

The Legend of Candlewind

The Rogues of Blackwood Forest

Installation

To install The Legend of Candlewind, insert the CD/DVD with autostart enabled. Then follow the installation instructions.

System requirements

Minimum requirements:

- Windows XP
- Core 2 Duo with 2 Ghz
- Graphics card with 512 MB of RAM
- 2 GB RAM
- 400 MB of free hard disk space

Recommended:

- Windows 7 or better
- Core 2 Duo with 2.5 Ghz
- Graphics card with 1024 MB of RAM
- 2 GB RAM
- 400 MB of free hard disk space

The story

Far to the north, at the foot of the Frost Mountains, lies the small town of Candlewind. For adventurers and those seeking their fortune, it is a popular starting point for expeditions into the icy mountain landscapes shrouded in mystery. Not far from the eastern edge of the town lies Blackwood Forest, which is plagued by a band of rogues. In order that the rogues be driven out and to ensure safety along the trade routes through the forest, the town council has offered a generous bounty for the leader of the rogues.

Volunteers soon start gathering in the taverns of the town with the intention of putting an end to the rogues' thieving ways. Our brave party of teenage heroes is among them, led by the fun-loving bard Garrison Hiffs. He always has a cheery tune on his lips, and is well-versed in the art of combat, magic, and archery — a true all-round talent. At his side are the bold daredevil Wulk Oakcutter, the apprentice mage Sarago and the daughter of a forest witch, Shailee Frostflower. Determined to fulfil their mission, the group sets off towards Blackwood Forest to begin their first adventure together...

Gameplay

The goal of the game is to fight your way through the many levels of the rogue hideout, proving your mettle in numerous battles in order to reach the leader of the rogues and defeat him in battle. On your way, your group of heroes will come across various treasure chests, which will often contain useful items such as healing potions or torches. However, the chests are sometimes booby-trapped, which is why it is not a good idea to force them open.

Controls

The Legend of Candlewind is played entirely using your mouse. No other input devices are necessary. One unique feature is the "Wait for monsters" option. The further your group of heroes goes down into the labyrinth, the more formidable will be the foes they encounter. Hence, it is advisable to prepare your heroes in fights against weaker enemies before they enter the deeper levels. The "Wait for monsters" button allows your group to wait for random opponents which they can then battle.

Inventory

The inventory provides numerous storage options for items both large and small. Items of the same type are grouped and stacked to save space. In order to utilise an item from a group, it is often necessary to separate it from the group via the small options menu. This is done by clicking and holding down the left mouse button when the cursor is over the item.

The inventory is divided into two areas. Weapons, armor, rings, and necklaces are stored in the top area. The weapons and armor classes of a hero are shown in a small area of the display. The higher these values, the greater the damage heroes can inflict with attacks, and/or the better the hero will be protected from enemy attacks. A table with the hero's character traits and talents is also located here.

The backpack, the spellbook, and the vessel for ranged weapons munitions are located in the bottom section. Spells can be moved about and categorised freely in the spellbook.

Spells

In order to use a spell in battle, it is necessary to hold a spellbook in your hands. It will then no longer be possible to hold an additional weapon. When you are not in a fight, it is not necessary to hold the spellbook when casting spells.

Sustenance

Adventuring makes you hungry, and while exploring the labyrinth, sustenance is consumed, which will need to be replenished after a certain period of time by letting the heroes eat. To do this, food must be dragged and dropped onto the mouth symbol in the inventory. A small bar shows how hungry the hero currently is. The numerous treasure chests often contain apples, loaves of bread and grapes.

Character traits



Experience level

Once a hero has collected a certain number of experience points, he will be able to reach a higher level. With each level gained, his talent for melee battles, using ranged weapons and spells will also increase, depending on how often he used the respective talent(s).



Experience points

After a successful battle or after having successfully done a good deed, the group will receive valuable experience points.



Life energy

When this falls to zero, the hero dies.



Mana

Every spell requires a certain amount of mana.



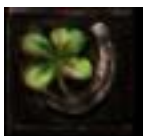
Strength

One of the most important characteristics in melee battles.



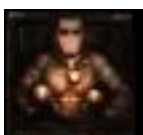
Speed

Just as important for melee fighters in the front line.



Luck

In many situations, luck will play a small but often important role; this applies to melee fighters, archers and mages alike.



Agility The most important character trait when using ranged weapons.



Resilience

The more resilient a character is, the more difficult it will be to strip him of his life energy.

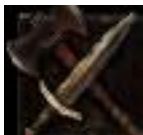


Intelligence

The most important character trait for mages.

Talents

Each time a hero levels up, one or more of the 3 talents will also be upgraded, depending on how often a particular talent was utilised. How well-developed a particular talent is in comparison to the others also determines the hero's character class. A hero can belong to one or more character classes. These classes include warrior, archer and mage.



Melee fighting talent



Ranged weapons talent



Spellcasting talent

Battles

When making their way through the rogue hideout, the heroes will often be involved in hostile encounters.

Characters at the front will need to be able to rely on their melee fighting skills, while heroes in the back will need to be able to utilize ranged weapons or spells. In addition, each hero has the option of taking cover, thereby better shielding himself from enemy attacks.

Once the group has completed its turn, it will be the opponent's turn. To skip a turn, all you have to do is click on the small "x" next to the text window or click the right mouse button.

Especially swift opponents have the advantage of landing the first blow, which is why it is advisable to place characters that are especially agile in the first row — the same applies to your own warriors.

Characters

Wulk Oakcutter

Already as a small boy, Wulk dreamed of becoming a famous warrior one day. He took every opportunity to take on others in a fight or spar with other boys. Barely had he become of age, he applied to join the Candlewind Town Guard, where thanks to his fighting skills — which were impressive for a boy his age — he was hired on probation. His joy was short-lived, as he was dismissed soon after due to constantly getting involved in brawls. He is currently searching for new adventures.

Garrison Hiffs

There is probably nobody who knows the narrow alleys of Candlewind better than he does. In the evenings, he often strums his mandolin in front of a rapt audience. The damsels, in particular, swoon at his songs of exciting adventures. On his adventures across the land, he learned all sorts of useful skills, including how to hold his own in a fight in order to defend himself against highway robbers. In addition, he also knows his way around a spellbook or two.

Sarago

Apprentice and protégé to Candlewind's archmage. He is a close friend of Garrison and both of them often meet up for a beer in the town's taverns, where they dream of going on magnificent adventures. From time to time, the two travel to distant cities, where often they experience an adventure or two.

Shailee Frostflower

The daughter of Migarda, the forest witch. However, unlike her malicious mother, Shailee strives to do good deeds, which is a thorn in her relatives' black flesh. One night, the girl ran away from home and now hopes to begin a new life behind Candlewind's protective town walls.