

Open
for quick start manual



Dreamer: Inspired by a
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Let's Ride! Dreamer

Inspired by a True Story



Contents

Installation2

About the Game3

The Characters3

Game Modes4

Any's Adventure
Single Player Mode
Multi - Player Mode

Main Menu4

Any's Adventure
Single Player Mode
Multi - Player Mode
Course Editor
Options
Best Lists
Acknowledgements
Exit the Game

Getting Started5

Selecting Horses
The Horse Editor

Controls & Information ...6

Controlling Any
Saddle Your Horse
Riding
Jumping
Using Objects
Moving Between Locations
The Action Button
Speaking to Other Characters
Stable Ratings

The Stables7

The Yard
The Stall
The Saddle Room
The Clubroom
The Riding Hall
The Entrance to Outdoor Riding
The Stable Exit

In the Stall8

In the Saddle Room9

The Club Room9

Caring for Your Horse10

Your Horse Rating
How to End the Day
Horse Rating Improvement
The Stall Log

Outdoor Riding11

Leisure Mode
Competition Mode

Tournaments 11

Dressage
Jumping Events
Bonus System Blue Ribbons

Course Editor 12

Loading & Saving13

Troubleshooting13

System Requirements13

Technical Support13

Acknowledgements14

INSTALLATION

To install the game, insert the game CD into your CD-ROM drive.
If installation does not start automatically, follow these steps:

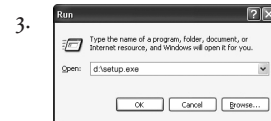
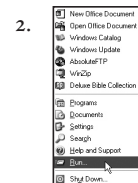
1. Click **START**



2. Click **RUN**

3. Type **D:\SETUP.EXE**

where D is the letter of
your CD-ROM drive



Follow the on-screen instructions to complete installation.

Uninstalling: The game can be uninstalled by using the Add/Remove Programs function found in your Control Panel. To uninstall, find the name of the program you want to uninstall in the list, click once to highlight it and then click Add/Remove.

Starting Lets Ride–Dreamer: To start the program, double-click on the Lets Ride–Dreamer icon on your desktop or click Start > Program Files > HQ > Lets Ride–Dreamer > Lets Ride–Dreamer.

XP Users Note: Windows® XP requires that all programs get installed from an account with Administrator rights. If you are not sure what this means or would like more information, please visit: www.valusoftsupport.com and type admin info in the search bar at the top of the page.

DirectX®: During installation you will be prompted to install DirectX® 9.0. Lets Ride–Dreamer requires DirectX 9.0 or higher. If you do not already have DirectX 9.0 or higher installed, follow the on-screen prompts to complete DirectX installation.

ABOUT THE GAME

In the movie, Cale Crane is an 11-year old girl inspired by her grandfather, a legendary horse-trainer, to help nurse her horse Sonya back to health after suffering a leg injury. Cale loves Sonya, and together they form a lasting friendship. Now you can learn to train, ride and jump with Sonya just like Cale Crane. Or you can choose your own horse in this version of Let's Ride! Inspired by the Dream Works movie.

Amy and Sarah have known each other for half their lives. Amy is very disappointed when she learns that Sarah is moving away because her father accepted a job in another town. Sarah is also not happy with this news because she doesn't want to lose her best friend, and also because she has a horse which she will now have to give up.

If she has to leave her horse behind, then it must be left in good hands and who better than her best friend Amy? However, Amy's parents are definitely not happy with the idea. Where can they keep a horse? What about the costs of feeding and taking care of it? Amy and her father arrange a meeting at the riding stables where the horse is currently kept. Mr. Stroud, the owner of the stables, offers Amy the opportunity to work at the stables to help towards the costs of looking after the horse.

THE CHARACTERS



Amy is a bright, clever girl, suddenly faced with a big task.



Bernard is Amy's father.



Mr. Stroud is the owner of the riding school.



Antonia Rees is someone with a condescending in her manner.

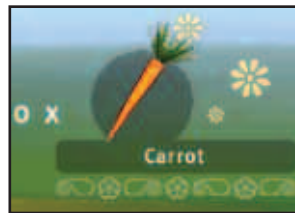


Eddie is another pupil, friendly and helpful.

THE GAME MODES

Amy's Adventure

In Amy's adventure, you take part in an exciting story while playing. Speak to the people at the stables, they will give you chores that you must complete. You won't just have to look after your horse, but, for instance, you'll be asked to help out your friend Eddie, who has lost his asthma inhaler, or catch a stray cat, as well as being successful in a lot of tournaments! At the completion of each task, you must return to the stables. During the adventure a story object will pop up that shows you the object you will need in order to solve a certain task in Amy's adventure.



Single Player Mode

This mode provides you with a quick introduction to the game. You have to learn about taking care of horses, and can also take part in a number of riding competitions. The horse with which you play in the single player mode, and whose rating you improve, can be ridden by you in the multiple player mode game.

Multi-Player Mode

Once you have chosen a horse, you or your friend must make the following choices: select up to 4 players, show jumping or dressage and choose the event you would like to participate in. Click next to start the game.



MAIN MENU

After you start the game, you find the main menu. From here, you can select various actions.

Amy's Adventure - Amy's adventure will lead you through the game using the story. The aim of the game is to follow the plot through to its conclusion and to deal with all the tasks as they come up as best you can.

Single Player Mode - In the single player mode, you can take care of your horse as you wish, and may also ride a certain number of courses.

Multi-Player Mode - In the tournament mode, you can enter tournaments with your friends, using just one computer.

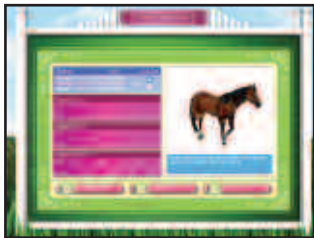
Course Editor - The Course Editor allows you to create your own jumping courses.

Options - This lets you change settings for music, sound effects, language, resolution, shading, and particles.

Highest Scores - These lists show you the best riders from the various events.

Acknowledgments - See all the people who worked hard on this game.

Exit Game - This point will bring you back to the Windows screen. At any point in the game when you want to quit just press the ESC key on your keyboard.



GETTING STARTED

Selecting Horses - You can access the horse selection in any of the game modes [Amy] s adventure, single player mode, and multiple player mode. Here you will find your saved horses, from which you can choose one for the game. You may choose four different horses for the story mode and also four more for the single and multiple player modes. A horse is always saved automatically as part of a game.

The Horse Editor - Using the Horse Editor allows you to put together a horse based on your own preferences. You can give it a name, choose the color of its coat and many other things.



CONTROLS and INFORMATION

Controlling Amy - Amy is controlled using the keyboard and mouse.

Key Functions -

W [up arrow] [W] alk away from viewer.

A [left arrow] [A] urn to the left.

S [down arrow] [S] alk towards the viewer.

D [right arrow] [D] Turn to the right.

Saddle Your Horse - To take your horse out riding, you must first saddle it. In the saddle room, click on the saddle block and pick a saddle. Now go back to the stall and drop the saddle on the horse. Upon leaving the stall, you will find yourself with your horse in the yard.

Riding - Once Amy has saddled her horse, then she can go riding. The horse is controlled using the same keys as for Amy. By repeatedly pressing the W-key, you can increase the speed [walking, trotting, and galloping]

Key Functions -

W [up arrow] [W] Forward movement
[press once] = walk, press twice = trot, press three times = gallop

A [left arrow] [A] Turn to the left.

S [right arrow] [S] Turn to the right.

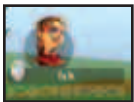
D [down arrow] [D] Backwards movement
[pressing the key] will slow down the forward movement and lets the horse walk backwards

Spacebar: Jump over an obstacle.

Jumping - Use of the spacebar or left mouse button at the correct moment when approaching an obstacle, makes your horse jump. Jumping is only possible at a trot or gallop.

Using Objects - Indoors [for example in a stall] [you see the game through Amy] s eyes. Use your mouse to look around. Click on illuminated objects to use them. Amy can [pick up] many of the objects she will need to take care of her horse. These will be seen as a small picture attached to your cursor. If you choose to brush your horse, click on the brush and it will be attached to your cursor.

Moving Between Locations - If you click on the white arrow either at the bottom center of your screen or to the right, you will change your location to somewhere else indoors, or return to the stable yard.



The Action Button - Most actions are carried out using your left mouse button. Whenever an action for the Action Button is indicated, this symbol will come up and you and the action can be carried out by clicking on it. Or instead of a left mouse-click, you can also use the Return-key.



Speaking To Other Characters - To speak to another person in the game, you must first approach them. A yellow arrow will appear, and press the left mouse button. A discussion can be ended at any time, by pressing the right mouse button.

Stable Ratings - The stable ratings show you how well you are taking care of your horse.

The water bucket indicates if you are giving it enough to drink.

The feeding bag shows how well you have fed your horse.

The brush tells you whether you are grooming it enough.

THE STABLES

There are several parts to the stable each is described below.



The Yard - Starting from the yard, you can reach all the important areas of the stables and the riding areas.

The Stall - This is where your horse is and where you will find all the most important utensils needed to take care of it.

The Saddle Room

This is a room connected to the stall; you can reach the saddle room from the stall by following the arrow pointing to the right. Apart from various saddles, there is horse food, a water pump, as well as decorative items for your horse that are all stored here.

The Clubroom - In the clubroom, there are the Best Lists and ribbons board, a wardrobe and a bookcase containing a horse encyclopedia.

The Riding Hall - Here you can take part in dressage tournaments. You cannot enter the hall without a horse.

Entrance to Outdoor Riding - Leaving the stable yard with your horse by this exit brings you to the outside riding course.

The Stable Exit - In order to end the day, you can only leave the yard by this exit. After that, you begin a new day.

IN THE STALL

In the stall you will find your horse and several of the tools you will need to take care of it.

The Care Set -

Hoof Pick - Used to remove earth and small stones from your horse's hooves.

Grooming Brush - For brushing the horse's coat, to keep it clean.

Mane Comb - Keep your horse's mane looking good with this special comb.



Pitchfork - Use the pitchfork to remove the old straw from the floor of the stall.

Bales of Straw - After removing the old straw, spread fresh straw on the floor to keep it clean and help your horse remain healthy.

Drinking Trough - You fill up the drinking trough from a bucket which you fill from the water pump in the saddle room.

Feeding Trough - Get grain or feed from the saddle room to fill this up so that the horse always has enough to eat.

Stall Log - Contains all the important information on the characteristics of your horse.

IN THE SADDLE ROOM

In the Saddle Room you can find food and drink along with saddles and ribbons for your horse.

Water Pump - The pump provides water to quench your horse's thirst.

Feed - Every horse must eat, in order to avoid being hungry. Put the feed in the feeding trough in the stall.

Saddle Block - You will find an assortment of saddles on the block. Pick one for your horse.

Horse Decorations Cabinet - With the decorations, you can give your horse a special look and make its appearance very attractive for tournaments.

THE CLUBROOM

"Best" Lists - This board shows you the best riders with their results in various events.

Ribbons Board - This will tell you how many blue ribbons you have already won in tournaments. For a certain number of ribbons, you will receive a particular item, such as a new saddle, which you will find in the saddle room.

Wardrobe - You will find two new outfits for Amy in this wardrobe; they can be used after winning a certain number of ribbons.

Bookcase with Horse Encyclopedia - The encyclopedia contains all there is to know on the subject of riding. You can read about horse care, riding styles, jobs with horses, horse anatomy and much more.



CARING FOR YOUR HORSE

You must always take care of your horse so that it feels happy. This includes mucking out the stall, grooming the horse and making sure there is plenty of water and food.

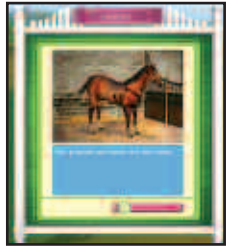
To do this, enter the stall, and select the pitchfork. With this, you can remove all the old straw from the floor. Next you click on the straw bales and spread the new straw around. You will see that the rating of your horse has increased by one flower in the display on the left-hand side. If you now also use the mane comb, the brush and the hoof pick, you will notice that the horse gets another flower. You can only change the straw once a day, but the horse will enjoy being groomed several times a day. Once each care utensil has been used you earn a flower. There is more to be gained by dealing with thirst. Go into the saddle room, select the water pump, return to the stall and empty the bucket into the drinking trough. For each of these actions, you get a flower. The same goes for your horse's hunger. Return to the saddle room, choose the feed sack, go back into the stall and fill the feeding trough. You will be rewarded with another flower.

Your Horse Rating - You can earn up to five flowers each day for each value in this way. To get your horse up to the next level, you should always make sure you have obtained all five flowers at the end of each day. Remember, your horse keeps eating and drinking, so the care values will naturally go down during the day.

How to End the Day - Once you have done all your work for the day, you may then go to the exit and start a new day.

Horse Ratings Improvement - When the rating goes up a level, a window will appear, in which you can choose which quality of your horse you would like to improve. Whichever value you select (Speed, Endurance, Power), this value will be improved.

The Stall Log - If you want to see how much the characteristics of your horse have already improved go into the stall and select the log book.



OUTDOOR RIDING

The way to the outdoor riding area is found between the clubroom and the stall. You will discover a magical area of natural beauty with forests, meadows and much more. You can choose between two different modes for outdoor riding:

Leisure Mode - In this mode, you can go riding for as long as you like.

Competition Mode - Take as many jumps as you can within a specified time limit. You will receive points for the jumping, which will be displayed in a results list after the ride.

TOURNAMENTS

Taking part in tournaments gives you the opportunity to win blue ribbons and get access to bonus items. You can choose between dressage and jumping tournaments.

Dressage - Here you will see the actual hoof print pattern and step for each exercise. Points will be displayed that show you the current point total along with any penalties that you received. For dressage tournaments, you have to go to the riding hall with your horse. You are able to choose from three different competitions, with different levels of difficulty. For each dressage figure ridden, you gain a specific number of points. Each figure to be performed will be displayed so you can see it before you perform. If you complete the exercise without mistakes, you receive full points. If you use the wrong step or do not complete the figure perfectly, each will result in a point deduction. The results for all riders will be displayed after each tournament.



Jumping Events - The time displayed will show the current time elapsed and any time penalties. To take part in a jumping event, you have to take your horse to the trailer. You can choose between six different competitions, with differing grades of difficulty. The challenge here is to jump all obstacles in the correct order, as quickly as possible. You will be shown well in advance the next jump that you need to take. For every fault, you will receive a time penalty. After every tournament, the results of all riders will be displayed.

Bonus System (Blue Ribbons)

If you win a competition, you are rewarded with a blue ribbon. As a result, you automatically have access to bonus items such as saddles, horse decorations, feedstuff or clothes, which you will be able to find in the various locations like the saddle room, clubroom and stable.

COURSE EDITOR

You may use the Course Editor to set out your own jump course, choosing your preferred obstacles from the list on the right side of the screen and placing them into the field. The white arrow allows you to view the whole area. The chosen obstacles have a yellow arrow on them to indicate the direction from which to approach the jump. Don't forget to put in start and finish lines! At the bottom of the screen there are functions which help you in setting out the course:



Choose - This enables you to grab a jumping obstacle and move it.

Turn - You may turn the selected obstacle in the required direction using your mouse.

Number (up/down) - The numbers on the jumps show the sequence in which they must be taken. This function lets you change the order for the jumps.

Remove - Use this to remove any jump from the course.

Save - This will let you save the course you have designed and give it a name of your choice.

Load - This is for loading a course which you have previously saved.

Test - To check whether you are happy with your course, you can do a test ride using this function. If you are not happy with the course, you can alter it afterwards. To exit the test mode, press the Esc-key.

LOADING AND SAVING

The actual status of the current game will automatically be saved. Having chosen your horse, you will then be able to start from where you previously left off.

TROUBLE SHOOTING

For optimal performance we recommend that you close any other applications that are running on your computer prior to playing Let's Ride Dreamer.

We strongly recommend that you obtain the latest DirectX compatible drivers for your video and sound cards. Using drivers that are not compatible with the latest version of DirectX can have unpredictable results. Updated drivers are typically available at no charge through your hardware manufacturer's website. Popular video chipset manufacturers include:

ATI www.ati.com

Intel www.intel.com

Nvidia www.nvidia.com

For additional information on DirectX, please visit www.microsoft.com/directx/

SYSTEM REQUIREMENTS

Minimum system requirements: Windows® 98/ME/2000/XP, Pentium® III 800 MHz CPU or 100% compatible, 256 MB RAM, 32MB 3D video card with DirectX® 9.0 compliant drivers GeForce or Radeon, standard resolution 1024x768, 800 MB free hard disk space, DirectX compatible sound card, 16x CD-ROM drive, keyboard, mouse.

TECHNICAL SUPPORT

Questions or problems? We're here to help. For updates, answers to frequently asked questions and 24-hour Technical Support visit our web site at: www.valusoft.com or write to us at: ValuSoft, 711 South Pine Street, Waconia, MN 55387.

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