DFD-Help

Information
[The Game](#)
[How to play the game?](#)
[Status line](#)
Menus
[Game menu](#)
[Level menu](#)

The Game

The aim of DFD is to collect all the rectangular stones by touching them with the round stone (DFD stone). For each level there is mostly only one path to collect all the rectangular stones, which you have to find to solve the level. If you failed to find this path, or if the DFD stone is in a position, where it is not possible to move, the level will be started over. You have only three DFD stones to play with. Every moved rectangular stone will add some points to your score. The score, high score and the number of remaining DFD stones will be displayed at the status line. In the shareware version of DFD you have only 20 levels to solve. If you register, you will become 50 levels and an Editor to create your levels.

In DFD these is 4 types of rectangular stones
- Green stones
- Cyan stones
- Red stones
- Light green stones.

By touching a green stone, it will disappear, bringing the DFD stone to the next rectangular stone. Touching a Cyan stone will brings your DFD stone to the next stone, and changes the DFD stone colour to Cyan. This indicates that you can jump a field. Collecting more than one Cyan stone will increases the number of jumps you can make. Jumping decreases this number. If the DFD stone is black, you will not be able to jump.
Touching a red stone will bring you to the other red stone. Red stones may be two or non.
By touching a light green stone, it will change its colour to dark green, but it will not disappear. By touching it again, it will disappear (light green stones must be touched twice).

See also
How to play

How to play the game?

In DFD you may move the DFD stone (circular stone) or jump over a stone or empty field.

Press	To
Cursor key	move the DFD stone rightwards
Cursor key	move the DFD stone leftwards
Cursor key	move the DFD stone upwards
Cursor key	move the DFD stone downwards
<Shift key> + < Cursor key >	jump rightwards
<Shift key> + < Cursor key >	jump leftwards
<Shift key> + < Cursor key >	jump upwards
<Shift key> + < Cursor key >	jump downwards

DFD stone can only jump if you have jumps (if you have collected jump stones - Cyan stones-). If the DFD stone colour is cyan means you can jump. If it is black means you can not jump.

Game menu

[New](#)
[Exit](#)

Starting a New game

Menu : Game   New

Toolbar :

Description

Cancel the current game and starts a new game. This loads the first level "level 1".

Exit DFD

Menu : Game   Exit

Toolbar :

Description

Exits DFD. If you get a new high score, it will be saved before DFD terminates.

Level

<u>Start Over</u>
<u>Choose</u>

Start Over

Menu : Level   Start Over

Toolbar :

Description
Start over will reload the current level. This will subtract a DFD stone. Choose this function if you mean, that you will not be able to continue the level. If you reach a dead-end, DFD will tell you that and restarts automatically.

Choose a level

Menu : Level   Choose

Toolbar :

Description

Choose a level. Normally you will be able to start any existing level at any time. Choose this function to start a new game. After you choose this menu, you may but the number of the level you want to load (a number among 1 and 20 in the shareware version). The number of DFD stones remains will be in this case 3 and not that what you had before, the score will also set to 0.

Status Bar

| Ready. Press F1 for help | 3 | 0 | 22100 |

Status text   **Remaining DFD stones**   **Score**   **High score**

Status text : Help text to indicate what to do. For example if you choose a certain menu, this text in this
field will explain, what will be done if you choose it.

DFD stones: The number of remaining DFD stones.
Score: Your score.
High score: The high score.