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1.0 Introduction

Accompany the three members of the horse gang on their new, thrilling, interactive adventure! You can play the role of Chris, Caroline and Philip alternately to solve the mystery of the big knight's tournament that Chris's father is organising near Gut Hohenhain.

The Knight's Tournament

In the first part of the game Chris, Caroline and Philip learn that a mediaeval tournament is to be held near Gut Hohenhain. They too would love to take part, but they aren't old enough! However, the three don't give up that easily and are already cooking up a plan....

Franco and Luis

Later Franco, a stunt professional from Spain and an old friend of Chris's father, arrives in Gut Hohenhain where he will live with his brother Luis for the duration of the competition. Franco takes to the horse gang straight away, but they get a strange feeling about Luis. Luis seems not to get on very well with his brother, nor does he give the impression of being completely honest. Chris, Caroline and Philip decide to keep an eye on him.

Burglar?

Shortly before the start of the competition, the situation comes to a head; the horse gang are alarmed at a break-in at the stable during the night. They can't immediately discover who the burglar is, but they find tracks that provide some clues and the trio decide to follow the tracks the next day. They embark on their task enthusiastically and decide to search Luis's room too.

Dangerous Situations

While Chris, Caroline and Philip are sure they are on the heels of the culprit, their parents don't believe them, so they have to continue their investigations alone. They are dead certain shortly before the tournament, but the situation has become dangerous, and it's not only Philip who will bear the brunt of it...

How will it end...?

That's all we'll tell you for now... you can experience the adventure at first hand in the role of Chris, Caroline and Philip and solve the case. To do this, you will need a little detective flair, some courage and of course you also have the advantage of being very good with horses. We can reveal this much, however: regardless of if you solve the mystery; nothing really bad will happen to the three members of the horse gang, but prepare for some hair-raising moments!

2.0 Directions for use

This plot is constructed such that you need never worry if you make a wrong decision. Just try everything out and sooner or later you will find your way to your objective.

Apart from riding and looking after horses, a large part of the game consists in collecting objects and combining them, e.g. making a knight's costume or following tracks. Once you have familiarised yourself with the simple controls, (see chapter 5), you will find it easier to solve the puzzles. However, you will always have something to puzzle over somewhere!

If you don't know what to do, look in the "Logbook", where the members of the horse gang note down their most important tasks. There you will always find advice on how to solve the puzzle you are tackling.

3.0 System Requirements

Minimum system requirements:

CPU 800 MHz, 192 MB main memory, WIN 2000/XP, GeForce 2 or higher with 32 MB video memory, DirectX 9.0c, 20x CD ROM drive, keyboard, mouse.

Recommended system configuration:

CPU 1 GHz, 256 MB main memory, WIN 2000/XP, GeForce 4 or higher with 64 MB video memory, DirectX 9.0c, 20x CD ROM drive, keyboard, mouse.

4.0 Installation

We strongly recommend that you close all applications currently running before installing "Horse Gang" on the computer. This applies both to screensavers and anti-virus software programs.

Place the "Horse Gang" CD in the CD ROM drive. The game will now install automatically. Then follow the on-screen instructions. If the installation does not start automatically, you will have to run the "setup.exe" file manually. To find this, open Explorer and view the content of the CD. To then start the game, select Start -> Programs -> Horse Gang 2.

Uninstallation

To remove "Horse Gang" from your computer, select Start->Programs->Horse Gang 2 and then: "Uninstall Horse Gang 2". Then follow the on-screen instructions.

5.0 The Menu

At the start of the "Horse Gang" you will arrive at the main menu, which you can call up at any time during the game by pressing the "Esc" key. The following options are available here:

Name	Function
Start	Start a new game.
Continue game	(only when the game is running) Close the menu and continue the game.
Free game	Play without following the plot of the adventure.
Load game	Load a previously saved game.
Settings	Adjust the game settings.
The team	A list of the people who worked on this game.
Help	Contains advice and tips on the game.
Quit	Quit the game and return to Windows.

5.1 Free game

In contrast to the start, here you don't play through the plot of the adventure, but you can simply wander around in Gut Hohenhain without having to carry out any tasks. You can get your horse ready and go to the riding area to build a few obstacles and jump them.

5.2 Load game

The game will be automatically saved at certain places, at which point the text "Game saved" will appear at the top of the screen. To load a game, select "Load game" in the menu! The menu will appear and here you select a game and click "Load game" and the game will resume from the point at which you saved it.

5.3 Adjusting the settings

You can also change the default settings at any time during the game (you only have to restart “Horse Gang” if you make changes to the screen resolution).

Setting	Effect
Brightness	Changes the brightness of the graphic images.
Resolution	Changes the screen resolution. A higher value produces a better image quality, but you will need a faster PC.
Music volume	Changes the volume of the background music.
Effects volume	Changes the volume of the sound effects and speech.
Subtitles	Select here if you would like the subtitles to appear in the game.

When using older computers, you should set the screen resolution as low as possible to ensure a fluid gameplay when playing “Horse Gang”.

6.0 Controls

“Horse Gang” is controlled entirely with the keyboard and you control the game character using the arrow keys. When a horse, a person or an object that you can use enters your field of vision, its name will appear at the bottom of the screen. If you go nearer, what you can do with the horse, the person or the object will appear at the bottom of the screen.

These actions could be:

- Look at (examine)
- Pick up
- Talk to
- Use (combine; open; close; activate)

Press the spacebar to carry out the relevant actions.

6.1 Carrying objects

When you are standing in front of an object you can carry (e.g. a saddle), you will see the text “Pick up” and the name of the object at the bottom of the screen. Press the spacebar and the object will then be placed in your “Inventory”.

6.2 Using objects

Press “I” to open the inventory. The inventory consists of all the objects you have collected up to now and which you are carrying with you. Now use the arrow keys to select the object you would like to use and then press the spacebar. If the object cannot be used alone, the message “Use with...” will appear at the bottom of the screen. You can now select another object in the inventory (e.g. “Use brush with paint pot” to dip the brush into the pot). If you want to combine an object in the inventory with an object in the game world, (e.g. “saddle” with “horse”), just stand in front of the object and simply press “I”, select the object (the saddle in this case) and press the spacebar. Incidentally, you can carry as many objects with you as you like; Chris, Caroline and Philip won’t collapse under the weight for a change!

6.3 Controlling the horses

You always use the Action (spacebar) key to mount and dismount.

Press the action button in the stable to lead a horse by the reins.

When you are mounted on the horse, press the “Up” arrow key to go forwards and to let your horse start walking. One press of the key and the horse will walk, press the key again and the horse will trot; pressing a third time will turn the gait into a gallop. If you press the “Down” arrow key, your horse will slow down in the same way. Use the Action (spacebar) key to jump; when jumping, it is crucial to find the exact take-off point in front of the obstacle.

6.4 Key overview

General

- | | |
|------------|--------------|
| Up arrow | Go forwards |
| Down arrow | Go backwards |

Left arrow	Turn right
Right arrow	Turn left
Spacebar	Carry out action / Mount / Lead horse
I	Open inventory (objects carried)
P	Saddle horse
Esc	Open menu
L	Open logbook

Inventory	
Left arrow	Select object further to the left
Right arrow	Select object further to the right
Spacebar	Use object

Riding	
Up arrow	Change to a faster gait
Down arrow	Change to a slower gait
Left arrow	Ride round left bend
Right arrow	Ride round right bend
[Key]	Jump
Spacebar	Dismount

7.0 Free game

Here you can walk around Gut Hohenhain without the plot of the adventure. There is a course on the riding area along which you can place obstacles. There are 6 different obstacles of varying difficulty levels. You can determine the look of the course and decide if you want to create easy or tough obstacles. The higher or wider the obstacle, the more accurately you must place your take-off point. Click "Jump" too early and the horse will destroy the obstacle, but click "Jump" too late and it will refuse the jump.

A clock will count the time you take to complete the course. If you were quicker than the current record, enter your name, which will then be shown at the side of the screen. You can then compete against your friends to achieve the best time.

8.0 Help with solutions: the first minutes of the game

Warning: you should skip this section if you would rather find out for yourself how to solve the first puzzles in the game.

At the start, Chris, Caroline and Philip decide to make costumes for the knight's tournament. You play Chris and have the task of fetching the scissors from the kitchen to cut a piece of fabric into the right shape.

To do this, first go to the ladder and when you are standing right in front of it, the text "Use ladder" will appear at the side of the screen. Press the spacebar and you now appear down in the stable. Go through the door to reach the house and you then find yourself at Gut Hohenhain, where you enter the door to the house.

You meet Mrs Mertens in the living room where you will also find the scissors. Stand in front of the scissors and then "Pick up scissors" will appear at the bottom of the screen; now press the spacebar. In the conversation that follows, you must of course not tell Mrs Mertens that you intend taking part in the tournament!

Now return to the stable, climb back up the ladder and enter the secret hiding place.

The fabric is on the table; stand in front of the fabric. Then press "I" to open the inventory which displays the objects you are carrying (i.e. the scissors only up to now). Press the spacebar to use the scissors. Now you will see "Use scissors with fabric" appear at the bottom of the screen. Press the spacebar again to confirm and Chris will proceed to cut the costume out.

You must now find the wastepaper basket. You will find a brush and paint in the harness room and then take the wastepaper basket, which you will find in the house. Back in the secret hiding place, you place the wastepaper basket on the table; press "I" again, select the wastepaper basket and press the spacebar. You must of course also be near the table so that "Use wastepaper basket with table" appears at the bottom of the screen. Now confirm with the spacebar.

Now dip the brush into the paint pot ("Use brush with paint pot"). The lid disappears and the brush now becomes a "paint brush". You now use this brush with the wastepaper basket which you have placed on the table. The knight's helmet is ready to wear!

11.0 The Team

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