star to open vault. Use Lens to read the scroll Zirvanad, which is the end game ritual. Exit dungeon and return to King's Castle.

### **King's Castle**

Talk to Belazar again and get advice. Ask Baratt about "Meardom." (You will find him cleaning the conference room at 0600.) He will open the gate to Meardom.

### **Meardom**

This is under King's Castle. Take stairs down to level two. Take stairs down to level three. Take stairs down to level four. Take stairs down to level five. Go to Obelisk and get word "Sastamounu." Go back to level three. Take Portal to level two. Take new stairs down to level three. Go to Teleportal Chamber. Use Pyramid, Sphere, Pyramid to teleport to Knessos. Get location of Obelisk above Wizard's Isle. Get word "Ezberekene." Go to Kalb's temple and get chant. Go to Kalb in Dakland and get attributes raised. Go to Shiran.

### **Shiran**

Ask Kemkezar about rumors to get the location of the Teleportal to Sargoz. Ask Yetmishi about Thakass. Buy "Zoxinn" from Fizkreto. Ask Freyapkin about "Ash of Shir-aka." Talk to Gnetra about "Brennix" to get the location of Iron Lever, then go to Pax temple. Go to Knessos.

### **Knessos**

Talk to Mimosh. Take ship to Wizard's Isle and go to Thakass.

### **Thakass**

Enter on level eight. Take stairs up to level seven. Take stairs up to level six. Take stairs up to level

five. Take stairs up to level four. Take stairs up to level three. Take stairs up to level two. Take stairs up to level one. Go to room on north wall. Keep asking the Mad Wizard about the 'blue ring' until he gives it to you. Take Portal to level five for faster exit. Take ship to Knessos. Go to Teleportal south of Knessos, by Lake Shan, and use it to go to Trilliad. Use Sphere, Cube, Pyramid. In Trilliad, go to Merg.

### **Merg**

Go to the Museum and ask about "Elven Cloak." Ask Lokhan about "Ellidrin." Go to Theldair.

### **Theldair and Sherro's High Call**

Ask Baelin about "Suerfin" and Gilondo about "Sherro's High Call." Ask Fay about "Dream Dust." Buy Demaro from Hextaris. Go to Hissen temple to get chant. Go to god Pax and get your attributes raised. Find Iron Lever (see Map Notes, below). Go to Kharin.

### **Kharin**

Talk to Shagar about "Teleport" and "Key Combination." Buy Mithreal armor in the Armory. Ask Pugar about 'Cloak,' Kurek about "Bedangidar," Kabuck about "Sunken Isle" and "Three Levers." Go to Crystal Castle.

### **Crystal Castle**

Ask Queen about "Crystal Dust." Ask Glenli about "Elven Maids" and "song." Ask Truk about "Sargoz," then ask Remon's advice. Ask Edromir about "item" and Umario about "Crezimas." Go to Crezimas.

### **Crezimas**

You must kill all of the monsters in all of the rooms and all ambushes. On level four, dig in the southwest corner of the Hall of Dreams and find Cloak. On level five, go to Hissen and give chant for a boost in attributes. Go back to the Queen and ask for Crystal Dust. Leave castle and go to Paladin temple and get chant. Go to Bedangidar.

### **Bedangidar**

You enter on level three. Paladin is on level one. Give chant to get boost in attributes. Go to the prison on level one and open cage to release the bird. Go to level five and get Brennix. Only Lucas can take it. Exit and go back to Theldair.

### **Theldair**

Go to the Council Hall and ask Somona for "Dream Dust." Go to Sumruna.

### **Sumruna**

Ask Farhad about "amulet." Take ship to Isle of Vo, find Obelisk and learn the word "Vrakkalamhir." Return to Sumruna and take ship to Fubernel. Find Heru's temple and learn chant. Go to Khazan.

### **Khazan**

On level two is a room with four signs that are the key to the Teleportal from Khazan to Sargoz. Find Heru on level five. Give chant and get boost in attributes. Take exit to Heavenly. Go north to find the Unicorn. Use Sherro's High Call on the Unicorn to get Green Ring. Return through Khazan and go to Delkona and take ship to Isle of Giants. Go to Shadrum.

### **Shadrum**

Enter on level seven. Work your way up to level one. On level one, stay on the north wall when entering the Hall of No Return. When you hit a Portal, go east to the wall, then south. When King grants wish, ask for "Circlet." Be sure and open chest in the Hall of Venom, which gives you the chant needed for the Bubble of Captivity: Tefk, Akamur, Darda-iy. Go to Teleportal Chamber on level one and teleport to Shiran, using Pyramid, Cube, Pyramid.

### **Shiran**

The character with the circlet should go to the island in the center of town and get the twigs, which turn into Ash of Shir-aka. Now split your party into three teams. Send each team to one of the levers. After they arrive, pull all the levers at the same time. This raises the Sunken Isle. Have the entire party go to a spot directly north of the bay of the Sunken Isle and rejoin. Use Teleport spell to get to Sunken Isle.

### **Sunken Isle and the Ritual of Awareness**

Here you learn the Ritual of Awareness: Rehtem Verek; Eklem Kenek; Elatir Gnassar. Go to Khazan on Fubernel. In Khazan go to the Teleportal and use Sphere, Pyramid, Cube. This takes you to Sargoz.

### **Sargoz**

Go to level four and use the Cloak to get the White Amulet from the furnace. Go to Teleportal Chamber and teleport to Pheron, using Cube, Pyramid, Pyramid. Go to Pheron's Teleportal Chamber and teleport to Hidden Valley, using three Cubes. Enter Hidden Vale.

## Hidden Vale

Your first Magic User should stand on the White Light (front of Candle) and have the White Amulet and Rite of Awareness. Magic User Two should stand on the Green Light (right of Candle) and carry the Green Ring, Dream Dust, and Three Words of Will. Magic User Three must stand on the Blue Light (left of Candle) and have the Blue Ring, Crystal Dust, Bubble of Captivity, and Shir-aka Ash. Magic User One should chant: Rehtem Verek <ENTER>, Eklem Kenek<ENTER>, Elatir Gnassar<ENTER>. The following passage must be chanted before the dust and ashes settle:

Magic User Three:

Throw Crystal Dust and chant "Tefk Akamur Darda-iyim."

Magic User Two:

Throw Dream Dust and chant "Sastamouno Ezberekene Vrakkalamhir." Then chant 'Ude Samaid Dehuble.'

Magic User Three:

Throw Shir-aka Ash and chant "Exiteralmisto Haxobez Beshiam."

Magic User One:

Chant "Ekburamitral Hox Begone"

## Map Notes

Dungeons can be viewed with the auto-map. To the map that comes with the game, add these Temples and other sites:

- Vocha is on the southeast tip of the island in the map's southwest corner.
- On the Isle of Giants, Shadrin is in the center.
- An Obelisk is on the Isle of Vo.
- Due east of the words "Isle of Vo" on the map, you'll find an Iron Lever on the shore.
- Due east of there and south of "Plyan" is the god Pax (on west side of middle river).
- Northeast of Hidden Vale, just outside the ring of mountains, is the Paladin Temple.
- Due west of Hidden Valley, on the north shore of the small cove, is the Hissen Temple.
- On the island of Fubernel, the Heru Temple is on the tip of the peninsula on the southeast. Khazan is due west of there, on the south tip of the peninsula on the west shore
- There's also Khazan on Heavenly, due east of "Heavenly" on the map.

- The Unicorn is north of the name, about a half-inch below the top of the island.
- Just below the second word in "Little Phen," you'll find the Elf Maiden near the river's south bank. A Teleport is due north of there, on the northeast shore of the bay. Northeast of there and just below "Kuskunn" is the Nexis Temple.
- The Dermagud Dungeon is a bit west of "Brelleht."
- South of Donduk is the Valon Temple. Southeast of there, in the north part of middle range of mountains, is the Sur Temple.
- A Teleport is on the far northwest corner of the map.
- On the south end peninsula of the north of "Ice Plains" is another Iron Lever. A little northwest of the Lever and due north of the "of" in "Bay of Sunken Isle" is Wolf Rock.
- The god Kalb is south of "Darling Mountain," in the middle of the west shore of the bay on that side of the island. The Kalb Temple is a hair south of the mountain northeast of Dakland.
- West of Kraken Bay, on the tip of the middle peninsula, is another Iron Lever. The Pax Temple is almost due south of there, on the northwest tip of the peninsula across from Bay of Meric.
- An Obelisk is in the northeast corner of the map, northeast of Kisoen.
- The Thakass Dungeon is on Wizard's Isle.
- Due north of Shan is a Teleport. Just east of that is an Elf Maiden.

## Teleportals

From	To	Combination
Pheron	Bay Of Meric	C, S, C
Pheron	Hidden Vale	C, C, C
Dermagud	Isles Of Ice	P, C, S
Dermagud	Pheron	S, P, C
Dermagud	Selderad	C, P, C
Dermagud	Yberton	C, C, C
Vochaloe	Plains	P, S, S
Vocha	Meram	C, C, C
Vocha	Shendy	S, S, S
Sudogur	Sumruna	P, P, P
Sudogur	Darvale	C, P, C
Sudogur	Pheron	C, S, C
Thakass	Sargoz	S, P, C
Thakass	Bihun	C, P, P
Thakass	Khiriss	P, S, P
Thakass	Pheron	S, C, S
Thakass	N. Bihun	C, P, P
Shadrum	Marmaris	S, P, C
Shadrum	Isle Of Giants	S, S, S
Shadrum	Fisestar	C, C, P
Shadrum	Shiran	P, C, P
Khazan	Yberton	S, S, C
Khazan	Sargoz	S, P, C
Khazan	Port Avur	S, S, S
Khazan	Shendy	P, C, P
Shendy	Piyan	C, S, C
Shendy	Uberion	P, P, C
Shendy	Dakland	S, C, S
Bedangidar	Udar	S, P, P
Bedangidar	Pheron	S, S, P
Bedangidar	Shendy	S, S, S
Crezimas	Triliad	P, S, C
Crezimas	Fubermel	C, P, S
Crezimas	Pheron	P, C, S
Crezimas	Selderad	S, P, P
Sargoz	Pheron	C, P, P
Sargoz	Fubermel	P, P, C
Sargoz	Hidden Vale	S, S, S
Kherbel	Merg	C, C, C
Kherbel	Hidden Vale	C, P, P
Kherbel	Fubermel	P, S, P
Kherbel	Pheron	S, S, C
Meardom	Kniessos	P, S, P
Meardom	Fubermel	C, P, S
Meardom	Udar	C, C, S
Meardom	S. Kendar	P, S, C
Khiriss	Triliad	S, P, C
Khiriss	Shertuz	P, C, P
Khiriss	Fubermel	S, C, C
Khiriss	Shendy	P, P, P

## Gods, Temples and Chants

Temple	Chant	God
On Fubermel	Vreamen, Eftah, Yolimdar, Tiz	Heru is in Khazan
Between Two Lakes	Shaerad, Ude Shaerad, Faay	Valon is in Dermagud
On Kuskunn	Eftah, Eftah, Yolimdar, Pehriz	Nests is in Vochia
In Shertuz Desert	Yenna, Benivo, Heb, Benna	Sur is in Sudogur
On Dakland X,101; Y, 12	Ideliaz, Fydalia, Heb, Tharimo	Kalk is in Dakland X,85; Y,9
On Rosus X,87; Y,32	Ishthyam, Sermian, Ideliaz, Obotem	Pax is in March of Piyan, western shore
On Kherbel by the sea	Tuem, Obotem, Kelluem, Maeslem	Hissen is in Crezimas
On Kherbel at end of road	Eftah, Yenna, Olm, Tiz	Paladin is in Bedangidar

## Dungeons and Chants

Dungeon	Location	Chant
Shadrum	Isle Of Giants	Damlaz, Firtarafa, Yaldamatofar
Meardom	King's Castle	Beratt opens door
Khazan	Fubermel	Eksam, Rattabl, Gangamurt
Vocha	Isle Of Ice	Hokde, Kalfth, Pokandajo
Dermagud	Uberion	Achunne, Reshiptar, Ebitonagzi
Sudogur	Lymeric	Ask Gatekeeper about Gate
Thakass	Wizard's Isle	Kuramdafur, Tevalato, Rekmetaek
Crezimas	Under Crystal Castle	Chant not required
Bedangidar	Bedangidar Mnts.	Samandax, Titgaramo, Kemt
Sargoz	Teleport from Thakass or Khazan	Sphere, Pyramid, Cube

# The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

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