

# **My Horse Farm: Welcome to Trotterville Manual**

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## **2. Technical data**

## **2.1. System Requirements**

2.1.1. Minimum system requirements Windows 2000, service luggage 4+ or Windows XP, service luggage 2, Pentium 3 with 1200 MHz, 256 MT main memory, 64 MT diagram map, DirectX-8.0 or more highly, eightfold CD-ROM drive assembly, 820 MT of free fixed disks, sound-blow-he-compatible sound map with DirectX support, Microsoft-compatible mouse, loudspeaker or headphone.

2.1.2. Recommended conditions for system Windows XP, Pentium 4 with 1600 MHz or better, 512 MT main memory, 128 MT diagram map, DirectX-8.0 or more highly, 16-fach CD-ROM drive assembly, 820 MT of free fixed disks, sound-blow-he-compatible sound map with DirectX support, Microsoft-compatible mouse, loudspeaker or headphone.

## **2.2. Installation of the game**

2.2.1. Installing “Welcome to Trotterville” Put the game disc into the CD ROM drive assembly. In the selection, which appears now, click on “install” to arrive at the installation menu. You can select a drive assembly and a listing for the installation or use the pre-setting. Click on „far one “, in order to start the installation. „Welcome to Trotterville“needs DirectX 8 or higher.

### **2.2.2. Uninstalling “Welcome to Trotterville“**

Uninstalling “Welcome to Trotterville“, Click on the Start Menu- button of your Windows systems the group of programs “Welcome to Trotterville“. Select here „Welcome to Trotterville Uninstalling “, and the game is removed from your computer. You can decide whether your stored game data are to be removed likewise, or whether you would like to keep it.

## **2.3. Technical Support**

If you need assistance or have questions about the game please visit the technical support section of our website at <http://www.viva-media.com/support.php> or email us at [mail@viva-media.com](mailto:mail@viva-media.com).

**3. Introduction** – You have fulfilled your dream of purchasing a horse farm and being a horse owner. You now have your very own horse farm, farm house, and riding terrain. You have one horse and a stable and are aspiring to not only update and upgrade your farm, but purchase new horses and attract customers to come to your farm. Train, care for and earn the trust of your horses. Then compete in tournaments and win prizes for your horses. Do everything a horse farm owner would do such as buying, selling, and breeding horses.

## **4. Starting the game**

### **4.1 Main Menu**

4.1.1. **New game-** this button brings you directly to the dressing room, where you can arrange your own character. Profiles are stored automatically.

4.1.2. **Load Game-** Welcome to Trotterville has an auto save function, the current game is stored as soon as you leave the game. If you want to continue playing your game, click on **Load Game** and select your character from the list of saved games

4.1.3. **Cross-Country-** Here you can ride your horses in a game play nonaffiliated with the main game.

4.1.5. **Credits-** Contains a list of the people who participated in the game's creation and development.

4.1.6. **Delete Game-** In order to delete a current saved game profile, click the “delete game” button while your game file is selected to permanently erase the selected profile.

4.2. **The Dressing Room-** The game begins in the dressing room of your property house. At the lower edge of the screen, you register the name of your character. You can change the appearance of your character, by moving the bars back and forth on the left side. Later on in the game, you may change your character's name and attire, but appearance, skin color, and gender are permanent when selected at the game's start.



## 5. Playing the Game

Important information you need to know when getting started.

1) Create your character and give him or her a name. In order to change his or her appearance, use the bars at the left of the screen. Once you finish creating your character, click on the straight arrow in the action menu on the lower right hand corner.

2) Now you arrive at your farm overview. The screen is divided into plots which you can select. At the start of the game you possess a stable, a farm house, a trailer, and a small patch to ride your horse on.

3) Select on the screen plot “stable” or the plot “property house” and click on the door button in order to enter the selected place. You can also double-click on the building to do the same.

4) Once inside, you can perform different actions using the action menu. After clicking an option in the action menu, refer to the buttons in the lower left corner. Select a symbol and click on the button with the red hook to implement the action. You can also double-click on the symbol.

5) Some of the buttons in the action menu lead you to submenus. If you would like to go back to the previous menu, click the curved arrow at the right edge of the action menu that says, “One step back.”

6) From the farm overview, you can go in the main town Trotterville, by clicking on the town button. In the town overview you can select buildings in order to enter them. The horse farm button in the action menu brings you back to your farm. If you have finished all the actions you wish to perform in you current round, click on the sun/moon symbol in the action menu and a new day/round will initiate.

## 6. Structure and Operation in Game play

### 6.1. Riding



You can control your horse using your keyboard:

**D-key/mouse = horse turns to the right**

**A-key/mouse = horse turns to the left**

**W-key = horse becomes faster/next higher pace**

**S-key = lower pace/stop/backwards**

**Space key = jump**

By keeping the left mouse button pressed and moving the mouse, you can change your direction. Right-click on the mouse in order to bring the camera back into the starting position. Press the Tab key to change between the different riding camera angles. To cancel a riding session, click the “esc” button on your keyboard to initiate the menu screen. Next, click “exit game.” Your horse’s trust is also affected when riding. If you miss a jump, you will lose some of your horse’s trust. After a determined amount of trust is lost, your horse will not trust you to perform any jumps. However, if you successfully complete jumps, your horse will trust you even more. Beware: it is possible to injure your horse while riding it.

The game has 4 different paces for your horse:

- Walk
- Trot
- Relaxed gallop
- Full speed gallop (only horses with large endurance and power can perform at this speed) The horse picture in the lower right corner of the screen indicates the condition of your horse:
- red = hot, tired, rides more slowly.
- green = ready, you can now gallop.
- blue = muscles are still cold, ride a little longer until green.

In the lower left corner you see three bars, which indicate your horse's power, endurance and trust. There is also a compass that indicates the direction you are riding in. During tournaments or Arena levels, you are also shown how many obstacles and rounds you have already mastered and how much time still remains.

### 6.2. The Structure

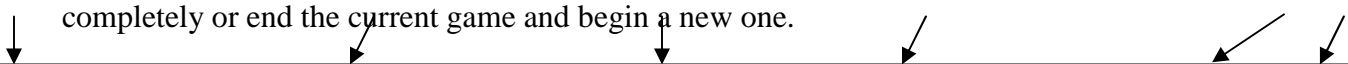
You can go anywhere from the farm overview. The screen is divided into:

- an information border
- **The action menu**- a control panel at the lower edge of the screen

#### 6.2.1. The information border

The Info Border is at the upper edge of screen. It divides itself as follows:

The menu button leads to the game options. There you can change the volume and switch the music/tone/sound on and off. In addition, you can leave the program here completely or end the current game and begin a new one.



<i>Play menu</i>	<i>Current Play Round</i>	<i>Your Name</i>	<i>Account balance</i>	<i>Missions</i>	<i>Messages</i>
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The account balance indicates how much money you have in your bank account. The game's currency is in credits (C). If you have debts, the number will be negative.

Tip: Pay attention to your finances. The bank gives you a small loan, but make sure to save and not to spend too much money, or you will become bankrupt. The mission button gives you an overview of the next three missions you have to complete. The message button flashes, if you have any new messages. Click on the button, in order to read it.

#### 6.2.2. The Action Menu

The **Action Menu** controls what you see on the screen. That can be your farm or city overview. The farm and its environment consists of different plots. If you click one of them, you can read details over the respective plot at the bottom left hand corner in the control panel. You can also enter some plots:

- The farm house
- The stable
- The breed pasture
- The training arena (with horse only)

In the city you can click on some buildings. You can then read in the control panel what each respective building represents. The following places can be entered in the city:

- The Tack shop
- The Veterinarian
- The Breeder's office
- The Blacksmith
- The Tournament area

NOTE: the bank cannot be entered but you can take out loans if you run into any financial troubles.

### 6.2.3. The control panel

The control panel is divided into three ranges:



Info. Window, middle range, and action menu.

The info text describes places or objects, that you click.

The middle range changes depending on where you are and what you do. For example, when you are in the stable, it shows if your horse is in good health. At the tack shop in Trotterville you can purchase food and fodder for your horses. The amount of fodder you have is displayed in the sub menu of the stable under feeding.

In the action menu, you can implement different actions.

Move the mouse cursor over the icon and information appears on the respective button above the action menu. Click once on a button if you want to read more info. If you want to implement an action, double-click or click on the action button. After you do this click on the red checkmark at the left of the action menu. Some action buttons lead to submenus. Click the curved arrow to the right of the menu to go back.

## 7. Play places in the overview

”Welcome to Trotterville” is a round based simulation game. Every round/day, you can ride, feed, and care for your horses. However, you should not overfeed, or over extenuate your horse by riding it more then once a day. After a strenuous exercise, your horse will be too exhausted to perform any more activities. To train again, you will have to start a new day. Likewise, you must make sure that all of your horses are fed through the course of one day. You can do several actions in each day, but some actions are limited to doing them once per day. Such actions require starting a new round. You can also not perform any actions in a day but beware, because your horses still need to be fed and you should



not neglect your duties as a horse owner. If you do this your horses will be taken away by the animal care society. If you have not yet hired ranch hands, then you will be responsible for your horses every day. After a few days or after a training course ride, your horse will start to get dirty. You will need to groom its hair, brush its coat and clean its hooves. Also make sure to clean its stable box. Every sixth round is Payday. On Payday, all of your dues and costs are due. If you have hired employees to help you around the farm, their salaries are due. Likewise, any guest or accommodated horses staying at your farm will also have to pay you. The more accommodated horses and guests staying at your farm, the more money you will accumulate. Here is a short overview of the places or plots you can visit in your overview.



### 7.1. The property house

Inside your house, you will find your office. Here you can see your finances and statistics, hire and dismiss personnel and assign your employees individual tasks. You can make advertisements for your farm, which attracts customers and horse owners to your farm, thus increasing revenue. In the property house, you can also change your character's appearance and name. When you start the game, your horse farm's name is "Trotterville," as in the name of the town near it. In the property house, you can change this name to whatever you choose.

Tip: If the work becomes too much, hire more personnel. Your employees require an accommodation and salary. There is a downside, however, to hiring stable hands. They care for your horses, so they will earn your horses trust instead of you.

### 7.2. The stable

When you begin the game, you start out owning one horse. You can saddle it up to ride, feed and pet it. Clean out the box regularly and keep your horse healthy. If the straw is dark and flies circle the pen, click on the button with the pitchfork. In the horse book you can check on your horse's status, how much it trusts you, which race it belongs to and how well it is maintained. However, even with the best care, a horse can suddenly be taken ill. Therefore, it is best to be prepared by purchasing medication from the veterinarian's office early on in the game. If your horse is very sick, you may need to call the veterinarian to come to your farm to examine your horse. In such a case the veterinarian will check the horse for any illnesses, then prescribe medication, which you must pay for. If you neglect your horses, the society for the prevention of cruelty to animals will interfere. If your horse is mistreated, underfed, or has a red background in its picture when the stable menu comes up, a message will appear when you end your round. The message informs you that if you do not improve the condition of your horse and take better care of it, the society against the cruelty of animals will take your horse away from you. You will receive no payment whatsoever for this transaction.

Tip: If you take care of your horses daily and pet them regularly (until the trust meter goes up to 100%), you will be able to achieve more. If your horse looks away from you, it may be because it does not trust you yet. To earn your horse's trust, clean it and pet it with the "pet horse" button. The stable is the starting point for your riding trips, and you can transport the horse from here to different places on the farm, for example, to the riding arena, into the horse trailer or to the pasture. When you start the game, you only possess one stable box, which fits only the horse you start out with. If you upgrade your stable building, additional stable boxes are added, with which you can hold more horses. The most advanced stable in the game holds a maximum of 30 horses.

Tip: If you have extra stable boxes and advertise your farm, horse owners will bring their horses with them when they visit and put their horses into your care. This will build up revenue for your farm so make sure to post advertisements by going into your farm house menu.

### **7.3. The pasture**

Here your horses can eat fresh grass, rest themselves and exercise. They will also need less food and get more exercise if you place them in the pasture. Though if you do this they will easily get dirty.

### **7.4. The Riding Terrain**

Here you can train with your horses and see whether they are ready for a ride in the arena or for a tournament. You can train your horses for three events in the tournament, L,M, and S.

Tip: You should have successfully completed the first two training units before you attempt to compete in any tournament events. Training is graduated into three ranges; each range covers certain training units. If you successfully went through a range, you are qualified for the appropriate tournament. In order to be able to use your riding terrain for



training, you must equip it with suitable obstacles. This can be done by upgrading the riding building and attaching side buildings to it.

#### **7.5. The Breeding Pasture**

If you place a stallion and a mare together on this pasture and click on the heart, hearts will appear over the heads of the two horses. They have now mated. With luck, the mare will soon have a baby fowl. After one attempt at breeding, the mare will not want to mate anymore and you will have to wait until the next day to try again.

Tip: You can own as many horses as long as you have free boxes. Therefore, make sure that you have an empty box in your stable before mating two horses. After the fowl is born, it needs its own box.

#### **7.6. The Parking Lot and the Guesthouse**

If you want to make money with daily guests, a parking lot is very useful. You can also build a guesthouse, providing overnight accommodation to guests, which will be an added source of income.

#### **7.7. The Indoor Riding Arena and the Round pen**

If you have upgraded your riding pen to an indoor riding arena, your riding instructors can give riding lessons to guests, thereby increasing your revenue.

#### **7.8. The City Saddle Brook**

In the city you will find everything that you need for your horses and your farm. You can visit the tournament arena, the veterinarian, the tack shop, the blacksmith, the horse breeder, or the bank. At the tack shop, you will find everything you need for your horses in the stables including food and riding equipment.

Tip: If you do not have enough money, the tack shop attendant takes your used articles in payment for the goods you are purchasing.

Tip: You can see the veterinarian in two ways. You can either visit her office with your horse or you can call her to your farm if your horse is especially sick. The veterinarian examines your horse and treats diseases and injuries. The vet can also give pregnancy tests and neuter your horse. All of the medications you will need to cure your horses at home are located at the veterinarian's office and are available for purchasing. It takes some time for an ill horse to recover. Until then you should move it only when necessary.

Tip: If you do not own a stallion (or a suitable one to breed) you can bring your mares to the horse breeder to mate with the Breeder's premium horses for a fee. The Breeder is also where you buy more horses. You can select a stallion, a mare, or a gelding.

Tip: The price of a horse depends on its breed, condition, tournament success and age. You can read the current value of a horse in the horse book. If your horse has successfully completed the necessary training runs at your riding place, it can qualify to participate in a tournament. If you win several tournaments with a particular horse, your horse will become famous, thus increasing your own fame. You can then breed other horses with that horse and sell them for money, sell your horse or win more competitions

to increase your fame. This will certainly attract more customers to your farm, earning you more money.

### **7.9. The employee system**

You find the employee menu in the property house. Depending upon need and budget, you can hire and dismiss stable hands, horse trainers and teachers to take care of your horses. It is recommended that you hire employees to help you feed and train your horses after you have more than three horses because it will take up a lot of time to take care of all your horses yourself. Also your guests will be more content if you have employees that offer riding lessons and care for them and their horses. Hire and assign tasks to your employees like so:

- 1) After entering the staff administration area in the farmhouse you can distinguish the people you can hire by having a silhouette of the respective person.
- 2) Select on one of the silhouettes and hire the stable hand/teacher/horse trainer by clicking the handshake-icon on the left. You also get the working ability (called manpower) and the weekly wage of any selected person.
- 3) After having employed a person, his/her shadow gets replaced by an image of that person. Any employee can be fired anytime by clicking the “kicking foot” icon.
- 4) To assign a job, first select one by clicking into the job selection diagram. Once you click in the job selection diagram an overview of the stable will appear. Here you see all stable boxes and horses you own.
- 5) Now left click on an employee and drag it (while keeping the left mouse button pressed) to a horse/stable box. After having assigned a job to a certain horse/stable box the background color of the box will change according to the job assigned. (Yellow = stable hand, green = teacher, orange = trainer)
- 6) You can assign jobs to empty stable boxes once a horse gets placed in such a box, the assigned employees will start with their work.
- 7) To remove a worker from a certain box, left click the stable box and drag the employee (while keeping the left mouse button pressed) on the disposal icon on the right. By doing so, the task gets erased and the manpower points used for it become available again.

**Manpower:** Each assignment reduces the available manpower - you can see how much is left overall in the bar above the hire/fire buttons. You can also tell how many points a certain assignment subtracts by looking at the space between the job selection diagram and the stable overview.

**Colors:** Stable hands, teachers and trainers can only handle jobs in their color scheme.

Stable hands can: feed, clean, groom and buy feed.

Teachers can: buy feed, give riding instructions, free ride/ride out and exercise

Trainers can: exercise, train and feed



#### 7.10. The horse book

The horse book contains all the information about your horses including name, breed, condition, and characteristics. The better the breed, the more it costs. The Horse book also indicates the amount of care you dedicate to the horse, including hunger, thirst and cleanliness, as well as trust. The horse book also shows you the horse's family tree.

#### 7.11. Ride Out/ Free Ride

In the three-dimensional landscapes you can move with your horse freely. You should warm your horse up before you start to gallop over the meadows or by the beach. In the hill country, at the beach and in the forest you can solve different tasks. You are, for example, requested to find flags in the area or collect herbs. The **Ride Out** function not only increases power, endurance and condition of your horse, but also shows you how much your horse trusts you. If the horse does not have enough confidence, it will refuse the jumps. As you know, good care and frequent stroking helps to increase the confidence. Injuries and failed jumps make the horse distrustful.

### 8. Action buttons in the overview



This button takes you from the farm to the town map.



Use this button to get back from town to the survey map of your farm.



This button ends the round and starts a new day.



Use this button to enter the building of your choice.



Use this button to upgrade a building



Click this button to downgrade a building.



Enter one of the stalls of your stables with this button. If you own more than one stall, the numbers on the buttons will help you find the right one.



View the horse book by clicking this button. It provides information on the condition and well being of each of your horses.



If you wish to move your horse someplace else, for example the pasture, push this button.



This button takes you to your horse inventory. Use it to saddle up your horse and get ready to ride.



Use this button to feed your horse and give your horse water.



If your horse is sick or hurt, use this button to call the veterinarian.



This button will take you to the tournament arena where you can take part in competitions.



If your horse is sick or hurt, use this button to go to the veterinarian.



Click this button to enter the tack shop, where you can buy whatever a horse owner needs.



This button will take you to the horse breeder.



This button takes you directly to the blacksmith.

Tip: On the general map you look down from a bird's eye view upon your farm. The action menu in the lower right corner of the screen indicates the available possibilities of actions. If you want to visit your horse, click once on the horse's picture and then on the stable door. You can also double-click on the stable. A menu, will appear - double-click on box number one. While in the stable, you can change boxes by clicking the button under the door button (stable menu).



Tip: Here it helps to view the horse book. You find it in the action menu in the horse box. Make sure that your horse's statistics are not too low. The age of the horses is counted in rounds. A horse can become old in about 180 rounds. The horse book closes with the X on the top right. Horses need to be fed daily and exercise every day.

Tip: When your horse is hungry, click on the carrot/fodder bag to open the feeding submenu. Click on the fodder you want to use, then click the check mark in the center menu. The better the fodder quality, the better your horse will be fed. With lesser qualities of fodder, it will take more feed to fill the horse. Make sure not to over feed your horse.

Tip: In the saddle chamber - the closed door in the action menu - you find saddle and reins. In order to ride your horse, click the button with the arrow cross, and then in the submenu on the riding place symbol. Select the difficulty stage 1, you can now ride your horse. Only if the two first training runs are completed error free, can you go with your

horse into the arena. The training rides qualify you and your horse for the tournaments. At the end of the training it is indicated whether it was successful or if you made any errors. It will also indicate whether your horse incurred any injuries during the training exercises. After training, the horse is automatically brought back into its box.

Tip: If you place your horse onto the pasture, you will not need to feed or exercise it as often because it can run around and eat grass. However there is a higher risk of diseases and injuries on the pasture, and the horse becomes dirtier. In order to place your horse on the pasture, click on horse transport button and select the pasture in the lower line. The pasture is clean, whereas the horse box can become dirty.

## **9. Missions**

“Welcome to Trotterville” contains missions you must complete. As a reward, you will earn money for completing such challenges. We recommend that you print out the maps for these challenges which are located on this cd-rom. Some examples of missions are:

1. Increase the confidence of your horse! The confidence of your horse is the basis for your success. You can win it with affection.
2. Catch a horse! One of your neighbor’s horses threw its rider off. Can you catch it?
3. Build an indoor riding arena! In order to make your farm a true equestrian facility, you need an indoor riding arena. With an indoor riding arena, your horse trainers can train your horses and guests’ horses which will accumulate revenue. If you do not want to do everything at once you can concentrate on a range and set your own goals.

## **10. Further Tips**

- With fields and a tractor you can produce fodder for your horses.
- The stage of development of your property house decides how much money the guests spend per attendance.
- The stage of development of your guesthouse decides and denotes how many guests can stay overnight
- Advertisement increases the public awareness about your farm; therefore, more people will come to visit. The more horses you have on your farm, the more guests will visit it.
- Each horse needs daily exercise. If your horse stays overnight in the stable, it will lose points of condition. If you place it in the pasture overnight, it will have exercised more.

To successfully complete training arena, jump over all hurdles within the allotted time without making any mistakes or knocking over any hurdles. If you knock over a hurdle, exit the current training course and start it anew.

- If your horse does not have enough power or is too mistrustful of you, it will not go over the next jump. It will refuse. To avoid this, always keep a good or perfect trust level with your horses by petting them and do not gallop to every hurdle. Try alternating between galloping and trotting between hurdles. Otherwise your horse will tire out and you will lose.



- Each jump costs power. A horse can regain power by going at a slower place or by standing in place.
- After you complete a training arena, you may visit it as many times as you want.
- During the missions when you must collect flags, please print out the maps which are located on the cd-rom.

## **Credits**

### **Pi[x]on Interactive:**

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## **2.1. System Requirements**

2.1.1. Minimum system requirements Windows 2000, service luggage 4+ or Windows XP, service luggage 2, Pentium 3 with 1200 MHz, 256 MT main memory, 64 MT diagram map, DirectX-8.0 or more highly, eightfold CD-ROM drive assembly, 820 MT of free fixed disks, sound-blow-he-compatible sound map with DirectX support, Microsoft-compatible mouse, loudspeaker or headphone.

2.1.2. Recommended conditions for system Windows XP, Pentium 4 with 1600 MHz or better, 512 MT main memory, 128 MT diagram map, DirectX-8.0 or more highly, 16-fach CD-ROM drive assembly, 820 MT of free fixed disks, sound-blow-he-compatible sound map with DirectX support, Microsoft-compatible mouse, loudspeaker or headphone.

## **2.2. Installation of the game**

2.2.1. Installing “Welcome to Trotterville” Put the game disc into the CD ROM drive assembly. In the selection, which appears now, click on “install” to arrive at the installation menu. You can select a drive assembly and a listing for the installation or use the pre-setting. Click on „far one“, in order to start the installation. „Welcome to Trotterville“needs DirectX 8 or higher.

### **2.2.2. Uninstalling “Welcome to Trotterville“**

Uninstalling “Welcome to Trotterville“, Click on the Start Menu- button of your Windows systems the group of programs “Welcome to Trotterville“. Select here „Welcome to Trotterville Uninstalling“, and the game is removed from your computer. You can decide whether your stored game data are to be removed likewise, or whether you would like to keep it.

## **2.3. Technical Support**

If you need assistance or have questions about the game please visit the technical support section of our website at <http://www.viva-media.com/support.php> or email us at [mail@viva-media.com](mailto:mail@viva-media.com).

**3. Introduction** – You have fulfilled your dream of purchasing a horse farm and being a horse owner. You now have your very own horse farm, farm house, and riding terrain. You have one horse and a stable and are aspiring to not only update and upgrade your farm, but purchase new horses and attract customers to come to your farm. Train, care for and earn the trust of your horses. Then compete in tournaments and win prizes for your horses. Do everything a horse farm owner would do such as buying, selling, and breeding horses.

## **4. Starting the game**

### **4.1 Main Menu**

4.1.1. **New game-** this button brings you directly to the dressing room, where you can arrange your own character. Profiles are stored automatically.

4.1.2. **Load Game-** Welcome to Trotterville has an auto save function, the current game is stored as soon as you leave the game. If you want to continue playing your game, click on **Load Game** and select your character from the list of saved games

4.1.3. **Cross-Country-** Here you can ride your horses in a game play nonaffiliated with the main game.

4.1.5. **Credits-** Contains a list of the people who participated in the game's creation and development.

4.1.6. **Delete Game-** In order to delete a current saved game profile, click the “delete game” button while your game file is selected to permanently erase the selected profile.

4.2. **The Dressing Room-** The game begins in the dressing room of your property house. At the lower edge of the screen, you register the name of your character. You can change the appearance of your character, by moving the bars back and forth on the left side. Later on in the game, you may change your character's name and attire, but appearance, skin color, and gender are permanent when selected at the game's start.



## 5. Playing the Game

Important information you need to know when getting started.

1) Create your character and give him or her a name. In order to change his or her appearance, use the bars at the left of the screen. Once you finish creating your character, click on the straight arrow in the action menu on the lower right hand corner.

2) Now you arrive at your farm overview. The screen is divided into plots which you can select. At the start of the game you possess a stable, a farm house, a trailer, and a small patch to ride your horse on.

3) Select on the screen plot “stable” or the plot “property house” and click on the door button in order to enter the selected place. You can also double-click on the building to do the same.

4) Once inside, you can perform different actions using the action menu. After clicking an option in the action menu, refer to the buttons in the lower left corner. Select a symbol and click on the button with the red hook to implement the action. You can also double-click on the symbol.

5) Some of the buttons in the action menu lead you to submenus. If you would like to go back to the previous menu, click the curved arrow at the right edge of the action menu that says, “One step back.”

6) From the farm overview, you can go in the main town Trotterville, by clicking on the town button. In the town overview you can select buildings in order to enter them. The horse farm button in the action menu brings you back to your farm. If you have finished all the actions you wish to perform in you current round, click on the sun/moon symbol in the action menu and a new day/round will initiate.

## 6. Structure and Operation in Game play

### 6.1. Riding



You can control your horse using your keyboard:

**D-key/mouse = horse turns to the right**

**A-key/mouse = horse turns to the left**

**W-key = horse becomes faster/next higher pace**

**S-key = lower pace/stop/backwards**

**Space key = jump**

By keeping the left mouse button pressed and moving the mouse, you can change your direction. Right-click on the mouse in order to bring the camera back into the starting position. Press the Tab key to change between the different riding camera angles. To cancel a riding session, click the “esc” button on your keyboard to initiate the menu screen. Next, click “exit game.” Your horse’s trust is also affected when riding. If you miss a jump, you will lose some of your horse’s trust. After a determined amount of trust is lost, your horse will not trust you to perform any jumps. However, if you successfully complete jumps, your horse will trust you even more. Beware: it is possible to injure your horse while riding it.



The game has 4 different paces for your horse:

- Walk
- Trot
- Relaxed gallop
- Full speed gallop (only horses with large endurance and power can perform at this speed) The horse picture in the lower right corner of the screen indicates the condition of your horse:
- red = hot, tired, rides more slowly.
- green = ready, you can now gallop.
- blue = muscles are still cold, ride a little longer until green.

In the lower left corner you see three bars, which indicate your horse's power, endurance and trust. There is also a compass that indicates the direction you are riding in. During tournaments or Arena levels, you are also shown how many obstacles and rounds you have already mastered and how much time still remains.

### 6.2. The Structure

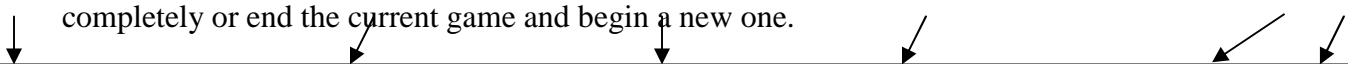
You can go anywhere from the farm overview. The screen is divided into:

- an information border
- **The action menu**- a control panel at the lower edge of the screen

#### 6.2.1. The information border

The Info Border is at the upper edge of screen. It divides itself as follows:

The menu button leads to the game options. There you can change the volume and switch the music/tone/sound on and off. In addition, you can leave the program here completely or end the current game and begin a new one.



<i>Play menu</i>	<i>Current Play Round</i>	<i>Your Name</i>	<i>Account balance</i>	<i>Missions</i>	<i>Messages</i>
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The account balance indicates how much money you have in your bank account. The game's currency is in credits (C). If you have debts, the number will be negative.

Tip: Pay attention to your finances. The bank gives you a small loan, but make sure to save and not to spend too much money, or you will become bankrupt. The mission button gives you an overview of the next three missions you have to complete. The message button flashes, if you have any new messages. Click on the button, in order to read it.

#### 6.2.2. The Action Menu

The **Action Menu** controls what you see on the screen. That can be your farm or city overview. The farm and its environment consists of different plots. If you click one of them, you can read details over the respective plot at the bottom left hand corner in the control panel. You can also enter some plots:

- The farm house
- The stable
- The breed pasture
- The training arena (with horse only)

In the city you can click on some buildings. You can then read in the control panel what each respective building represents. The following places can be entered in the city:

- The Tack shop
- The Veterinarian
- The Breeder's office
- The Blacksmith
- The Tournament area

NOTE: the bank cannot be entered but you can take out loans if you run into any financial troubles.

### 6.2.3. The control panel

The control panel is divided into three ranges:



Info. Window, middle range, and action menu.

The info text describes places or objects, that you click.

The middle range changes depending on where you are and what you do. For example, when you are in the stable, it shows if your horse is in good health. At the tack shop in Trotterville you can purchase food and fodder for your horses. The amount of fodder you have is displayed in the sub menu of the stable under feeding.

In the action menu, you can implement different actions.

Move the mouse cursor over the icon and information appears on the respective button above the action menu. Click once on a button if you want to read more info. If you want to implement an action, double-click or click on the action button. After you do this click on the red checkmark at the left of the action menu. Some action buttons lead to submenus. Click the curved arrow to the right of the menu to go back.

## 7. Play places in the overview

”Welcome to Trotterville” is a round based simulation game. Every round/day, you can ride, feed, and care for your horses. However, you should not overfeed, or over extenuate your horse by riding it more then once a day. After a strenuous exercise, your horse will be too exhausted to perform any more activities. To train again, you will have to start a new day. Likewise, you must make sure that all of your horses are fed through the course of one day. You can do several actions in each day, but some actions are limited to doing them once per day. Such actions require starting a new round. You can also not perform any actions in a day but beware, because your horses still need to be fed and you should

not neglect your duties as a horse owner. If you do this your horses will be taken away by the animal care society. If you have not yet hired ranch hands, then you will be responsible for your horses every day. After a few days or after a training course ride, your horse will start to get dirty. You will need to groom its hair, brush its coat and clean its hooves. Also make sure to clean its stable box. Every sixth round is Payday. On Payday, all of your dues and costs are due. If you have hired employees to help you around the farm, their salaries are due. Likewise, any guest or accommodated horses staying at your farm will also have to pay you. The more accommodated horses and guests staying at your farm, the more money you will accumulate. Here is a short overview of the places or plots you can visit in your overview.



### 7.1. The property house

Inside your house, you will find your office. Here you can see your finances and statistics, hire and dismiss personnel and assign your employees individual tasks. You can make advertisements for your farm, which attracts customers and horse owners to your farm, thus increasing revenue. In the property house, you can also change your character's appearance and name. When you start the game, your horse farm's name is "Trotterville," as in the name of the town near it. In the property house, you can change this name to whatever you choose.

Tip: If the work becomes too much, hire more personnel. Your employees require an accommodation and salary. There is a downside, however, to hiring stable hands. They care for your horses, so they will earn your horses trust instead of you.

### 7.2. The stable

When you begin the game, you start out owning one horse. You can saddle it up to ride, feed and pet it. Clean out the box regularly and keep your horse healthy. If the straw is dark and flies circle the pen, click on the button with the pitchfork. In the horse book you can check on your horse's status, how much it trusts you, which race it belongs to and how well it is maintained. However, even with the best care, a horse can suddenly be taken ill. Therefore, it is best to be prepared by purchasing medication from the veterinarian's office early on in the game. If your horse is very sick, you may need to call the veterinarian to come to your farm to examine your horse. In such a case the veterinarian will check the horse for any illnesses, then prescribe medication, which you must pay for. If you neglect your horses, the society for the prevention of cruelty to animals will interfere. If your horse is mistreated, underfed, or has a red background in its picture when the stable menu comes up, a message will appear when you end your round. The message informs you that if you do not improve the condition of your horse and take better care of it, the society against the cruelty of animals will take your horse away from you. You will receive no payment whatsoever for this transaction.

Tip: If you take care of your horses daily and pet them regularly (until the trust meter goes up to 100%), you will be able to achieve more. If your horse looks away from you, it may be because it does not trust you yet. To earn your horse's trust, clean it and pet it with the "pet horse" button. The stable is the starting point for your riding trips, and you can transport the horse from here to different places on the farm, for example, to the riding arena, into the horse trailer or to the pasture. When you start the game, you only possess one stable box, which fits only the horse you start out with. If you upgrade your stable building, additional stable boxes are added, with which you can hold more horses. The most advanced stable in the game holds a maximum of 30 horses.

Tip: If you have extra stable boxes and advertise your farm, horse owners will bring their horses with them when they visit and put their horses into your care. This will build up revenue for your farm so make sure to post advertisements by going into your farm house menu.

### **7.3. The pasture**

Here your horses can eat fresh grass, rest themselves and exercise. They will also need less food and get more exercise if you place them in the pasture. Though if you do this they will easily get dirty.

### **7.4. The Riding Terrain**

Here you can train with your horses and see whether they are ready for a ride in the arena or for a tournament. You can train your horses for three events in the tournament, L,M, and S.

Tip: You should have successfully completed the first two training units before you attempt to compete in any tournament events. Training is graduated into three ranges; each range covers certain training units. If you successfully went through a range, you are qualified for the appropriate tournament. In order to be able to use your riding terrain for

training, you must equip it with suitable obstacles. This can be done by upgrading the riding building and attaching side buildings to it.

#### **7.5. The Breeding Pasture**

If you place a stallion and a mare together on this pasture and click on the heart, hearts will appear over the heads of the two horses. They have now mated. With luck, the mare will soon have a baby fowl. After one attempt at breeding, the mare will not want to mate anymore and you will have to wait until the next day to try again.

Tip: You can own as many horses as long as you have free boxes. Therefore, make sure that you have an empty box in your stable before mating two horses. After the fowl is born, it needs its own box.

#### **7.6. The Parking Lot and the Guesthouse**

If you want to make money with daily guests, a parking lot is very useful. You can also build a guesthouse, providing overnight accommodation to guests, which will be an added source of income.

#### **7.7. The Indoor Riding Arena and the Round pen**

If you have upgraded your riding pen to an indoor riding arena, your riding instructors can give riding lessons to guests, thereby increasing your revenue.

#### **7.8. The City Saddle Brook**

In the city you will find everything that you need for your horses and your farm. You can visit the tournament arena, the veterinarian, the tack shop, the blacksmith, the horse breeder, or the bank. At the tack shop, you will find everything you need for your horses in the stables including food and riding equipment.

Tip: If you do not have enough money, the tack shop attendant takes your used articles in payment for the goods you are purchasing.

Tip: You can see the veterinarian in two ways. You can either visit her office with your horse or you can call her to your farm if your horse is especially sick. The veterinarian examines your horse and treats diseases and injuries. The vet can also give pregnancy tests and neuter your horse. All of the medications you will need to cure your horses at home are located at the veterinarian's office and are available for purchasing. It takes some time for an ill horse to recover. Until then you should move it only when necessary.

Tip: If you do not own a stallion (or a suitable one to breed) you can bring your mares to the horse breeder to mate with the Breeder's premium horses for a fee. The Breeder is also where you buy more horses. You can select a stallion, a mare, or a gelding.

Tip: The price of a horse depends on its breed, condition, tournament success and age. You can read the current value of a horse in the horse book. If your horse has successfully completed the necessary training runs at your riding place, it can qualify to participate in a tournament. If you win several tournaments with a particular horse, your horse will become famous, thus increasing your own fame. You can then breed other horses with that horse and sell them for money, sell your horse or win more competitions

to increase your fame. This will certainly attract more customers to your farm, earning you more money.

### **7.9. The employee system**

You find the employee menu in the property house. Depending upon need and budget, you can hire and dismiss stable hands, horse trainers and teachers to take care of your horses. It is recommended that you hire employees to help you feed and train your horses after you have more than three horses because it will take up a lot of time to take care of all your horses yourself. Also your guests will be more content if you have employees that offer riding lessons and care for them and their horses. Hire and assign tasks to your employees like so:

- 1) After entering the staff administration area in the farmhouse you can distinguish the people you can hire by having a silhouette of the respective person.
- 2) Select on one of the silhouettes and hire the stable hand/teacher/horse trainer by clicking the handshake-icon on the left. You also get the working ability (called manpower) and the weekly wage of any selected person.
- 3) After having employed a person, his/her shadow gets replaced by an image of that person. Any employee can be fired anytime by clicking the “kicking foot” icon.
- 4) To assign a job, first select one by clicking into the job selection diagram. Once you click in the job selection diagram an overview of the stable will appear. Here you see all stable boxes and horses you own.
- 5) Now left click on an employee and drag it (while keeping the left mouse button pressed) to a horse/stable box. After having assigned a job to a certain horse/stable box the background color of the box will change according to the job assigned. (Yellow = stable hand, green = teacher, orange = trainer)
- 6) You can assign jobs to empty stable boxes once a horse gets placed in such a box, the assigned employees will start with their work.
- 7) To remove a worker from a certain box, left click the stable box and drag the employee (while keeping the left mouse button pressed) on the disposal icon on the right. By doing so, the task gets erased and the manpower points used for it become available again.

**Manpower:** Each assignment reduces the available manpower - you can see how much is left overall in the bar above the hire/fire buttons. You can also tell how many points a certain assignment subtracts by looking at the space between the job selection diagram and the stable overview.

**Colors:** Stable hands, teachers and trainers can only handle jobs in their color scheme.

Stable hands can: feed, clean, groom and buy feed.

Teachers can: buy feed, give riding instructions, free ride/ride out and exercise



Trainers can: exercise, train and feed



#### 7.10. The horse book

The horse book contains all the information about your horses including name, breed, condition, and characteristics. The better the breed, the more it costs. The Horse book also indicates the amount of care you dedicate to the horse, including hunger, thirst and cleanliness, as well as trust. The horse book also shows you the horse's family tree.

#### 7.11. Ride Out/ Free Ride

In the three-dimensional landscapes you can move with your horse freely. You should warm your horse up before you start to gallop over the meadows or by the beach. In the hill country, at the beach and in the forest you can solve different tasks. You are, for example, requested to find flags in the area or collect herbs. The **Ride Out** function not only increases power, endurance and condition of your horse, but also shows you how much your horse trusts you. If the horse does not have enough confidence, it will refuse the jumps. As you know, good care and frequent stroking helps to increase the confidence. Injuries and failed jumps make the horse distrustful.

### 8. Action buttons in the overview



This button takes you from the farm to the town map.



Use this button to get back from town to the survey map of your farm.



This button ends the round and starts a new day.



Use this button to enter the building of your choice.



Use this button to upgrade a building



Click this button to downgrade a building.



Enter one of the stalls of your stables with this button. If you own more than one stall, the numbers on the buttons will help you find the right one.



View the horse book by clicking this button. It provides information on the condition and well being of each of your horses.



If you wish to move your horse someplace else, for example the pasture, push this button.



This button takes you to your horse inventory. Use it to saddle up your horse and get ready to ride.



Use this button to feed your horse and give your horse water.



If your horse is sick or hurt, use this button to call the veterinarian.



This button will take you to the tournament arena where you can take part in competitions.



If your horse is sick or hurt, use this button to go to the veterinarian.



Click this button to enter the tack shop, where you can buy whatever a horse owner needs.



This button will take you to the horse breeder.



This button takes you directly to the blacksmith.

Tip: On the general map you look down from a bird's eye view upon your farm. The action menu in the lower right corner of the screen indicates the available possibilities of actions. If you want to visit your horse, click once on the horse's picture and then on the stable door. You can also double-click on the stable. A menu, will appear - double-click on box number one. While in the stable, you can change boxes by clicking the button under the door button (stable menu).



Tip: Here it helps to view the horse book. You find it in the action menu in the horse box. Make sure that your horse's statistics are not too low. The age of the horses is counted in rounds. A horse can become old in about 180 rounds. The horse book closes with the X on the top right. Horses need to be fed daily and exercise every day.

Tip: When your horse is hungry, click on the carrot/fodder bag to open the feeding submenu. Click on the fodder you want to use, then click the check mark in the center menu. The better the fodder quality, the better your horse will be fed. With lesser qualities of fodder, it will take more feed to fill the horse. Make sure not to over feed your horse.

Tip: In the saddle chamber - the closed door in the action menu - you find saddle and reins. In order to ride your horse, click the button with the arrow cross, and then in the submenu on the riding place symbol. Select the difficulty stage 1, you can now ride your horse. Only if the two first training runs are completed error free, can you go with your

horse into the arena. The training rides qualify you and your horse for the tournaments. At the end of the training it is indicated whether it was successful or if you made any errors. It will also indicate whether your horse incurred any injuries during the training exercises. After training, the horse is automatically brought back into its box.

Tip: If you place your horse onto the pasture, you will not need to feed or exercise it as often because it can run around and eat grass. However there is a higher risk of diseases and injuries on the pasture, and the horse becomes dirtier. In order to place your horse on the pasture, click on horse transport button and select the pasture in the lower line. The pasture is clean, whereas the horse box can become dirty.

## **9. Missions**

“Welcome to Trotterville” contains missions you must complete. As a reward, you will earn money for completing such challenges. We recommend that you print out the maps for these challenges which are located on this cd-rom. Some examples of missions are:

1. Increase the confidence of your horse! The confidence of your horse is the basis for your success. You can win it with affection.
2. Catch a horse! One of your neighbor’s horses threw its rider off. Can you catch it?
3. Build an indoor riding arena! In order to make your farm a true equestrian facility, you need an indoor riding arena. With an indoor riding arena, your horse trainers can train your horses and guests’ horses which will accumulate revenue. If you do not want to do everything at once you can concentrate on a range and set your own goals.

## **10. Further Tips**

- With fields and a tractor you can produce fodder for your horses.
- The stage of development of your property house decides how much money the guests spend per attendance.
- The stage of development of your guesthouse decides and denotes how many guests can stay overnight
- Advertisement increases the public awareness about your farm; therefore, more people will come to visit. The more horses you have on your farm, the more guests will visit it.
- Each horse needs daily exercise. If your horse stays overnight in the stable, it will lose points of condition. If you place it in the pasture overnight, it will have exercised more.

To successfully complete training arena, jump over all hurdles within the allotted time without making any mistakes or knocking over any hurdles. If you knock over a hurdle, exit the current training course and start it anew.

- If your horse does not have enough power or is too mistrustful of you, it will not go over the next jump. It will refuse. To avoid this, always keep a good or perfect trust level with your horses by petting them and do not gallop to every hurdle. Try alternating between galloping and trotting between hurdles. Otherwise your horse will tire out and you will lose.

- Each jump costs power. A horse can regain power by going at a slower place or by standing in place.
- After you complete a training arena, you may visit it as many times as you want.
- During the missions when you must collect flags, please print out the maps which are located on the cd-rom.

## **Credits**

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Programming	Max Huebener Stefan Moises Dieter Eichert Robert Brower
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