

STARTING A NEW GAME

To begin a new game, choose "New Garden..." from the File menu. Select a garden from the dialog and press the "Open" button. The layout of each garden does not change, but the locations of the items in it (except for the flowers) does each time you start a new game.

MOVEMENT

Using the Mouse

To move using the mouse, first make sure the "Use Keys" option is not checked in the Settings dialog. Keep the cursor in the large square occupying the left part of the window. You'll notice that the cursor changes depending on where it is in the square. This is to indicate which direction you'll move when you click the mouse. When you press the mouse button, the man in the middle of the square (you) will begin to move, and will continue to do so until he runs into an obstacle.

Using the Keyboard

Go into the Settings dialog (found under the Options menu) and check the "Use Keys" option. By default, the keypad keys 8, 9, 6, 3, 2, 1, 4, and 7 move you in the North, Northeast, East, Southeast, South, Southwest, West, and Northwest directions respectively. If you'd like to change those settings, click the "Set Keys" button in the Settings dialog. Another dialog will appear with a keyboard. Click on the "radio button" switch at the bottom left of the window for the direction key you'd like to change. Then, either click on or press the key you want to use for that direction. Repeat this until all keys are set to your liking. Click OK. The keys you set will now move the man in their respective directions.

IMPORTANT: An essential element of this game, and one that will be stressed throughout these notes, is that you must watch where you're going. You'll see why as you move on.

MONEY

Everything in the garden, except flowers and money itself, costs money. There is a limited supply of money in the garden, so spend it wisely. Money is represented by stacks of gold and silver coins. A stack of gold coins is worth \$100. A stack of silver coins is worth \$40. Whenever you see a stack of coins, walk over it to pick it up. Collect all the money you can find. You can't have too much.

BUYING THINGS

To buy something, you must first have enough money. Then, you must find it and walk over it. **IMPORTANT:** If you have the money to buy an item and you step on it, you WILL buy it! To avoid buying unneeded items, be careful where you step.

COLLECTING FLOWERS

The object of Rose Garden is to pluck as many flowers and collect as many prestige points as you can. The only way to escape the garden is to pluck the last flower: the rose. If you escape, you'll be given a bonus of 500,000 prestige points. (NOTE: Prestige points are registered in the prestige meter at the upper right of the screen. It's the one with the little blue ribbon icon.)

Flowers must be plucked in order. (Press the "Flowers..." button below to see the order. Click on a flower to see its name.) To pick a flower, you must have at least the one preceding it. (The obvious exception being the first flower: the cinquefoils.)

DROPPING FLOWERS

There may be times when you want to drop a flower. To do that, select the flower you want to drop from "Drop Flower" under the Game menu. The flower will be dropped where you stand. (You'll see it when you move away.) WARNING: When you drop a flower, you lose the prestige points that come with it. You'll also have to deal with The Gardener again when you pick it up again. More about those things later.

ACME BUSHWHACKERS™

Flowers grow in flower beds which are surrounded by shrubbery. The only way to get to a flower is to chop through the flowers and shrubbery around it first. To do this, you'll need a pair of Acme BushWhackers™. (Click the "Other Items..." button below to view items other than flowers. Click on an item to find out what it is. Click the "Prices..." button below to find out how much things cost.) BushWhackers™ are good for 50 snips and then will be too dull to use. You'll have to find and buy another pair after that. You can only have one at a time.

THE VOID!

BushWhackers™ are extremely sharp, and if you run into something you can cut, you WILL cut it! This is important because, like flowers, The Void! is usually surrounded by flowers or shrubbery. Normally, if you run into either one you'll just stop. This isn't true if you have a pair of BushWhackers™. You'll cut through the foliage and probably fall into The Void! If you fall into The Void!, the game's over. This is another reason to watch where you're going.

VOIDAVOID™

The Acme Company recognized this problem and developed VoidAvoid™. Drinking a vial of VoidAvoid™ will protect you from 10 encounters with The Void! You won't be able to buy a second vial until you have less than 3 encounters remaining..

THE GARDENER

The greatest danger you'll encounter in the garden is The Gardener. He's usually a peaceful soul, and will leave you alone. He doesn't like you picking his flowers though! Doing so will wake him and incur his wrath. His lightning bolts are deadly! He doesn't miss!

Another way to wake The Gardener is to trip over his abode. If you do, you'll be in real trouble! Destroy his abode, and The Gardener won't leave you alone until either you dig him another, which is very expensive, or he kills you. Don't wreck The Gardener's abode!

GHOULGUARD™

Once again, the Acme Company has come to the rescue with GhouGuard™. A bottle of GhouGuard™ will protect you from 50 of The Gardener's lightning onslaughts. You can buy a second when less than 10 protections remain.

SPECTRASTUN™

The Acme SpectraStun™ is a one-shot ghou gun. You can only have one at a time. Use it to return the dearly departed to his post-mortal repose. SpectraStun™ will not miss as long as The Gardener is in range. If you can see him, he's in range. Firing a SpectraStun™ when The Gardener is not in range will waste a shot, and, again, each SpectraStun™ only has one shot. Don't miss!

IMPORTANT: SpectraStun™ does not kill The Gardener: It's too late for that. It's just used restore him to his eternal slumber. If you've wrecked his abode, he'll have no place to go and SpectraStun™ will be useless. You'll have to dig him another abode and then use SpectraStun™ to put him in it.

BUGS

There are three kinds of bugs: bees, ladybugs, and butterflies. They're all over the garden. Normally, you can just step on them and nothing will happen. But if you have flowers, they'll steal one and fly away with it. Your flower will end up somewhere else, could be anywhere in the garden, and you'll have to find it and pluck it again. (NOTE: When a bug drops a flower, he'll drop it on the path somewhere. You won't have to cut through shrubbery to get to it the second time.)

PESTPASTE™

The Acme Company has developed PestPaste™ to meet this challenge. If you have a jar of PestPaste™, any bugs you encounter will just fly away. They won't steal any flowers you may have. One application of PestPaste™ will drive away 20 bugs before it wears off. You can buy a second jar when you have less than enough for 5 encounters left.

BUGBANE™

Another weapon in Acme's anti-insect arsenal is BugBane™. BugBane™ is a spray that makes bugs move out of your way. You can only buy a second can when there are less than 3 sprays left in the first. If you find your path blocked by a bug, use BugBane™ to dislodge it. It doesn't spray far, so you'll have to be right next to the bug to use it. When you're close enough, select "Spray BugBane™" from the Game menu. The bug will fly away. NOTE: BugBane™ does not kill bugs. There is no way to get rid of a bug. BugBane™ will just make them fly to another part of the garden.

GATES

Some areas of the garden are locked. Occasionally you find a gate. To get through, you'll need to find and buy a key. Once you've done that, you'll be able to pass through the gate. A key will only open one gate.

GUARD DROGS

Other areas of the garden are guarded by drogs. Drogs won't let you through until you bring them a droggie treat. Once you've found and bought a droggie treat, the drog will let you pass.

TRAP DOORS

Trap doors can be both dangerous and useful. Sometimes they'll hold your weight; sometimes they won't. You can never be sure. If you step on one that gives way, you'll end up somewhere else in the garden. One more reason to watch your step.

On the other hand, you may find yourself in a part of the garden with no exit. (This can happen a number of ways.) If there's a trap door, you can get out. You won't be able to plan where you'll end up, but at least you can escape. Trap doors can also be used to leave an area of the garden when you don't particularly care where else you go. In these ways, trap doors can be a kind of poor man's teleporter.

TELEPADS

You can travel great distances in the garden instantly by using the teleporter. To do that, you'll first have to find and buy a ticket. (You can collect as many teleporter tickets as you can find and afford.) Then, find and stand on a telepad. Select "Use Teleporter" from the Game menu. A map of the garden will appear. Click where you want to go, and in a few seconds you'll be there. If, while you're looking at the map, you decide you'd rather not teleport, just click in the large square, but outside the map. It will go away, and you can resume where you left off.

If you click on something other than the pathway, the teleporter will put you on the path as close as possible to where you clicked.

PORTAPORT™

As great an invention as the teleporter is, it can be a little inconvenient to have to find a ticket and then find a telepad. So, the Acme Company has devised a more convenient, portable teleporter called the PortaPort™. You can collect as many PortaPorts™ as you can find and afford. Using one is similar to using the regular teleporter. If you have one, select "Use PortaPort™" from the game menu and proceed as above. NOTE: PortaPort™ is a small, hand-held device that lacks the processing power of the regular teleporter. Consequently, it's not as accurate. But it will usually put you fairly close to where you want to go. Always keep a PortaPort™ in reserve in case you end up in a locked area.

PHYSPHYX™

Bumping into things can take a lot out of you. Acme PhysPhyx™ restores you to perfect health, it protects you from 100 future bumps. You can only have one at a time, and you can buy another when when the protection value of the first falls below 30.

NOTE: Your health is indicated by the health meter, located just to the left of the prestige meter. (It has the red cross icon.) You start out with 500 health points, but bumping into things erodes that figure. (The Gardener's lightning bolts decrease it very quickly.) Buying a PhysPhyx™ kit puts the figure back to 500 and protects you from the next 100 bumps.

WARNING: If the health meter reaches 0 (zero), you're dead and the game's over! A warning light will come on when it falls below 50.

MEALS

To the left of the health meter is the energy meter. (With the lightning icon.) You start a game with 10000 energy points, but that goes down as you travel around the garden. To increase your energy, you'll need to eat from time to time. Each meal boosts your energy 2000 points, to a maximum of 10000.

NOTE: A good way to waste money is to buy meals when your energy is above 8000 points. Be careful where you step!

WARNING: If the energy meter reaches 0 (zero), you're dead and the game's over! You'll get a warning light when it falls below 500.

MARKERS

There are times when you'll want to mark locations for various reasons. Somewhere in the maze is a set of markers. (It looks like two crossed flags.) It contains a set of 20 flags in 6 different colors. Once you're bought the set, you can drop a marker anyplace where there is no other item. To do so, select "Markers" from the Game menu. Another menu will appear giving you a choice of flag colors with a user-definable identifier next to each. Choose the one you want. When you step away from where you're standing, you'll see a flag there. (NOTE: You can only drop a marker on a tile. The menu selections will be dimmed if you're standing on something else.)

If you're standing on a flag, you can pick up a marker for reuse by choosing "Remove" from the same menu.

If you select "Flag Identifiers..." from the same menu, a dialog will come up with a "legend" for each color flag. By default, it's just the color for each. You can change this as you like. Suppose, for instance, you wanted to mark each SpectraStun™ you pass with a yellow flag so it will be easy to find when you need it later. Go into the Flag Identifiers dialog and beside the yellow flag write "SpectraStun™." That way, you'll have an easy way to remember what the yellow flags on the map represent. These legends are saved with your game file, so you can have a different set for each game.

MAP

You can have access to the map at any time if you find and buy it. You can only have one map, but it's good for the rest of the game. Once you're bought it, you can use it by selecting "Use Map" from the Game menu.

When the map is on, another menu ("Locate") appears. It lists all the items you can pick up in the garden. When you select an item, a small arrow will point to all items of that kind on the map. NOTE: This option is only available if you actually own a map. If you bring the map up using the "Use Teleporter" or "Use PortaPort™" choices, and you don't own a map, the Locate menu will not appear.

When the map is showing, whether by this option or when you're using the teleporter or a PortaPort™ a flashing box will identify where you are in the garden.

When you're done with the map, select "Hide Map" from the Game menu.

WISH WANDS

From time to time as you move through the garden a "wish wand" will appear. Wish wands are free, and grabbing one entitles you to a wish. When you've collected enough, you can "wish" for certain needed items, by choosing "Make a Wish" from the Game menu and selecting the item you'd like to wish for.

Wish wands always appear within view, but they may not always be accessible. How often they appear depends upon the game's level of difficulty. They only remain for a few seconds, so make sure to grab one as soon as it appears. Collect all you can.

INVENTORY

You can check what you have in inventory by choosing "Inventory" from the Options menu. Those items you have will have gold squares around them. For those items that can be collected in quantity, the number you have will be given. Those that have durations (e.g., a can of BugBane™ has 20 sprays) will be indicated similarly. (NOTE: All money is represented by a gold coins icon.)

SPEED

As you can tell, speed can get you into trouble in this game. You can set the speed of travel in the Settings dialog. (Select "Settings..." under the Options menu.) The higher the number, the greater your speed. It is shown in the speed display just below the energy and health meters.

There may be times when you want to slow down temporarily. If you hold down the Option key while moving, you'll slow to a crawl. You can resume normal speed by releasing the Option key.

NOTE: Even though you need to watch where you're going, you might find yourself wishing you could go faster, especially on slower machines. There are two ways to do this. First, if you have enough memory, you can increase Rose Garden's partition size in the Finder. To do this, choose "Get Info" from the Finder's File menu and increase "Current Size." Doubling the 2000k figure can result in significant speed increases. Again, though, make sure your Mac has enough memory for that.

A second way to increase speed is to shut off the step sound in the Settings dialog. Making the step sound takes up a lot of the computer's time. Turning it off will speed things up. All other sounds will be left on. (That is, unless the sound is turned off.)

DIFFICULTY

You can choose the difficulty of the game in the Settings dialog. (A higher number means a harder game, but you'll collect more prestige points.) This affects such things as how much money is in the garden. The current game's difficulty is shown in the difficulty display just below the health and prestige meters.

NOTE: A game's difficulty is set when you choose "New Garden..." from the File menu. It will be set to whatever is in the Settings dialog at that time. If you open a game with a different setting than is currently in the Settings dialog, that game's difficulty is what will be shown in the difficulty display.

HALL OF FAME

If you gain enough prestige points, you'll be asked to join the Hall of Fame. When your total gets high enough to qualify, the light on the prestige meter will come on. You can view the Hall of Fame by choosing "Hall of Fame" from the Options menu. Each entry in the Hall of Fame has three entries. The rightmost one is the prestige point total. Next to the left is the name of the player. Leftmost is the highest flower (as a small icon) he had when the game was over, if any.

Clear the Hall of Fame by choosing "Clear Hall of Fame" from Options"

ESCAPING THE GARDEN

The only way to escape the garden and finish the game is by plucking the last flower: the rose. This is very difficult, and a 500,000 point bonus will be awarded to those who make it.