



# MY HORSE & ME

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ATARI

## INSTRUCTION MANUAL

ATARI

## PROBLEMS WITH YOUR SOFTWARE ?

The methods listed below solve most of the problems when running latest DirectX games.

### Checking my system specification

Please take time to **ensure your system meets the configuration requirements**, detailed on the packaging.

The **DirectX Diagnostic Tool** can provide you with information about your system specification if you are unsure of your PC's current specifications. To run the DirectX Diagnostic Tool, click onto the **Start** button and select **RUN**. In the open box type **DXDIAG**. The DirectX Diagnostic Tool appears, giving you access to all details about your system or video and sound cards. It is possible to control if video display and sound are running properly, by clicking on the relevant buttons proposing you to test **DirectDraw**, **Direct3D** and **DirectSound**.

**Note:** unless you are an advanced user we do not recommend changing any of the **options** in the DirectX Diagnostic Tool.

### Before starting your game

In some cases, programs that are running on your system can monopolise resources that the game needs in order to run properly. Not all of these programs are immediately visible, and many activate automatically on start up. There are a number of programs known as "**background tasks**", that are always running on your system. In some cases, these may cause the game to crash or lockup. As such, we recommend that you deactivate these "background tasks" prior to playing.

- If your system is running **Anti-Virus** or **Crash Guard** programs, we suggest you, if you are not advised to do so, to close or disable them before running the game. To do this, find the icon for the program on the Windows taskbar. Right-click the icon and select CLOSE, DISABLE or the relevant option.
- Once Anti-Virus and Crash Guard programs have been disabled, you should end general background tasks as these can sometimes cause problems when installing or running PC games. Consult "How to end all unnecessary general background tasks" section.

### Cleaning up the system.

Before you install any software, it is critical that your hard disk be in optimum working order. We recommend that you get into the habit of performing regular "**house keeping**" on your PC. ScanDisk, Disk Defragmenter and Disk Cleanup are the tools that you need to use to keep everything running smoothly. Such good practise offers you the best chance of running today's game with minimum issues. As an added benefit, a clean system will operate more efficiently, and other software applications you use may run more quickly and stably. Consult the Windows Help Guides for information on running the **ScanDisk/Error-checking**, **Disk Defragmenter** and **Disk Cleanup** tools.

#### Using Windows help

- 1 Click onto the Start button and select Help (or Help and Support for Windows XP users) to bring up the Windows Help Guides.
- 2 Now, click the Search section and in keywords such as "ScanDisk" (Win 98/ME), "Error-checking" (Win 2000/XP), "Defrag" and "Disk Cleanup" to find the guides that help you to run these tools.

### Game crashing or locking up?

When running games that use the latest version of DirectX, you must ensure your computer is running the very latest **driver** for your video card. Doing so can help solve crashes and lock-ups in games.

• **First of all**, try downloading the latest driver from the video card manufacturers website. Listed below are the most popular **video card manufacturers**:

Asus: <http://www.asus.com>  
ATI: <http://www.ati.com>  
Creative Labs: <http://www.europe.creative.com>  
Guillemot: <http://www.guillemot.com>  
Hercules: <http://www.hercules.com>

• **If there is no improvement**, try downloading the latest driver provided by the **video card chipset manufacturer**:

NVIDIA: <http://www.nvidia.com>  
ATI: <http://www.ati.com>  
Power VR: <http://www.powervr.com>  
Matrox: <http://www.matrox.com>  
S3: <http://www.s3graphics.com>  
Intel: <http://www.intel.com>  
SIS: <http://www.sis.com>

Creative Labs: <http://www.europe.creative.com>  
C-Media: <http://www.cmedia.com.tw>  
Diamond: <http://www.diamondmm.com>  
ESS: <http://www.esstech.com>  
Videologic: <http://www.videologic.com>  
Yamaha: <http://www.yamaha.com>

• Choppy or stuttering sound, or sound that cuts in and out? Try downloading and then installing the latest **driver for your sound card**:

### How to end all unnecessary general background tasks.

**Important note:** Ensure that you re-enable background tasks after playing by restarting your computer, doing so will **reactivate automatically** all of the background tasks that you ended.

#### Windows 98/ME

- 1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The close program window appears with a list of all background tasks currently running on your system.
  - 2 To end a background task, click on its name in the list, then click the End Task button.
- Note:** It is important that you **DO NOT CLOSE** the background tasks named **Explorer** and **Systray** as these tasks are necessary for Windows to operate. All other background tasks may be closed.
- 3 The Close Program Window closes and the task is ended. Repeat the above steps to close down any/all other background tasks.

#### Windows 2000/XP Professional

- 1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The Windows Security window appears.
  - 2 Click Task Manager to open the Windows Task Manager. To end a background task, click on its name in the list under the Application tab, then click the End Task button.
- Note:** Depending on your settings, when pressing CTRL, ALT and DELETE some Windows 2000/XP Professional users may bypass the Windows Security window and go straight to the Windows Task Manager.

#### Windows XP Home

- 1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The Windows Task Manager window appears.
- 2 To end a background task, click on its name in the list under the Application tab, then click the End Task button.

### If you finally decide to call the hotline:

**Before making your call**, we ask you to **sit at your computer**, have the following information available (see "Checking my system specification"), and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98/Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

## The PEGI age rating system:

### Le système de classification PEGI

### El sistema de clasificación por edad PEGI:

### Il sistema di classificazione PEGI

### Das PEGI Alterseinstufungssystem

Age Rating categories:

Les catégories de tranche  
d'âge :

Categorías de edad:

Categorie relative all'età:

Altersklassen:



**Note:** There are some local variations!

**Note :** Il peut exister des variantes selon les pays.

**Nota:** ¡Variará en función del país!

**Nota:** Può variare a seconda del Paese!

**Achtung:** Länderspezifische Unterschiede können vorkommen!

Content Descriptors:

Description du contenu :

Descripciones del contenido:

Descrizioni del contenuto:

Inhaltsbeschreibung:



**BAD LANGUAGE**  
FAMILIARITÉ DE LANGAGE  
LENGUAJE SOEZ  
LINGUAGGIO SCONVENIENTE  
VULGÄRE SPRACHE



**DISCRIMINATION**  
DISCRIMINATION  
DISCRIMINACIÓN  
DISCRIMINAZIONE  
DISKRIMINIERUNG



**DRUGS**  
DROGUES  
DROGAS  
DROGHE  
DROGEN



**FEAR**  
PEUR  
MIEDO  
PAURA  
ANGST UND SCHRECKEN



**SEXUAL CONTENT**  
CONTENU SEXUEL  
SEXO  
SESSO  
SEXUELLER INHALT



**VIOLENCE**  
VIOLENCE  
VIOLENCIA  
VIOLENZA  
GEWALT

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant le système européen d'information sur les jeux (PEGI), vous pouvez consulter :

Para obtener más información sobre la Información paneuropea sobre juegos, por favor visite:



Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) Vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

<http://www.pegi.info>



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## THE README FILE:

The DVD-ROM for My Horse and Me game contains a Readme file that explains the conditions for use of the software and provides updated information about the game. We strongly recommend that you take the time to read this information so that you may benefit from the improvements made after the publication of this manual. To access this file, click the Start button in the Windows® task bar, then click All programs / Atari / My Horse and Me / Readme.txt.

## INSTALLATION

- Start Windows® XP/Vista. Shut down all applications that are running.
- Insert the My Horse and Me installation DVD-ROM into your DVD-ROM drive.
- If the AutoRun function is activated, the installation screen should be displayed. Follow the on-screen instructions to install the game. If the AutoRun function is not activated, click the Start button on the Windows® task bar, then click Run. Enter D:\Setup and click OK.

**Note:** If your DVD-ROM drive has been assigned a letter other than "D", enter that letter instead.

- Follow the on-screen instructions to install the game.

### Notes:

- To play, you must leave the My Horse and Me game DVD in your DVD-ROM drive.

## INSTALLING DIRECTX®

My Horse and Me requires DirectX® 9.0c or a later version to function. The installation of DirectX® 9.0c will be launched automatically.

## WELCOME TO THE STUD-FARM!

Want to become a horse riding champion? This is all possible if you work hard and never forget that your horse is the only one who will help you reach the stars!

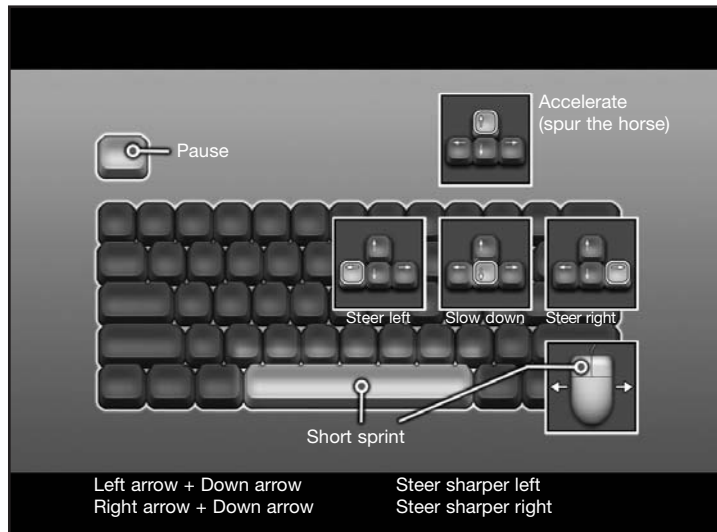
Take care of your best friends wellbeing. Because you need to be the best partners, as you are now, on your own to the top, to the ultimate position of horse riding champion!



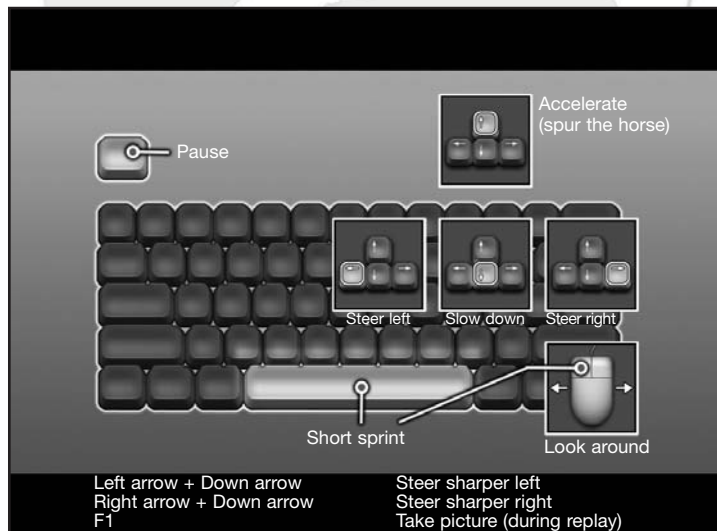
But, let's start from the beginning, as a novice rider with little riding or jumping experience. In the practice sessions you will learn how to ride and jump with your horse.

# CONTROLS

## (THIRD PERSON VIEW)



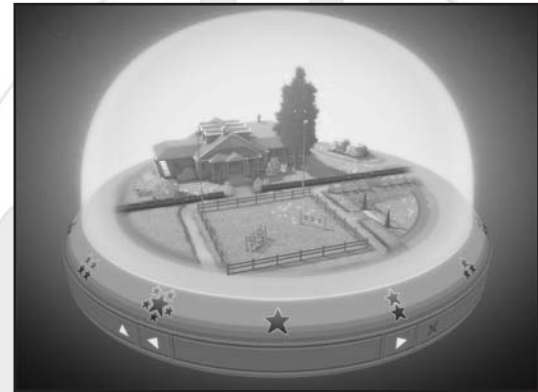
## (FIRST PERSON VIEW)



Changing view will make the controls changed automatically. Views can be selected in the options through "camera Settings".

## SADDLE UP!

First of all if you just joined, you have to choose a name for your horse and yourself. After that, you can access the Main Menu and many choices and options. You start the game with default character, horse and items, but will be able to customise many things once in the Main Menu.



## RIDE!

Lets you choose through many riding, jumping activities and even multiplayer game. All games can be played on different courses and in different jumping arenas. Progression in the jumping league is the big reward for winning matches. You will gradually get closer to your ultimate goal of winning the championship.

## MY HORSE & ME

You can customize your character and your horse. Grooming, is also another option to take care of your horse. It just takes a little effort and he'll be spic and span in no time...

## ACHIEVEMENTS

This menu gives you an overview of all achievements in the game.

## PROFILES

Lets you choose, create or delete profiles.

## OPTIONS

The Options let you have control over settings like, controls, camera, video, resolution, music and sound. Coach's comments as subtitles can also be turned ON or Off. Let's have a look by yourself and see if you want to change something, or if you're happy with the default settings.

## QUIT

Want to quit the game and join back your desktop? Did your horse agree?

## PRACTISING

Before you can start the competition, it is advised to first learn to ride well. Better to go through the practice menu to train and become more experienced. The different practice routes ensure you learn one of the most important skills... steering! There is also a jumping tutorial to practice the first jumps and to prepare for the matches.

A horse is a living creature with a mind of its own, which means that you occasionally have less control of the horse, or that he might do something that has not been asked. As an example your horse will refuse to jump if the conditions are not good, or will slow down if a turn becomes too sharp. So, do not forget that you and your horse are forming a team and, therefore, are always working together... Your horse conveys its mood with its ears or by becoming difficult to control for a while.

You do not have to use any controls to jump over an obstacle as the horse jumps automatically. However, you do influence the quality of the jump which is determined by you, the properties of the horse and the obstacle. The quality of the jump, in turn, determines whether any bars get kicked off.

There are three parameters to take into account when jumping:

1. Angle with the obstacle. (Jumping an obstacle straight is the best)
2. The distance to the sides of an obstacle. (Jumping an obstacle in the centre is the best)
3. Speed. (Top speed brings more risk)

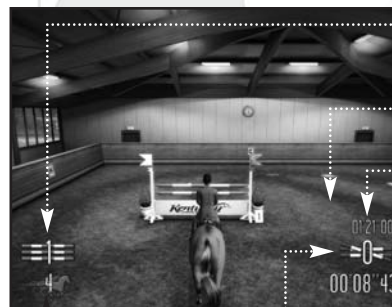
## HUD



### Stars to pick up:

Blue (any pace)  
Yellow (walk)  
Red (trot)  
Green (canter)

Picked up stars  
Total stars



Number of the next  
obstacle

Route marked out  
on the ground  
Time to beat

Number of sprints  
you have left

Penalty points

Time

## ABOUT MATCHES



### JUMPING MATCHES

The end goal is to win the championship with your horse. To participate in the championship, you first have to climb the ladder from a novice rider to an experienced one. To accomplish this, the majority of jumping matches in all the different Leagues must be won. But it is up to you, to win them all...

There are five leagues of jumping matches. Both rider and horse have to meet certain conditions before they are allowed to progress to the next. An important condition is that in most matches, you ended amongst the top two. Each locked item or course has a description on how to unlock it.

### MAIN RULES

In a jumping match, players have to follow an obstacle course, in which the obstacles have to be jumped over in a certain order. The time between start and finish is measured. Whoever has the best time and the least mistakes is the winner.

### YOU CAN GET PENALTY POINTS FOR:

**Knocking down a bar:** 4 penalty points.

**Refusal of the horse to jump:** 4 penalty points.

**Finishing after time ran out:** 1 penalty point per second. (To a degree of rounded points.)

**Note:** Getting the least penalty points is most important. When two riders have the same number of penalty points, the winner is the one with the fastest time.

### SPEED JUMPING

A different rule system is speed jumping, in which everything is measured in time. Each knocked down bar costs four penalty seconds. Refusal to jump does not result in additional penalty seconds, since this already causes delay. Whoever has the fastest time wins.

**Note:** Competitor will be eliminated, if they make really big mistakes.

### BONUS MATCHES

The route of the bonus match is shown with pick-ups (stars). You receive bonus time for each star you collect. The rest of the rules are the same as speed jumping. The fastest time counts!

## THE HORSE RIDING MINI-GAMES

Leave the stress of the competition behind and have a little of fun. The horse riding games are brief games that anyone can play, regardless of whether they most enjoy the equestrian aspect of the game, or play just for fun. Games are all independent of each other.

### BUTTERFLY FIELDS



Catch the requested butterflies and bring them to the flower bed of the same colour. You can deliver groups of butterflies or single butterflies. Groups of butterflies yield greater rewards. If you grab a butterfly of a different colour, all the collected butterflies are released.

## MEMORY LANE



You must memorize a number of objects and then pick them up in the correct order. This continues until you pick up an object in the wrong order.

## CHICKEN 'N CORN



You have to collect a certain amount of corncobs in a level. The chickens in the field will try to eat the corn. You must shoo off the chickens, collect the corn and bring it to the safe-zone. How much corn still needs to be collected is shown in-game. The corn starts as a small plant and grows gradually throughout the levels.

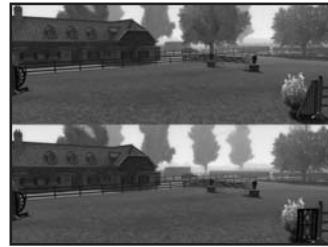
When the plant is fully grown you can pick up the corn and bring it to the safe zone. You can only carry a limited number of corncobs to the safe-zone.

## PIGGY BANK



Jump over the obstacles to grab the money. Bring this money to the bank. When you bump a bar off an obstacle, you lose the money you are carrying. When time is up all the money in the bank is counted. The more money, the better.

## SPOT THE DIFFERENCE



Spot 7 differences in two nearly identical environments. You can rotate the environment to look for differences. When a difference is spotted, it must be clicked on. Clicking something that is not different between the two environments, adds up 5 penalty seconds.

## BALLOONY LOOPS



Behind the horse is a cord with which balloons can be enclosed. If all the balloons are of the same colour, then they disappear. The field must be cleared by making the least amount of loops. You get a certain amount of loops at the start of the game which can be used to clear the field.

You can earn more loops by enclosing several balloons of the same colour. When enclosing balloons of the wrong colour, the colour of all balloons that are enclosed randomly changes.

## FALLING STARS



Catch as much falling stars of the same colour as possible in a limited time. Different coloured stars fall down. These stars can be picked up and when a sufficient number of stars of all the different colours have been collected, you will proceed to the next level.

The screen informs you of how many stars of which colour still need to be collected.

Each time a star or a bonus is collected, you gain extra time. The game ends when you run out of time. There are more colours in higher levels and more stars are needed to advance to the next.



## MULTIPLAYER (Up to 4 players)

Yes! You can, through the RIDE menu, play jumping matches with multiple players against each other. Multiple players do not ride simultaneously, but in turns, after which the results are compared. All courses from the competition in single player mode are available. Each player can customize his/her character and horse.

## TAKING PICTURES



You can take pictures in the replay available in all the riding games. The pictures are taken by pressing F1 key. Yes! You can use these pictures as you like. (E.g. use a painting program to convert these pictures into a postcard). To access these pictures, click the Start button in the Windows® task bar, then click on My documents / My pictures / My Horse and Me.

## REWARD AND UNLOCKED STUFF

More you progress through the game, more you can unlock and get stuff, like clothing, saddles, etc. There is a lot to get for you and your horse actually!

## SUOMI QUICKSTART

### README-TIEDOSTO:

My Horse and Me -pelin DVD-ROM-levy sisältää Readme-tiedoston, joka sisältää ohjelmiston käyttöehdot ja pelin päivitetty tiedot. Kyseiset tiedot kannattaa lukea, jotta voit hyötyä tämän ohjekirjan painamisen jälkeen peliin tehdyistä parannuksista. Avaa tiedosto napsauttamalla Windows®-tehtäväpalkin Käynnistä-painiketta ja valitsemalla Kaikki ohjelmat / Atari / My Horse and Me / Readme.txt.

### PELIN ASENTAMINEN

- Käynnistä Windows® 98/Me/2000SP2/XP/Vista - käyttöjärjestelmä. Sammuta kaikki käynnissä olevat sovellukset.
- Aseta My Horse and Me -pelin DVD-ROM-asennuslevy DVD-ROM-asemaan.
- Jos automaattinen käynnistys on käytössä, esiin tulee asennusruutu. Asenna peli noudattamalla näyttöön tulevia ohjeita. Jos automaattinen käynnistys ei ole käytössä, napsauta Windows®-tehtäväpalkin Käynnistä-painiketta ja valitse Suorita. Kirjoita "D:\Setup" ja valitse OK.

**Huom:** Jos DVD-ROM-aseman kirjaintunnus on jokin muu kuin D, käytä kyseistä kirjainta.

- Asenna peli noudattamalla näyttöön tulevia ohjeita.

#### Huom:

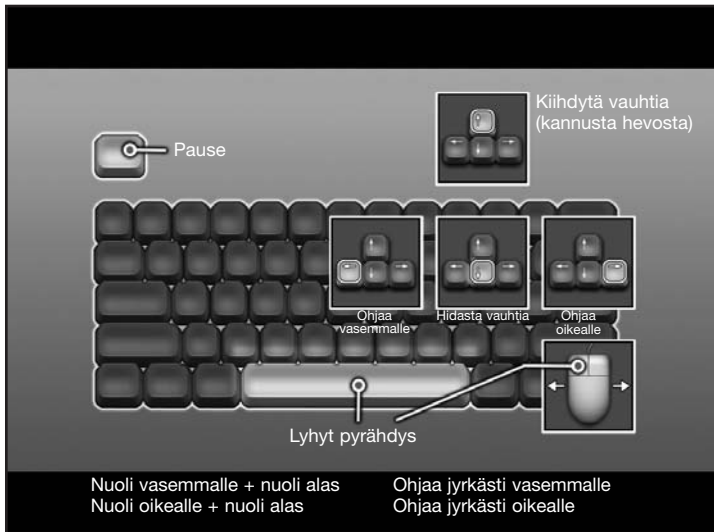
- My Horse and Me -pelin DVD-levyn on oltava DVD-ROM-asemassa pelaamisen aikana.

### DIRECTX®-OHJELMISTON ASENTAMINEN

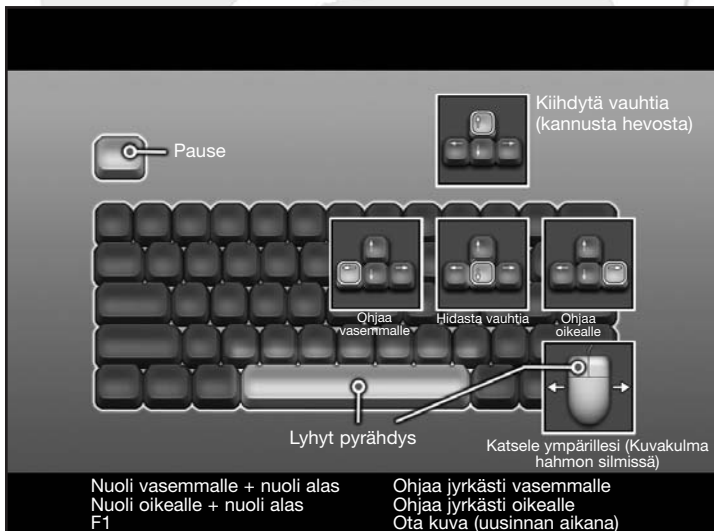
My Horse and Me -peli vaatii toimiakseen DirectX® 9.0c:n tai sitä uudemman version. DirectX® 9.0c:n asennustoiminto käynnistyy automaattisesti.

# OHJAAMINEN

## (KUVAKULMA HAHMON ULKOPUOLELLA)



## (KUVAKULMA HAHMON SILMISSÄ)



Kuvakulman vaihtaminen vaihtaa automaattisesti myös ohjauksen. Kuvakulmaa voi vaihtaa pelin asetuksista kohdasta "Camera Settings".

## TERVETULOA TALLILLE!

Haluatko mestariratsastajaksi? Se on mahdollista, jos työskentelet leppymättä ja pidät mielessäsi, että vain hevosesi voi auttaa sinua saavuttamaan tavoitteesi!

Pidä huolta parhaan ystäväsi hyvinvoinnista, sillä suuntaatte nyt omin voimin kohti mestariratsastajan titteliä!



Ennen kilpailuja sinun täytyy kuitenkin opetella ratsastamaan hyvin. Kannattaa suorittaa harjoitteluvälön (practice menu) harjoitukset, jotta saat tärkeää kokemusta ratsastamisesta. Erilaiset harjoitteluradat varmistavat, että opit yhden tärkeimmistä ratsastajantaidoista... hevosien ohjaamisen! Kannattaa myös käydä hyppyharjoituksissa harjoittelemassa aloittelijan hyppyjä, jotta olet hyvässä iskussa kisoja varten.

## PORTUGUESE QUICKSTART

### FICHEIRO LEIA-ME:

O DVD-ROM do jogo My Horse and Me contém um ficheiro Leia-me que explica as condições de utilização deste programa e fornece informação actualizada sobre o jogo. Recomenda-se a leitura desta informação de modo a poder beneficiar das melhorias feitas após a publicação deste manual. Para aceder ao ficheiro, clicar no botão Iniciar na barra de ferramentas Windows®, posteriormente clicar em Todos os programas / Atari / My Horse and Me / Leia-me.txt.

### INSTALAÇÃO

- Iniciar o Windows® 98/Me/2000SP2/XP/Vista. Encerrar todas as aplicações que estiverem em execução.
- Inserir o DVD-ROM de instalação My Horse and Me no leitor DVD-ROM.
- Caso a função Auto-Iniciar se encontre activa, aparecerá o ecrã de instalação. Seguir as instruções apresentadas no ecrã para instalar o jogo. Caso a função Auto-Iniciar não se encontre activa, clicar no botão Iniciar na barra de ferramentas de Windows®, posteriormente clicar em Executar. Introduzir D:\Setup seguido de OK.

**Nota:** Caso tenha sido atribuída ao leitor de DVD-ROM outra letra que não o "D", introduzir essa mesma letra.

- Seguir as instruções apresentadas no ecrã para instalar o programa.

#### Notas:

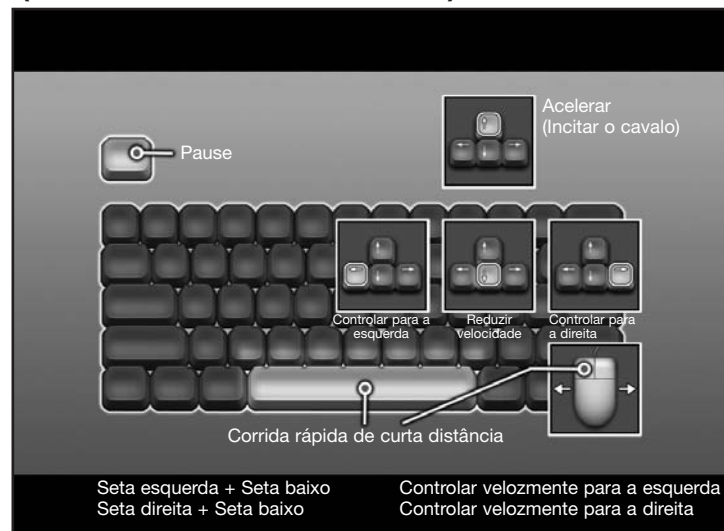
- Para jogar, o DVD do jogo My Horse and Me deverá permanecer no leitor DVD-ROM.

### INSTALAR O DIRECTX®

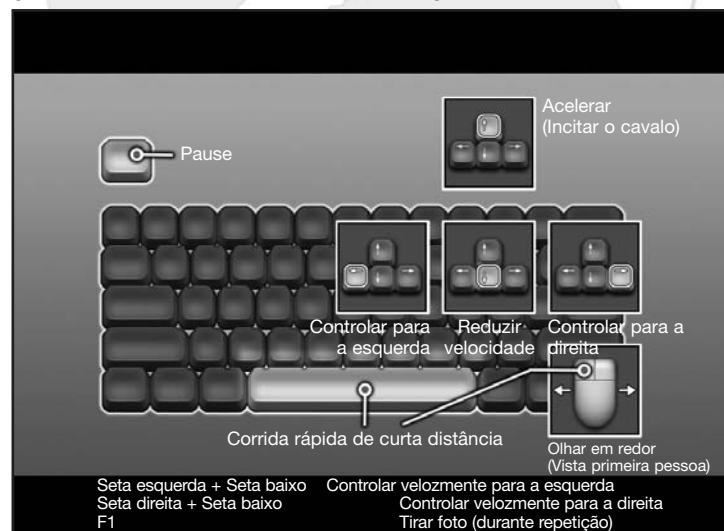
Para funcionar, o jogo My Horse and Me requer o DirectX® 9.0c ou uma versão posterior. A instalação do DirectX® 9.0c iniciará automaticamente.

## CONTROLOS

### (VISTA DA TERCEIRA PESSOA)



### (VISTA DA PRIMEIRA PESSOA)



Ao alterar a perspectiva de vista, os controlos mudam automaticamente. As vistas podem ser seleccionadas nas opções em “Definições da Câmara”.

## BEM-VINDO À HERDADE!

Ambicionas ser um campeão de hipismo? Isto é totalmente possível, tens é que trabalhar muito e nunca te esquecer que o teu cavalo é o único que te poderá ajudar a alcançar as estrelas! Zela pelo bem-estar do teu melhor amigo, pois terão que ser os melhores parceiros, como já o são, para subir ao topo, na conquista da derradeira posição de campeão de hipismo!



Antes de começares a competir, deverás aprender a andar bem. É melhor seguires a lista de treinos para ganhares experiência. As diferentes rotas de treino asseguram que aprendas uma das mais importantes habilidades... controlar o cavalo! Também podes encontrar um tutorial de saltos para treinares os teus primeiros saltos e preparares-te para as competições.

## CREDITS

### DEVELOPMENT

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Lead Programmer:  
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Marin W.P. Hekman  
Niels Keetels  
Michiel Walstra  
Arthur van der Wal  
Niels J. de Wit

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Micha Noordegraaf

Artists:  
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Terry Chocolaad  
Jarno Cordia  
Vincent Elzenga  
Roman van der Haven  
Lionel van der Kolk  
Bas Leopold  
Joeri Lefèvre  
Willem-Paul van  
Overbruggen  
Niels Pausma  
Ralph Rademakers  
Olivier Thijssen

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Harm van Dinter

Game Designers:  
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Kent Kuné

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Jan-Pieter van Seventer

Producers:  
René Derks  
Vanessa E. de Groot

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Marketing and Sales  
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Special thanks to the  
people at Woedend!:  
Rianne Zandstra  
Paul Coops  
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**Special Thanks  
SOEPEL:**  
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Andreas Verlinden  
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Sander van der Heide,  
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**JES Games BV**  
Dries-Jan Snoodijk  
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**Eden Software  
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**Hydravision  
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support)  
Lionel Fumery

**FEI (Fédération  
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**Nintendo Europe  
Technical Support**  
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**PMTC/Testronics:**  
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**Special Thanks to:**  
Jochem, Kirk, Marc,  
Manuela, Megan, Aisha,  
Jeroen, Yves, Elsa,  
Yanick, Clementine, Lotte,  
Staff at The Hollandsche  
Manege.  
and all the kids who  
tested our game  
Around the World: Manuel  
Deroulers Synthesis  
International Enzyme  
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### SPECIAL THANKS TO :

Karine Balichard  
Martine Brux et tous les enfants

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