

SADDLE UP™

with Pippa Funnell

CHAMPION EQUESTRIAN



Pippa Funnell



lexisnumérique



kudosoft

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Ubisoft reserves the right to make improvements in Kudosoft products at any time and without notice.

Refunds

Ubisoft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

Product Replacements

Please contact a Kudosoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

If we determine a return or replacement is necessary:

Within the 90-Day Warranty Period:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period:

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

Replacement Fees

Our most recent replacement fee schedule is available online. Please visit www.kudosoftinteractive.com for an updated price list.

Warranty Address and Contact Information

Phone: 919-465-3570

Hours: 3pm–9pm (EST), M–F

Address:

Kudosoft Support
3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

Please use a traceable delivery method when sending products to Kudosoft.

TECHNICAL SUPPORT

Before contacting Kudosoft Interactive's Technical Support Department, please first read through this manual and the README file (on the game CD). Also browse through our FAQ listings at our website, www.kudosoftinteractive.com. Here you will find the most recently updated information since the game's release.

Also please make sure that your computer meets the minimum system requirements, as our support representatives will be unable to assist customers whose computers do not meet these criteria.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Complete product title (including version number).
- Exact error message reported (if applicable) and a brief description of the problem you're encountering.
- Processor speed and manufacturer.
- Amount of RAM.
- Operating system.
- Video card that you are using and amount of RAM it has.
- Maker and speed of your CD-ROM or DVD-ROM drive.
- Type of sound card you are using.

Support Over the Internet: This is the best way to find answers to common issues seen with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and it contains the most up-to-date Technical Support information available, so please check here first for solutions to your problems: www.kudosoftinteractive.com.

Contact Us by Webmail: Due to high volumes of spam, viruses, and other non-support-related contacts we do not offer standard email support. However, we do provide something better, webmail. By taking your questions directly through our website we have completely eliminated all spam contacts, as a result we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail simply log into our site at: www.kudosoftinteractive.com.

From this site, you will be able to enter the Kudosoft Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support Representative by using the online question form. Most webmail contacts are responded to within three business days.

Contact Us by Phone: You can also contact us by phone by calling **919-465-3570**. Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all of the necessary information listed above at hand.

Be advised that our Technical Support Representatives are available to help you **Monday through Friday from 3 pm–9 pm Eastern Time**.

While we do not charge for technical support, normal long-distance charges apply. To avoid long-distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail issues usually receive a response within three business days.

Contact Us by Standard Mail: If all else fails you can write to us at:
Kudosoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Return Policy: Please do not send any game returns directly to Kudosoft Interactive before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit our FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

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Getting Started

SYSTEM REQUIREMENTS

Supported OS: Windows® 98/ME/2000/XP (only)

Processor: 450 MHz Pentium® II (800 MHz Pentium III recommended)

RAM: 64 MB (128 MB recommended)

Video Card: DirectX® 9-compliant 32 MB 3D video card (see supported list*)

Sound Card: DirectX 9-compliant sound card

DirectX Version: DirectX 9

CD-ROM: 4x drive or better

Hard Drive Space: 800 MB

*Supported Video Cards at Time of Release

NVIDIA® GeForce™ 3/4/FX/6 series (GeForce 4 MX not supported)

ATI® RADEON® 8500/9000/X series

Laptop versions of these chipsets may work but are not supported. These chipsets are currently the only ones that will run this game. Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, please visit the FAQ for this game on our website at <http://KudosoftInteractive.com>.

NOTICE: This game contains technology intended to prevent copying that may conflict with some CD-RW, DVD-RW, and virtual drives.

INSTALLING SADDLE UP™ WITH PIPPA FUNNELL

- Insert the CD-ROM in the drive.
- A new window appears. Click on Install, then follow the on-screen instructions.
- If your system does not have DirectX 9, you will be asked if you want to install it. It is recommended that you install it for optimum game performance. The computer will automatically restart.

LAUNCHING THE GAME

- Insert the CD-ROM in the drive.
- Click on Play in the new window. You can also launch the game by clicking on Start/Programs/Kudosoft/Lexis Numérique/Saddle Up

MISCELLANEOUS

- **Register:** Register your software with Ubi.com
- **Internet site:** Access to the official game site (www.KudosoftInteractive.com).
- **Read Me:** It is recommended that you read this before using the software.
- **Posters:** Create and print posters. You can personalize your posters by choosing a horse and a background, then writing the text.

Introduction

In this adventure, you play the role of a young heiress. You have just been summoned to the solicitor's office in the village of Appleton. Your great aunt has left a horse farm to you. Unfortunately, you soon realize that it is in very poor condition.

The clauses of the legacy are clear: You can only expand your horse farm if you demonstrate your love of horses and your skill as a rider. By winning competitions and events suggested by the solicitor you will gain the resources to be able to choose the improvements you want to make to the farm. Beware! Your passion for horses alone will not be enough. Somebody seems to have their eye on your property, and they'll do everything they can to ensure that you fail...

Main Menu

TRAINING

From the Training menu, you can choose your outfit and your horse (but only from those you have won in the course of the adventure). You can train on the courses and with the horses you have unlocked during the adventure.

LEVEL OF DIFFICULTY

In free training, you can set your difficulty level to Easy, Normal, or Hard.

MULTIPLAYER

Using this submenu, several players can re-do events that you previously unlocked in Adventure mode.

ADVENTURE

The Adventure menu enables you to access the game and play the part of the heroine. From this screen you can choose what you want to do:

- **To begin a new game:** Enter your name in the space provided, then click on Launch.
- **To continue your game:** Use the arrows to find it in the list, then click on Launch.
- **To delete your old games:** Use the Delete button.
- **Difficulty setting:** For each game, you can set your difficulty level to either Easy or Normal.

OPTIONS

This menu enables you to select the screen resolution and the choice of keys.

- At the Easy level, the time limit is longer and caring for horses is easier.
- At the Hard level, the time limit for a course is shorter. The horses are more difficult to mount.

The default key configurations are:

- **Jump:** Space Bar
- **Inventory:** I
- **Dressage figure, salute:** S
- **Dressage figure, right shoulder in:** R
- **Dressage figure, left shoulder in:** L
- **Dressage figure, extended:** E
- **Dressage figure, collected:** C
- **Dressage figure, Piaffe:** P
- **Private journal:** J
- **Display resolution:** 1024x768, 640x480, 800x600
- **Voice volume:** 0 to 20
- **Music volume:** 0 to 20

Game Controls

ON FOOT

To move the character, use the keyboard arrows:

- **Up:** Move forward (release to stop).
- **Right:** Turn right.
- **Left:** Turn left.
- **Up arrow (press twice, quickly):** Run.

ON HORSEBACK

To move a character on horseback, use the keyboard arrows:

- **Up (press repeatedly):** Shift the horse from walking to trotting, then to the different cantering/galloping speeds.
- **Down (press repeatedly):** Slow the horse's pace until, in the end, it moves backwards.
- **Right, left:** Turn the horse.
- **Space Bar:** Jump. (Please note: The horse may refuse a jump if the request is made too late or if the jump is impossible. An icon at the top middle of the screen indicates when the jump is possible. When the icon is red, the jump is impossible.)

During the Adventure

DOORS

When you position yourself in front of a door, a green or red arrow appears. If it is green, you can enter. If it is red, entry is not allowed. Depending on the progress you have made in the adventure, these doors can be unlocked. To enter, press the Space Bar.

OBJECTS

Objects can be seen in different locations. When you stand in front of them, a yellow arrow appears. Press the Space Bar to add them to your inventory. To open your inventory, press the I key. Once you are in your inventory, click on an object to select it, and then click on Observe or Use. Observe enables you to look more closely at objects you can read: a letter, a visiting card, a newspaper cutting, etc. Use enables you to use the object at a particular location. For example, to put your belongings into the

wardrobe, position yourself in front of the wardrobe; a red arrow appears. Tap the I key to go into the inventory. Click on the parcel and an orange frame appears around it. Lastly, click on Use to put the parcel in the wardrobe. When an object has a red indicator above it, you cannot take it. It may be freed later in the adventure, when you will have to come back to look for it.

CHARACTERS

When you approach other characters, a blue arrow appears and you can talk to them.

PRIVATE JOURNAL

Throughout the adventure, what you have done and what remains for you to do are written down in your Private Journal. Press the J key to make it appear.

SAVES

To save your game, press the top left key of your computer. Then click with your mouse on the Esc icon on-screen. Caution: There are times when you cannot save (e.g., during a competition).

QUITTING THE CURRENT GAME

When you press the Esc key, a menu appears. Click on Quit to quit the game.

AT THE SOLICITOR'S OFFICE

When you have successfully completed certain events, the solicitor will suggest improving your horse farm. To do this, you have to go to his office. Next, position yourself in front of his computer. He will then suggest several improvements. Select by clicking on the arrows. Then click on Acquire when you have made your choice. Take care when you choose your improvements. Each improvement has its own particular characteristics: A dressage course will allow you to get into training; a stable will enable you to accommodate more horses, etc.

IN THE SHOPS

You will find shops in the village. They open as you progress in the game, depending on your popularity in the village: see the gauge at the top right. Each shop sells specific articles. At Molly's grocer's shop, for example, you can buy food for your horses. There is a town clothes shop so you can change outfits, a shop

that sells horse-riding outfits, and a saddlery that also sells saddle-cloths and gaiters. It's up to you to make the shops open up.

When you enter a shop, the store clerk will suggest several articles. Click on the arrows to select, and then click on Buy to purchase. But watch out! Each article has its price in credits. If you don't have enough credits, you won't be able to buy what you've selected! You receive credits regularly, but Davy – the groom – takes some for caring for the horses. If you take care of your horses yourself on a regular basis, you will save credits. You can also earn credits from sponsors who reward you when you win competitions.

When on Horseback

EXPLORING THE HORSE FARM SURROUNDINGS

A gauge at the bottom left indicates how tired the horse is. When the gauge rises too high, it turns red. The horse automatically slows down when the gauge reaches its maximum level.

DRESSAGE

The winner is the one who has provided the best performance of the requested figures. You move the horse in the same way as when exploring. The aim is to follow the course correctly using the requested figure. Each section is scored out of 10. The better the route and the figure are respected, the higher the score. At the end of the course, an overall score is provided as a percentage.

To perform certain figures, you need to press particular keys:

- **Salute:** Come to a halt and press S.
- **Extended walk, trot, or canter:** Move along at the correct pace and press E at the same time.
- **Collected walk, trot, or canter:** Move along at the correct pace and press C at the same time.
- **Left shoulder-in:** Start trotting, and then press the L key.
- **Right shoulder-in:** Start trotting, and then press the R key.
- **Piaffe:** Press P.

These keys can be configured in the Options menu. To quit a course, press the Esc key.

OFFICIAL RULES FOR THE DRESSAGE COMPETITION

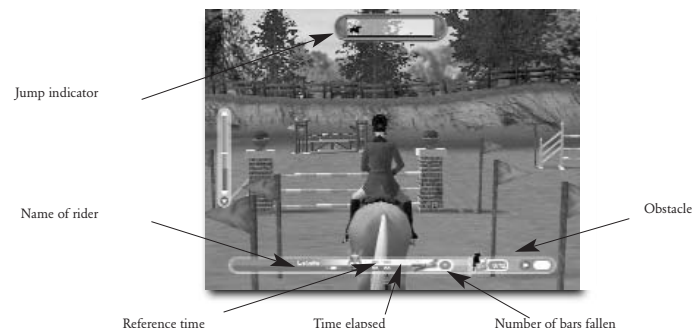
Elimination:

- A competitor does not enter the track within 60 seconds following the starting signal.
- Refusal of a horse during 20 seconds.
- Any external interventions (voices, signs).
- Leaving the track in the course of an event.

Penalties are applied for:

- Fall of rider.
- All course errors, whether or not they are indicated by a ringing bell, must be penalized:
 - **First time:** 2 points.
 - **Second time:** 4 points.
 - **Third time:** 8 points.
 - **Fourth time:** The competitor is eliminated, but may continue the course. Scores will be attributed regularly until the end.

THE SHOW-JUMPING COURSE



The winner is the one who has committed the fewest faults and has the fewest penalties. Time may be taken into consideration to decide between competitors with equal scores. To quit a course, press the Esc key.

The jump indicator is at the top middle. The black curve represents the jump that your horse can perform. The rectangle represents the obstacle.

Beware: The more you try to take an obstacle sideways, the wider it will be for your horse. When the obstacle is in the white curve, this means you can jump. Both sides of the indicator turn green. You should then press the Space Bar. But watch out – you do not have a lot of time! Try to anticipate obstacles correctly. If your horse passes a level, you can improve your jumping curves.

OFFICIAL RULES FOR THE SHOW-JUMPING COMPETITION

Elimination:

- Failure to cross the starting line within 60 seconds after the signal (starting bell).
- Third disobedience.
- Clearing an obstacle before the start signal.
- Failure to cross the starting line before clearing the first obstacle.
- Jumping obstacles in a different order.
- Exceeding the time limit (twice the ideal time).
- Clearing an obstacle in the wrong direction.
- Second fall.

Penalties:

- **Fallen bar while jumping:** 4 points.
- **First disobedience:** 4 points.
- **Second disobedience:** 6 points.
- **Fall of rider or horse:** 8 points.
- **Ideal time exceeded (per started second):** 1/3 point.

The penalty for a fall is added to other penalties incurred for all faults committed at the same time.

CROSS-COUNTRY COURSE

The winner is the one who has gotten the fewest penalties. The red and white pennants (red on the right, white on the left) designate the starting and finishing lines and the compulsory marker-points on the course.

Elimination:

- Jumping obstacles in the wrong order.
- Third disobedience at the same obstacle.
- Five disobediences on the whole course.

- Jumping an obstacle in the wrong direction.
- Jumping the same obstacle twice.
- Falls at obstacles.
- Jumping obstacles before the start.

Point penalties for exceeding the ideal time:

- 0.5 points per second.

Point penalties at obstacles:

- First disobedience: 20.
- Second disobedience at the same obstacle: 40.
- Fall of rider or horse: 60.

Caring for the Horses

THE HORSE INDICATORS

- **The horse's experience:** The more successful the horse is on courses or in competitions, the more experience it acquires. When it has reached a certain level of experience, it acquires a new level. Do not hesitate to train your horse a lot to increase its level of experience.
- **The horse's level:** Each time a horse goes up one level, it can learn new dressage figures, increase its stamina, or improve the height and length of its jumping.
- **The stamina gauge:** The faster the horse runs, the more quickly it tires. When the gauge reaches its maximum level, the horse slows down.

ACTIONS TO PERFORM IN THE STABLE

When going out on horseback in the surrounding area to accomplish the missions, you must care for your horse thoroughly. Whenever a horse care action is successfully completed, this means that Davy – the groom – will not have to do it, thereby saving credits.

BRUSHING

To brush a horse, just click on the Brush button (without releasing it) and move the mouse around, then release the button to start again. Brushing is effective when you can see dust coming off the

brush. The horse is groomed when the brushing is thorough: The gauge must be at the maximum level and the small icon above it must be flashing.

WASHING

You can wash your horse's legs every day. But take care to avoid spraying the horse's head, because this could make it sick and it will lose experience.

SHOE CLEANING

You can clean your horse's hooves. Choose the foot you wish to clean from the four horseshoes at the top right.

FEEDING

You can feed your horse with different fodder to provide a more varied and pleasurable diet. But please note: This is a game and, of course, not like real life.

STALL

You must clean the stall every day. First, remove the dirty straw and manure with the pitchfork, and then replace it with fresh straw.

PUTTING TO PASTURE

Putting your horse to pasture allows it to rest.

INFORMATION SHEET

You can use the horse's information sheet to change its name, find out about its history, and, above all, to improve it. Each time you win a level, you obtain improvement points. You can divide these points up on different improvements. But take care to choose what you want to teach your horse: Some figures are compulsory, and sometimes obstacles are too high or too long for your horse in certain competitions.

SADDLE

The saddle enables you to mount the horse and leave the horse farm.

QUIT

This button enables you to go back inside the stable.

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Saddle Up™ with Pippa Funnell



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for updated rating
information.



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