Daisy's Garden 2
Contents of the on-line help

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ᴋWelcome to Daisy's Garden 2

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The story:

Daisy hasn't an easy job: While she has to pick up all fruits and flowers in her garden, she has to watch out for the greedy marmot and the annoying grub. And that's not nearly all. She also has to find the right way through the garden and that's usually the difficult part, because the right way can't always be found easily...

What's behind it?

Daisy's Garden 2 belongs to a new generation of games:

Think n' Run - first think, then run!

Instead of shoot or crush annoying figures, Daisy must try to find a way around the enemies. So Daisy's Garden 2 refuses every single violence element, that's why we think it's particularly suitable for children.

But also adults cover their expenses because of some really tricky riddles.

You are also allowed to construct your own gardens and riddles with Daisy's Garden 2. So there is no end after the delivers gardens, because everybody who is gripped by the Daisy fever can construct new gardens for all the other Daisy fans.

A word to shareware:

Daisy's Garden 2 is shareware. This means you are allowed to copy and pass on the game as often you want to as long as you don't make any changes to the game and don't pass on registration keys and passwords. Also look at the Registration and license agreement.

In the shareware version you are allowed to test the game as often you want to, but there are following restrictions:

Per garden file you can only play the first 6 gardens from an amount of about 25 - 50 and you can only edit 3 gardens.

If you like the game, please register for a *really* little charge. After your registration the restrictions will be canceled and you contribute to we can develop more funny games in the future.

How to play?

Also look at:

Daisy doesn't reach the end of a garden before she has picked up all fruits, vegetable and flowers and has climbed up ladder to the highest point. But the work doesn't end, because the next garden is almost waiting.

Daisy often has to dig up things or dig a way through the ground. Sometimes there are also hidden ways in the ground. Digging is an important technique, otherwise you can't get on later in more difficult gardens. Daisy can't jump.

Daisy easily realizes when all thinks are picked up, because then the ladders change their color to green. Now Daisy has to reach the highest point of the garden.

There's only one way to resist the marmot and the grub: Dig holes in which the marmot falls (then Daisy can pass fast) or which makes the grub turn back. Sometimes Daisy finds garlic or a magic mushroom. With it she can drive away the marmot or makes herself temporary invisible for the marmot and the grub.

Daisy can open doors with a key of the same color, which she has to pick up before.

Sometimes Daisy finds a hint, how to harvest the garden the best.

To steer Daisy:
(Most players will find it more easy to play with the keyboard)

With the keyboard:

Key arrow left:

Daisy walks or works along to the left.

Key arrow right:

Daisy walks or works along to the right.

Key arrow up:

Daisy climbs up.

Key arrow down:

Daisy climbs or falls down.

Key End or key "A":

Daisy digs a hole left to her if it's possible.

Key Page Down or Key "S":

Daisy digs a hole right to her if it's possible.

With the mouse:

Left mouse button on a ground:

Daisy tries to reach the ground, if the way isn't too difficult.

Right mouse button on the ground left or right to Daisy:

Daisy digs a hole left or right to her if it's possible.

Key CTRL + left mouse bottom:

Daisy digs a hole left to her if it's possible.

Key CTRL + right mouse bottom:

Daisy digs a hole right to her if it's possible.

Elements of game

Also look at:

The main figure:

Daisy
Daisy will be steered by the player. She can walk on the ground, climb up ladders and work her way along taunted ropes. As well she can dig holes in the ground. Daisy picks up fruits, flowers simply by walking over them.

Other living being:

The marmot
The marmot tries to catch Daisy when it has realized her. Some marmots realize Daisy straight away, some others just when Daisy comes near them. The marmot can, like Daisy, walk on the ground, climb up ladders and work its way along taunted ropes. Occasionally it takes an apple, but usually the marmot let fall it down sometimes somewhere. If a marmot falls into a hole that was dug by Daisy, it will definitely let the apple fall down. If the marmot stays in a hole, Daisy can run over it quick as a flash. But please do not stop...

The grub
The grub crawls permanently from the left to the right and back. Only a hole in the ground can stop it. Daisy mustn't touch the grub!

The mole
The mole is a peaceful guy, who only appears sometimes. But he doesn't like it when Daisy touches him.

Things to pick up - fruits:

The apple
The apple is a tasty fruit. Sometimes a little worm looks out, but that doesn't distract Daisy. But it's a nuisance, when a marmot takes one apple and lets fall it down at impossible places. Daisy must try to get an apple taken away by a marmot.

The lemon
The lemon is a tasty fruit that is easily to pick up.

The cherries
The cherries are tasty fruits that are easily to pick up.

The pineapple
The pineapple is a tasty fruit that is easily to pick up.

Things to pick up - flowers:

The sunflower

The sunflower is a pretty flower that is easily to pick up.

The tulip
The tulip is a pretty flower that is easily to pick up.

The daisy
The daisy is a pretty flower that is easily to pick up. Besides: This is the flower giving Daisy her name.

The rose
The rose is a pretty flower that is easily to pick up.

Things to pick up - vegetable:

The garlic
The garlic smells a little bit. If Daisy eats one, the marmot will stay away from her a little while. But attention! In spite of everything Daisy mustn't touch the marmot.

The magic mushroom
If Daisy eats one, the marmot and the grub won't see her a little while. The Daisy can pass the marmot and the grub without danger.

The spinach
Spinach is healthy and gives power. If Daisy eats a little bit, she will get more time to reach the end.

The carrot
The carrot is a healthy vegetable that is easily to pick up.

Thing to pick up - keys:

The key
Keys are red, yellow and green. They open a door with the same color. But every key can only open a door once.

Daisy can't pick up two keys with the same color at the same time.

Thing to pick up - hint:

The hint
The hint sometimes tells you important things for Daisy survives a garden.

The environment:

The lift
Daisy can use a lift. But she can enter and leaves a lift only when it stops.

The ground
Daisy can walk on it and sometimes she can dig it. Daisy can jump in dug holes, but attention: The wind will fill up the hole after a little while and you will be sorry if Daisy still stays in it...

Sometimes the ground is too hard, and so Daisy can't dig it. You can't see it, so you have to try.

Sometimes the ground is a trap. But often it is useful, maybe there is a hidden way...

The ladder
Daisy can climb the ladders up and down.

Some ladders won't appear until Daisy has picked up everything. But the there is the possibility that some ladders will disappear. But you don't see which ones.

If Daisy has picked up everything, the ladders will change their color to green. Now Daisy has to reach the highest point of the garden and she comes to the next garden..

The rope
Daisy can work her way along it and if she wants or needs to, she can fall down.

The sky
Sometimes you find a sun or clouds.

The fence
Daisy can pass the fence, but she mustn't fall on it, otherwise she will hurt.

The hedge
Daisy can pass the hedge, but she mustn't fall on it, otherwise she will hurt.

The sign
Sometimes there is a sign which Daisy tells which way to go.

The water
Water is dangerous. Daisy mustn't fall in it.

The door
Doors are red, yellow and green. To open a door Daisy has to find the equivalent key before. Attention: Some doors close fast.

Tips and tricks for playing

Also look at:

After the first easy gardens it will be more difficult to pick up all fruits and flowers and to reach the highest point of the garden. Every garden is a new challenge.

Often it's important which fruits and flowers Daisy picks up first or last. If she chooses a wrong way, a fruit will be unreachable forever. Perhaps a ladder will appear or there is a hidden way in the ground, if Daisy picks up the right last fruit.

Digging is very important to get fruits being in the ground or to keep marmots or grubs at a distance. If a marmot falls in a hole. Daisy can walk over out of danger. As well the marmot will a taken apple let fall down, if it jumps in a hole. When Daisy digs deeper holes to reach fruits, she should dig large ones, because she can't dig directly under herself.

Sometimes there isn't any way out, because Daisy went along a false way. Then she has to start the garden at is beginning (Shortcut F3). Then she will lose a figure, but for every garden she has come through, she will get a new figure.

If one garden is too difficult for you at the moment, you can also set in the Dialog "Game Options" an other start garden.

The gardens are integrated in so called garden files. One file consists of about 20-50 gardens.

How to register Daisy's Garden 2?

Also look at:

> Registration and license agreement
> Order form

Thanks for your interesting in Daisy's Garden 2. The authors of this game had worked hard to make you have a lot of fun by playing this.

This game is shareware. That means, you're allowed to (even you should) copy and pass on all files of this game, as long their original version will be kept.

With the shareware version you can only play the first 6 gardens per garden file and only edit 3 gardens per garden file. As well there is registration information, which may have lead you to this help page.

If you like this game, please pay a really little charge. Then we will register you for that we can continue developing more bottom priced and entreating games for you.

If you register, we will send you a personal registration key containing your name, which you enter the program. So the program will realize, that you are a registered user of Daisy's Garden 2 and will remove all restrictions of the shareware version. You only need to enter the registration key once. It will be saved by the program.

The full version of Daisy's Garden 2 consists of the shareware version and a valid registration key. There isn't a special disk version existing.

The registration key, which you can get for DM 20,- or US$ 15,- on (also look at order form) from us and which we will send you in a simple envelope, is very profitable for you:

+ saving of floppy disks and costly packing (floppy disks are special waste!!)

+ letters will be transported faster than parcels by mail, you get the full version as soon as possible

+ you can get always the newest shareware version of Daisy's Garden 2 from us or from your local shareware distributor or you can download it from the Internet. Your registration key still remains valid

+ we don't need a costly management and stock, so we can keep borrow prices for the registration

The registration is very simple:

+ print out the order form, fill in and send it to:

> **Ingenieurbüro für Softwareentwicklung**
> **Dipl. Ing. Frank Burkart**
> **Hertzstr. 29**
>
> **D-76287 Rheinstetten**
> **Germany**

For public institutions, for example kindergartens, schools, children's houses or youth centers, we offer on demand borrow priced multiple licences for the use at several computers.

If you have any questions to this and to shareware or if you have general suggestions or encouragement, you can also ask this address. Please don't forget postage that we can answer your question.

Besides: For you we develop individual software and device drivers for all Windows operating systems with Excel, Access, Visual Basic, C++ and Assembler. Please contact us!

To print this order form select in the menu "File" the command "Print Topic" in this help window!

Order form

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I accept the <u>Registration and license agreement</u> and order for Daisy's Garden 2 Version 1.01e: (Please check correctly and fill out!)

Name:
Street:
City, State, ZIP:
Country:

O   Registration key   20,- DM
         including the passwords "edit" of the garden files daisyg.dgf and
         daisyg2.dgf.
         Total more than 50 huge gardens.

         The registration key in combination with the shareware version of
         Daisy's Garden 2 is already the full version. The registration key should
         be issued   for the following name: (Please write readably!!)

         Surname: Name:

O   Password "play" and password "edit" for the garden file dgarden.dgf.   10,- DM
         These are the 50 gardens of the ancestor Daisy's Garden.

O   Password "play" and password "edit" for the garden file dgarden.dgf.   free of
         I am registered user of the ancestor Daisy's Garden: charge

         Serial number: Password:

O   Diskette with the newest shareware version of Daisy's Garden 2   10,- DM
         (English)

O   Diskette with the newest shareware version of Daisy's Garden 2   10,- DM
         (German)

                                                                                     -

                                                            subtotal

O   Cash or cash in other currencies (only US$, SFr or EU-currencies) of the   free of
         same amount is enclosed.   charge

         So I get my order as fast as possible.

O   Please charge my credit card   O   Visa   O   7,- DM
         Eurocard/Mastercard

         Number: Valid until:

                                                                                     -

total

All prices are inclusive VAT and package.

Date, Signature (legal guardian): _____

To develop better programs, please answer the following questions, even if you don't register.

I have the following computer equipment

Processor (386, 486, Pentium, Pentium Pro, ...):
RAM (4 MB, 8 MB, ...):
Sound card (Yes/No):
CD-ROM Drive (Yes/No):
Operating System (Windows 3.1, Windows 95, Windows NT, ...)

That's what I like very much at Daisy's Garden 2:

That's what I like not so much at Daisy's Garden 2:

I sow the shareware version of Daisy's Garden 2 at

O   Shareware distributor (name and address):

O   CD-ROM shareware collection (title, publisher):

O   On-line service:

O   Internet (WWW page or FTP Server):

O   Other:

Dialog Game Options

In this dialog you can make general game settings. The settings still stay after ending the game.

Player name:

Enter the player's name. The last entered name will be saved by the program.

Start with garden No.:

Choose the <u>garden</u> of the active <u>garden file</u>, in which Daisy starts to pick up fruits and flowers. So you can skip difficult gardens.

Faster <-V-> Slower:

Pull the slide control for a fast or slower playing speed. For slower computers we recommend a slower speed. The last chosen speed will be saved by the program.

Sound effects:

Choose whether you want to hear sound effects or not. You can only hear sound effects if your computer has a Windows compatible sound card. For slower computers we recommend to use no sound effects. The last chosen speed will be saved by the program.

Music:

Choose whether you want to music or not. You can only hear <u>MIDI music files</u> if your computer has a Windows compatible sound card. For slower computers we recommend to use no music. The last chosen speed will be saved by the program.

Anyway, some computers with a sound card have some problems with MIDI music files. In these cases ask the manufacturer of your computer.

Scroll effects:

Many gardens are so big that you can't see all of them on your display. But always the immediate surroundings of Daisy will be shown. With this you can choose, how fast the surrounding will be updated. For slower computers we recommend the setting "slow computer". The last chosen setting will be saved by the program.

Dialog Registration

Also look at:

How to register Daisy's Garden 2?
Order form

In this dialog you have to enter your registration key.

You get the registration key, if you register.

After you have entered your valid registration key, the menu "Registration" disappears forever. Also Daisy's Garden 2 removes the restriction, that only the first 6 gardens per garden file can be played and only 3 gardens per garden file can be edited.

Registration key:

Enter here the registration key you get, if you register. Click on the button "OK".

Continue with shareware:

If you don't have a registration key, you're are allowed to try out Daisy's Garden 2. Click at "Continue with shareware". But then you can only play the first 6 gardens per garden file and only edit 3 gardens per garden file. That's why you should register as soon as possible.

Commands menu File

New

Create a new <u>garden file</u> to enter new gardens.

Button: Shortcut: Ctrl-N

Open...

Open an existing garden file for playing or editing.

Button: Shortcut: Ctrl-O

Close

Closes the active garden file. Before, you will be asked, if you want to save the changes of the garden file.

Save

Save the active garden file.

Button: Shortcut: Ctrl-S

Save as...

Save the active garden file with a new file name.

Info...

Show information about the author of the active garden file.

1, 2, 3, 4

Open the last used garden files for playing or editing.

Exit

Exit Daisy's Garden 2.

Commands menu Play

Start Game

Start a new game. The player gets three new figures for Daisy.

Button: Shortcut: F2

Restart Garden

If Daisy can't go on, the player can lose 1 figure and try again to harvest the garden.

Button: Shortcut: F3

Pause

Pause the game, if the telephone rings for you. It also pauses if you switch to another running Windows application.

Button: Shortcut: F4

End Game

Ends the active game. Then you have to start the game from the beginning again.

Options...

Show the Dialog Game Options, in which you can set in the player's name, the speed and the sound effects.

Button: Shortcut: F5

Faster

Speed up the game.

Button: Shortcut: Ctrl-Q

Slower

Slow down the game.

Button: Shortcut: Stag-S

Commands menu Help

Index

Shows the <u>Contents</u> of the on-line help for Daisy's Garden 2.

Using Help

Shows how to use the on-line help of Windows.

About...

Shows you a dialog with the version number of Daisy's Garden 2

Commands menu Edit

Undo

Undo the last action, if possible

Shortcut: Stag-Z

Cut

Cut the selection or a whole <u>garden</u> and put it on the clipboard. You can insert the contents of the clipboard in a garden.

To cut a whole garden:

+ Click with the mouse on the name of the garden in the list on the left side.

+ Cut the garden with "Cut". The garden will be put on the clipboard and deleted.

To cut a selection

+ Select the tool "Select & Edit"

+ Select the area in the garden you want to cut.

+ Cut the selection with "Cut". The selection will be put on the clipboard and deleted.

Button: Shortcut: Ctrl-X

Copy

Copy the selection or a whole garden and put it on the clipboard. You can insert the contents of the clipboard in a garden again.

Look at "Cut" how to do it.

Button: Shortcut: Ctrl-C

Paste

Pastes the contents of the clipboard as a new garden or in a selection.

To paste a whole garden:

+ Click with the mouse on a name of the garden in the list on the left side.

+ Paste the garden from the clipboard with "Paste" at this place.

To paste a selection

+ Select the tool "Select & Edit"

+ Select the area in the garden in which you want to paste the contents of the clipboard.

+ Paste the contents of the clipboard with "Paste" at this place. The current selection will be overwritten. If you have only selected one ground, the whole contents of the clipboard will be pasted, otherwise only the selection will be replaced.

Button: Shortcut: Ctrl-V

Delete

Delete a selection or a whole garden finally.

Look at "Cut" how to do it.

New Garden

Create a new garden in the garden file.

Insert Rows

Before you have to select the lines in the garden, at which you want to insert new lines. There will be as many lines inserted as you have selected.

Delete Rows

Before you have to select the lines in the garden, which you want to delete. There will be as many lines deleted as you have selected.

Insert Columns

Before you have to select the columns in the garden, at which you want to insert new columns. There will be as many columns inserted as you have selected.

Delete Columns

Before you have to select the columns in the garden, which you want to delete. There will be as many columns deleted as you have selected.

Properties...

Sets the properties of a garden file, of a garden or of an element of game.

To set the properties of a garden file or a garden:

+ Click with the mouse on the name of the garden in the list on the left side.

+ Set the properties with "Properties". The dialog Properties Garden File and Selected Garden appears in which you can set the properties.

To set the properties of an element of game:

+ Select the tool "Select & Edit"

+ Select the element of game you want to set the properties.

+ Set the properties with "Properties". The dialog Properties Selected Element of Game appears in which you can set the properties.

Commands menu Tools

Test Garden

Tests the active garden.

Shortcut: Ctrl-T

Grid

Shows or hides the grid in the gardens. So you can easier find your way or gain an optical view from your garden.

Button:

Select & Edit

This tool selects the elements of game, for you can them edit, copy, cut and so on

Button:

Draw

With this tool you draw the active element of game in the garden.

Button:

Draw Rectangle

With this tool you fill a whole area in the garden with the active element of game.

Button:

Air

With this you select the immobile elements of game "air" for the drawing tools.

Button:

Ground

With this you select the immobile elements of game "ground" for the drawing tools.

Button:

Ladder & Rope

With this you select the immobile elements of game "ladders and ropes" for the drawing tools.

Button:

Door

With this you select the immobile elements of game "doors" for the drawing tools.

Button:

Water

With this you select the immobile elements of game "water" for the drawing tools.

Button:

Daisy

With this you select the element of game "Daisy" for the drawing tools.

Button:

Marmot

With this you select the element of game "marmot" for the drawing tools.

Button:

Grub

With this you select the element of game "grub" for the drawing tools.

Button:

Lift

With this you select the element of game "lift" for the drawing tools.

Button:

Key

With this you select the element of game "key" to pick up for the drawing tools.

Button:

Fruit

With this you select the element of game "fruit" to pick up for the drawing tools.

Button:

Vegetable

With this you select the element of game "vegetable" to pick up for the drawing tools.

Button:

Flower

With this you select the element of game "flower" to pick up for the drawing tools.

Button:

Hint

With this you select the element of game "hint" to pick up for the drawing tools.

Button:

Commands menu Window

New Window

Open a new window of the active garden file. Changes you make at one window are worth for all other opened windows of the same garden file.

Cascade

Sort all opened windows so that they are cascaded.

Tile

Sort all opened windows, so that you can see them at the same time.

Arrange Icons

Arrange the icons of all to icons minimized opened windows.

1, 2, 3, ...

Activate the corresponding opened window.

Commands menu Registration

The menu "Registration" wouldn't appear, if you have entered your registration key.

Registration...

Shows the <u>Dialog Registration</u>, in which you have to enter your registration key in order to access all functions of Daisy's Garden 2

Info

Shows a help about the <u>Registration</u> of Daisy's Garden 2.

Order Form

Shows a help with an <u>Order form</u> for Daisy's Garden 2.

How to edit gardens?

Also look at:

If you have started the editor of Daisy's Garden 2 you can make new gardens.

A little example will show you how to do it. We recommend you to print this help page and proceed step by step.

If you worked this example through, you will be able to do it on your own.

Create a new garden file:

\+ Select the command "New" from the menu "File". A window with an empty garden file appears now.

\+ The window of the garden file is divided in to areas: On the left you find a list with the titles of all gardens of a garden file. You can create maximum 50 (in the shareware version maximum 3) gardens per garden file. On the left you choose with the mouse a garden by clicking on the title of the garden. On the right this garden appears. In case one garden is too big for the window, use the scrollbars to move the window contents.

Create a new Garden in the garden file.

\+ Select the command "New Garden" from the menu "Edit". A garden file will add behind the last chosen garden of the garden file.

\+ The garden already contains a background (air) and the element of game Daisy on the top left.

Elements of game

\+ A garden is filled with elements of game, which give the respective garden its own character. Elements for example air, ground, of course Daisy, flowers to pick up and marmots.

\+ Daisy's Garden 2 always distinguishes between two types of elements: the immobile (static) elements and the mobile (dynamic) elements.

\+ To the immobile elements of game are belonging air, ground, ladders / ropes, doors and water. The immobile ones shape the background, the scenery of the garden. Immobile elements of game always stay at the same place, but they can change their state, for example doors open and close.

\+ To the mobile elements of game are belonging Daisy, marmots, grubs, lifts and all things Daisy can pick up. The mobile ones fill Daisy's Garden 2 with life. They can change their position, for example marmots, or the things to pick up which disappear completely.

\+ Most elements of game have many properties. For example the element "air" contains among many other properties the properties "sun", fence" and "sign", the element "ladder" contains "ladder appearing finally" and "rope".

Creation of the background

+ At first the background is filled with the element of game "Air".

+ Add elements of game "Ground". Select from the menu "Tools" in succession the commands "Draw" and "Ground". Click with the left mouse button on the garden and move the mouse. Hold the mouse button pressed. You change all grounds to the element of game "Ground".

+ Add ladders: Select from the menu "Tools" the command "Ladder & Rope". You can also click the corresponding button in the toolbar with the mouse. Now click again on the grounds on which you want to draw the ladders.

+ You want to transform on of the ladders into a rope. Click with the right mouse button on the ladder you want to transform. A context menu appears, select the command "Properties...". The <u>dialog Properties Selected Element of Game</u> appears in which there is a list with all available basic states. Select the basic state "Rope"

+ You want to add more ropes. The editor saved the last basic state. Click again on the grounds on which ropes should appear. Now ropes are drawn.

+ Create the background with the other immobile elements, too.

Add mobile elements of game

+ Add flowers: Select from the menu "Tools" the command "Flower". Click with the left mouse button on the grounds on which the flowers should appear. The mobile element lies now on the background that does not change in opposite to the drawing of the ladders.

+ A ground can hold only one mobile element. If you draw a mobile element on a ground that already contains an element, the previous element will be erased.

Select an area of grounds.

With selected areas you can do different important things.

+ Select from the menu "Tools" the command "Select & Edit". Click with the left mouse button on the grounds that you want to select and hold the mouse button. Move the mouse to the ground bottom right you want to select. A frame shows you how which area you have selected.

+ You always ca change the size and the shape of the selected area by clicking with the left mouse button on the little black rectangles of the selection and moving it.

Move an area of grounds

+ Move an area to another position in the garden. Click in the center of the selected area with the left mouse button and hold it. Move the mouse to the position to which you want to move the selection. A frame shows your actual position.

+ Release the mouse button if you reached the right position. The selected area has been moved. The freed grounds are filled with the element of game "Air". The elements that were covered by the movement are removed. If you don't like the result, select from the menu "Edit" the command "Undo". The situation before the last movement of the area will be restored.

Select a mobile element of game

+ Select a mobile element of game, for example a flower. Select from the menu "Tools" the command "Select & Edit".

+ Click with the left mouse button on the ground holding the mobile element and release it immediately. Be careful **not to move the mouse while clicking**, because not the mobile element but an area of exactly on ground is selected.

+ The selection distinguishes from the selection of immobile elements of game. Also you can only select one mobile element at a time.

Cut a mobile element of game into the clipboard.

+ Cut the selected mobile element into the clipboard. Select from the menu "Edit" the command "Cut".

Insert a mobile element of game from clipboard.

+ Select the ground, on which you want to paste the mobile element you have cut the last. Select from the menu "Edit" the command "Paste".

Special properties of mobile elements of game.

+ Some mobile elements got special properties. The movement of marmots, grubs and lifts can be restricted to a rectangular area of grounds. Also you can assign a text to the hints.

+ Because of the restriction of the movement range the lifts move in an defined way or grubs and the marmots walk only within the movement area.

Restriction of the movement range of marmots, grubs and lifts.

+ Draw such a mobile element of game. Then select this mobile element.

+ The selection of such an element consists of two parts: One little selection rectangle directly on the element and a larger frame that is around the whole garden per default. This frame got little black rectangles with that you can change the size of the frame. For this click on one of the little rectangles with the left mouse button and hold it. Move the mouse and change the frame with it.

Assignment of a text to the element of game "Hint"

+ Draw an element of game "Hint".

+ click with the right mouse button on this element. A context menu appears, select the command "Properties...". The dialog Properties Selected Element of Game appears in which you can enter the help text.

Enter the title of the garden.

+ Click with the right mouse button on the title of the garden in the list of the left side you want to change. A context menu appears, select the command "Properties...". The dialog Properties Garden File and Selected Garden appears in which you can enter the title of the garden.

Save a garden file

+ Select from the menu "File" the command "Save". Enter a file name in the dialog.

Test the garden

+ Select from the menu "Tools" the command "Test Garden". Now you can play the garden you just constructed. If you have finished, press the shortcut CTRL-F4 to carry on working on your garden.

Tips and tricks for editing

Also look at:

We encourage all players of Daisy's Garden 2 to make garden files with grounds for the other players.

If you want, you can also send your garden files to us:

**Ingenieurbüro für Softwareentwicklung
Dipl. Ing. Frank Burkart
Hertzstr. 29**

**D - 76287 Rheinstetten
Germany**

We want to place a collection with the player's garden files at other player's disposal, if there is great demand.

But the following conditions must be met:

+ You must be a registered user of Daisy's Garden 2

+ A garden file must contain 20 gardens at least

+ As the author you must give your name and your whole address in the dialog Properties Garden File

+ Your garden file must be free of violence-, pornography- and racism elements

+ Your garden file must be free of computer viruses

Attention: We do not undertake the warranty for voluntary sent programs or garden files. You don't have any claim to that we send them back and/or to that we publish them.

Dialog Properties Garden File and Selected Garden

In this dialog you can set the properties for the <u>garden file</u> and the active <u>garden</u>.

Author:

Enter here your name and your address if you have designed your garden finally. Your name and your address will always be displayed, if it asks for the passwords of this garden file.

Comments of the Author:

Enter here all what is important for you in this garden file, for example how and where to get the passwords to this garden file. The comments will always be displayed, if it asks for the passwords of this garden file.

Password edit:

Enter here the password if you want that only those knowing the password can edit the file.

So you can protect your garden file against unauthorized changes.

Password play:

Enter here the password if you want that only those knowing the password can play the file.

You may give interested players of Daisy's Garden 2 the password for a little fee.

From garden on:

Enter here the number of the garden from that on the password play is demanded.

So you permit other interested players to test some of your gardens without the password play.

MIDI music file:

Enter here the filename of a <u>MIDI music file</u> that is played as background music while playing the gardens of this garden file. Daisy's Garden 2 searches this music file first in the directory, in which the garden file is saved, then in the directory, in which Daisy's Garden 2 is installed.

Browse:

With it you can search for a MIDI music file on your computer.

Title:

Enter here a title for the active garden. The title will be displayed when you are playing.

Size X:

Enter here the width of the gardens in grounds. Values between 1 and 50 are possible. If you spread the garden, elements of game "Air" will add. If you shrink the garden, grounds at the right edge will be removed.

Size Y:

Enter here the height of the gardens in grounds. Values between 1 and 50 are possible. If you spread the garden, elements of game "Air" will add. If you shrink the garden, grounds at the bottom edge will be removed.

Timeout:

Enter here the time a player got for doing the garden. Values between 20 and 1000 are possible. 20 means, the player has about 200 seconds time on medium playing speed. While playing, the player can get more time by pick up spinach.

Dialog Properties Selected Element of Game

In this dialog you can set the properties for an <u>element of game</u>.

Basic state:

Here you can set the basic state of the selected element of game. The most elements got many states. Choose with the mouse the corresponding item.

Start position:

Here you can set the start position of a mobile element of game. If you just edit an immobile element, only the position of this element will be shown.

You can also set the start position without the dialog by using the mouse (menu "Tools", command "Select & Edit").

Movement range:

Here you can set the movement range of a mobile element of game. If you just edit an immobile element or a mobile element that doesn't support a movement range, these controls aren't visible.

Set how many grounds the mobile element of game is allowed to move left, right, top and bottom from its start position. Set -1, if the movement range of the corresponding side shouldn't be noticed.

You can also set the movement range without the dialog by using the mouse (menu "Tools", command "Select & Edit").

Hint text:

Here you can set the hint text of the mobile element of game "Hint". If you just edit another element, these controls aren't visible.

Dialog Garden File Info

In this Dialog you will see information about the active <u>garden file</u>.

Author:

> Usually there is information from whom you get the passwords for this garden file.

Comments of the author:

> Usually there is information how to get the passwords.

Dialog Enter Password Play

In this dialog you have to enter a password in order to play this <u>garden</u>.

Author:

Usually there is information from whom you get the password.

Comments of the author:

Usually there is information how to get the password.

Password play:

Enter here the password you get from the author of this garden file.

Once you have entered the correct password, it will be saved and you won't be asked for it from Daisy's Garden 2 again.

Dialog Enter Password Play

In this dialog you have to enter a password in order to edit this <u>Garden file</u>.

Author:

Usually there is information from whom you get the password.

Comments of the author:

Usually there is information how to get the password.

Password edit:

Enter here the password you get from the author of this garden file.

Once you have entered the correct password, it will be saved and you won't be asked for it from Daisy's Garden 2 again.

Dialog Garden File Open

With this dialog you open an existing garden file.

File Name:

Enter the file name of the file you want to open or select a file name from the list.

List Files of Type:

Select the type of file you want to open. Daisy's Garden 2 is only able to use garden files (file type .dgf).

Directories

Select here the directory from which Daisy's Garden 2 should open the garden file.

Drive:

Select here the drive from which Daisy's Garden 2 should open the garden file.

Dialog Garden File Save As

With this dialog you save the active <u>garden file</u> with a new name.

File Name:

Enter the file name of the file you want to save or select a file name from the list.

List Files of Type:

Select the type of file you want to save. Daisy's Garden 2 is only able to use garden files (file type .dgf).

Directories

Select here the directory to which Daisy's Garden 2 should save the garden file.

Drive:

Select here the drive to which Daisy's Garden 2 should save the garden file.

Dialog Browse MIDI music file

With this dialog you search for a <u>MIDI music file</u>

File Name:

Enter the file name of the MIDI music file or select a file name from the list.

List Files of Type:

Select the type of the MIDI music file. Daisy's Garden 2 is only able to use MIDI music files (file type .mid).

Directories

Select here the directory of the MIDI music file.

Drive:

Select here the drive of the MIDI music file.

Definition garden file

In one garden file are up to 50 gardens in which Daisy has to harvest.

Definition garden

In a garden Daisy has to pick up all fruits, vegetable and flowers and finally to reach on a ladder the highest point of a garden to get to the next garden.

Definition elements of game

There are immobile (static) and mobile (dynamic) elements of game in Daisy's Garden 2.

The immobile ones are air, ground, ladders / ropes, doors and water. They shape the background of the garden. Immobile elements are always at the same place, but they can change their state.

The mobile ones are Daisy, marmots, grubs, lifts and all things that Daisy can pick up. They fill Daisy's Garden 2 with life. Mobile elements can move to another position or they can disappear, for example the things to pick up.

Definition ground

A ground consists always of an immobile element of game (background). Sometimes there is also a mobile element.

Definition MIDI music file

A MIDI music file is a piece of music, which the sound card installed in your computer can play. Refer to the documentation of your sound card, if it can play MIDI music files under Microsoft Windows.

Error

An error occurred.

You made a mistake by using Daisy's Garden 2, for example you made a wrong input.

Toolbar and Statusbars

Toolbar

In the toolbar below the menu of Daisy's Garden 2 you find buttons the most needed menu commands of Daisy's Garden 2.

Statusbars

In the statusbars of Daisy's Garden 2 you find important information.

In the lowest statusbar you find a short help text belonging to the active command and an indicator if the numeric block on your keyboard is activated.

Hint: Deactivate the numeric block on your keyboard to play Daisy's Garden 2 with those cursor keys

Additional statusbars when you are playing

In these statusbars you find information about your current game.

Upper statusbar

Highscore

Maximal score somebody reached today.

Score

Score that is reached in the current game.

Garden

Number of the garden in the active garden file that is played now.

Figures

Number of figures which Daisy has. Every game starts with 3 figures. If Daisy comes through a garden, she will get an additional figure.

Lower statusbar

Timeout

Time that Daisy still has to come through the garden. At the beginning Daisy always has 100 units of time, but these could have a different length. That means the time counter is differently fast.

Available things

If Daisy has picked up a key or garlic, it will be shown here. Attention: Garlic doesn't keep for a long time!

Player

Name of the player who is playing now. You can enter the name with the command "Options" in the menu "Play".

Common objects of Microsoft Windows

Please refer to the documentation of Microsoft Windows, if you want to know more about using Microsoft Windows and its common objects.

Troubleshooting

On my computer Daisy's Garden 2 seems not to work correctly. What can I do?

System requirements

Question: What kind of computer do I need to play Daisy's Garden 2?

Answer: Daisy's Garden 2 can be played on every computer running Microsoft Windows © enhanced mode.

Operating system:	Windows 3.1 or better, enhanced Mode, Windows 95 and Windows NT
Processor:	at least 386 DX, 33 MHz, urgently recommended 486 SX, 33 MHz
RAM:	at least 4 MB, recommended 8 MB
Graphics card:	VGA, urgently recommended Accelerator 800 * 600 with 256 colors
Hard disk:	2 MB free disk space
Sound card:	Windows compatible sound card recommended
Mouse:	Windows compatible mouse for the editor of Daisy's Garden 2 required.

Newer Versions of Daisy's Garden 2

Question: What version is my   Daisy's Garden 2?

Answer: Select in the menu "Help" the dialog "About...". There you can find the version number.

Question: Where can I get the newest shareware version of Daisy's Garden 2?

Answer: Direct from the author for a fee. Look at the address below. There is also an <u>order form</u>.

Answer: From a good shareware distributor.

Answer: From on-line services and in from the Internet. Search for the files daisyg.zip, daisyg2.zip, daisyge.zip, daisyg2e.zip. Your on-line service will tell you how to search for files.

Registration key

Question: Daisy's Garden 2 requires a registration key. What does it mean?

Answer: Read the help <u>How to register Daisy's Garden 2?</u>. There you find all details.

Question: I have a registration key for an older version of Daisy's Garden 2. From where I get an update or a newer version?

Answer: The registration key is valid for all versions of Daisy's Garden 2 (subject to technical improvements)! Simply get the newest shareware version of Daisy's Garden 2, look also the question above.

Playing

Question: One garden is so difficult, so I can't come through.

Answer: Select form the menu "Play" the command "Options...". The <u>Dialog Game Options</u> appears. In it set the control "Start with garden No." to the following garden.

Graphics

Question: My graphics card supports 256 colors, but there will only 16 colors be shown.

Answer: Check, if the installed display driver with the current screen resolution really supports 256 colors. Check the Windows Setup and refer to the Windows documentation and your computer manual.

Answer: Some older display drivers don't support a palette. In this case Daisy's Garden 2 can only be executed with 16 colors.

Question: My graphics card supports 256 colors, but I can't see the gardens at all.

Answer: Start Daisy's Garden 2 with the command line option /c16, for executing Daisy's Garden 2 with 16 colors.

Sound

Question: I have a sound card, but I hear nothing in Daisy's Garden 2. In other Windows applications I hear sound anyway.

Answer: Select form the menu "Play" the command "Options...". The Dialog Game Options appears. Check the options "Sound effects" and "Music".

Question: I have a sound card, but sound effects and music aren't played correctly.

Answer: Sound cards differ in quality. Disable the options "Sound effects" and "Music" if necessary.

Question: After setting the sound effects with Daisy's Garden 2, I can't execute Daisy's Garden 2 because of low memory or other reasons.

Answer: Open with notepad.exe or another text editor the file daisyg.ini in your Windows directory.. Overwrite the entry SoundEffects=1 with SoundEffects=0 and the entry MidiMusic=1 with MidiMusic=0.

Passwords

Question: Why I have to enter passwords only once?

Answer: Once you have entered the correct passwords, Daisy's Garden 2 saves them in the file daisyg.ini in your Windows directory. You may delete the corresponding entries with a text editor, for example notepad.exe

Question: I've forgotten a password.

Answer: There is no possibility to restore a forgotten password. That shouldn't be so, or?

Miscellaneous

Read also the files readme.txt and share.txt. They contain the newest information about Daisy's Garden 2.

If you have other problems with Daisy's Garden 2, you can also **write** to the following address:

> **Ingenieurbüro für Softwareentwicklung**
> **Dipl. Ing. Frank Burkart**
> **Hertzstr. 29**
>
> **D - 76287 Rheinstetten**
> **Germany**

We will try to help you. Don't forget postage (1,- DM or 3,- DM overseas), otherwise we can't answer your question.

Report your problem exactly and don't forget to include an exact description of your computer and if necessary a printing of your configuration files (config.sys, autoexec.bat,

win.ini, system.ini).

Registration and licence agreement

Daisy's Garden 2 Copyright © 1996 by

> **Ingenieurbüro für Softwareentwicklung**
> **Dipl. Ing. Frank Burkart**
> **Hertzstr. 29**
>
> **D - 76287 Rheinstetten**
> **Germany**

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1. Shareware Version

Daisy's Garden 2 is not free software. You are hereby licensed to use this software for evaluation purposes without charge. You must accept the restrictions of the shareware version.

Distribution

Provided that you verify that you are distributing the Shareware Version you are hereby licensed to make as many copies of the Shareware version of this software and documentation as you wish; give exact copies of the original Shareware version to anyone; and distribute the Shareware version of the software and documentation in its unmodified form via electronic means. There is no charge for any of the above.

You are allowed to copy and pass on the shareware version of Daisy's Garden 2 as long

* all files stay unchanged

* all files stay together

* you give no guarantees for the perfect working of the program

* by passing on you strict say that this product is shareware and when it will be liked a charge will be payable

* you don't pass on the register key and the passwords

Commercial shareware dealers ought to say that they distribute Daisy's Garden 2 for placing the newest version at their disposal if necessary.

Disclaimer of Warranty

THIS SOFTWARE AND THE ACCOMPANYING FILES ARE SOLD "AS IS" AND WITHOUT WARRANTIES AS TO PERFORMANCE OF MERCHANTABILITY OR ANY OTHER WARRANTIES WHETHER EXPRESSED OR IMPLIED. Because of the various hardware and software environments into which Daisy's Garden 2 may be put, NO WARRANTY OF FITNESS FOR A PARTICULAR PURPOSE IS OFFERED.

Good data processing procedure dictates that any program be thoroughly tested with non-critical data before relying on it. The user must assume the entire risk of using the program.

2. Registered Version (Full version)

Registration key and Full version

The full version of Daisy's Garden 2 consists of a shareware version and a registration key containing information about the registered user, for example the name of the user.

The registration key is the only proof of a correct registration and the purchase of the full version of Daisy's Garden 2.

One registered copy of Daisy's Garden 2 may either be used by a single person who uses the software personally on one or more computers, or installed on a single workstation used nonsimultaneously by multiple people, but not both.

It is explicitly permitted to pass on the registration key and the passwords.

Disclaimer of Warranty

THIS SOFTWARE AND THE ACCOMPANYING FILES ARE SOLD "AS IS" AND WITHOUT WARRANTIES AS TO PERFORMANCE OF MERCHANTABILITY OR ANY OTHER WARRANTIES WHETHER EXPRESSED OR IMPLIED. Because of the various hardware and software environments into which Daisy's Garden 2 may be put, NO WARRANTY OF FITNESS FOR A PARTICULAR PURPOSE IS OFFERED.

Good data processing procedure dictates that any program be thoroughly tested with non-critical data before relying on it. The user must assume the entire risk of using the program. ANY LIABILITY OF THE SELLER WILL BE LIMITED EXCLUSIVELY TO PRODUCT REPLACEMENT OR REFUND OF PURCHASE PRICE.

Thanks

Here we want to thank all people who helped to realize Daisy's Garden 2:

Daisy Gerhardt-Burkart:

for the idea, graphic, management, consultation

Frank Burkart:

for the idea, programming, graphic, sound

Katharina Lutz:

für graphic

Cornelia Lutz:

for language translation

Michael and Marie-Luise Lutz:

for their untiring deployment and their suggestion by testing the game

Besides:

Ask in your bookshop for the autobiography from Mrs. Daisy Gerhardt-Burkart, which is available in all German language countries (Germany, Switzerland and Austria):

Title: **Nicht nur Frau**
Author: **Daisy Gerhardt-Burkart**
Publisher: **Frieling / Berlin**
Price: **DM 19,80**
ISBN: **3-8280-0125-4**