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Mindscape and Kritzelkratz are pleased to present My Pony Club

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System Requirements

Minimum system requirements

- WIN XP
- 1 GB Processor
- 512 MB RAM
- 360 MB free space disk
- DirectX 9-compatible graphic card 64 MB RAM
- DirectX- compatible sound card
- 20x CD-ROM drive
- Sound and graphic cards with updated pilotes
- Standard resolution: 1024x768
- Optional: Internet access

Installation and Starting the Game

Open your CD-ROM drive and insert the CD-ROM. Follow the on-screen instructions.

If the startup screen does not appear automatically, double-click the My Computer icon, then double-click the CD icon. Double-click on the eautorun.exe file and follow the on-screen prompts.

To play the game, you need the program DirectX-8.1 (or higher). If this is not yet installed on your computer, select "Perform DirectX 9 Installation" at the end of the installation.

The Story So Far

Marie and Sarah have known each other half their lives. So, naturally, Marie is very upset when Sarah tells her one day that her father has to move to America for work and so they will be moving away. Sarah is very sad too. She doesn't want to lose her best friend, and on top of that, she owns a horse that she will now have to give up. But if she has to leave her horse behind, only the best new home will do. Marie would be ideal! But Marie's parents are not at all happy about this. Where would they put a horse, and what about the cost of feeding it and everything else? To find out, Marie and her father go to meet the owner of the stables where Sarah's horse is currently being kept. Mr. Straw offers to let Marie do practical work at the stables in exchange for lowering the costs. The horse would be looked after for the time being and Marie can decide at her leisure whether she's really ready to take on the responsibility of her own horse. But this is no walk in the park, because as well as doing the actual work, Marie will have to hold her own against other riding pupils, who can be very arrogant.

Cast



Marie (bright girl suddenly faced with a big task)



Bernard (Marie's father)



Mr. Straw (owner of the riding stables)



Antonia von Thorne (riding pupil, quite condescending)



Eric (riding pupil, friendly and helpful)



Lilly (a welcome guest)

Main Menu

After starting the game, the main menu appears. Here you can choose from various actions.



Marie's Adventure

Marie's Adventure guides you through the game using a story. The aim is to progress through the action to the end, mastering all the tasks you are set as successfully as possible.

Single Player Mode

In Single Player Mode, you can tend to your horse freely and ride a certain number of courses.

Internet / LAN Mode

Here you can take part in tournaments with your friends on several computers. The computers must be linked together via a network (LAN) or the Internet for this.

Multi-Player Mode

In tournament mode, you can take part in shows with your friends on a computer.

Course Editor

In the Course Editor you have the option of creating your own show jumping courses.

Options

You can change the game settings such as volume etc. here.

Leader Board

The leader board shows the best riders on the different courses.

Credits

The names of everyone who created the game are listed under Credits.

Leave Game

This point brings you back to the Windows interface.

Game Overview

Select a Horse



Access the Select a Horse feature via the game modes Marie's Adventure, Single Player mode and Multi-Player mode. Your saved horses are displayed here, from which you can choose one for your game. You can cre-

ate four different horses for Story mode and separately for Single and Multi-Player mode. A horse is always a saved game status. The game statuses are saved automatically.

The Horse Editor



Using the Horse Editor, you can create any horse you can imagine. You can give it a name, choose a colour for its coat and much more.

Controls

Marie

You can control Marie in the game using the keyboard and mouse.

Keyboard shortcuts

W (Up arrow)	Walk away from camera
A (Left arrow)	Turn left
S (Down arrow)	Walk towards the camera
D (Right arrow)	Turn right

If you hold down the Shift key at the same time, Marie walks faster.



In the Rooms

In a room (e.g. a stall), you see the game through Marie's eyes. You can use the mouse to look around you, and to click on and use objects that light up.

If you click on one of the white arrows, you switch to another room or return to the inner courtyard.

Use objects

Marie can "pick up" some objects. These are then displayed as a small image on your mouse arrow. You can apply the object to another object by clicking on it (e.g. pour water into the water trough).

The Action Button

You perform most actions with the left mouse button. Whenever an action is displayed beside the Action Button (see below) on your screen, you can perform it by clicking. You can also use the enter key instead of the left mouse button.

Riding

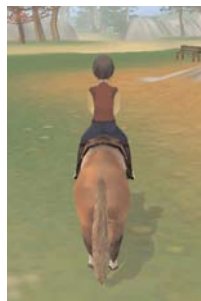
Once Marie has saddled her horse, she can ride out. You control the horse using the same keys as for Marie. You can increase the speed by pressing the W key repeatedly (walk, trot and gallop).

Keyboard shortcut

W (Up arrow)	Move forward (press 1x = walk, 2x = trot, 3x = gallop)
A (Left arrow)	Turn left
S (Down arrow)	Move backward (holding down slows forward movement or makes the horse walk backwards)
D (Right arrow)	Turn right

Jump

If you click the mouse button at the right moment before an obstacle, your horse jumps. However, you can only jump while trotting or galloping.



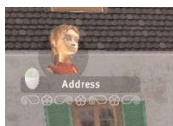
Talking to Characters

To talk to another character, you must approach them (a yellow arrow is displayed) and click the left mouse button. You can end a dialogue at any time by clicking the right mouse button.



The Stables – The Screen Display

Action Button



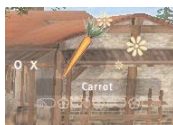
This shows you when you can perform a specific action with the left mouse button.

Object



This is the object you are currently using.

Story Object



The object you need to perform a specific task in Marie's Adventure is displayed here.

Stall Values

The stall values show you how well you have looked after your horse.

- The water bucket shows you how well you have supplied water to your horse.
- The feedbag shows you how well you have fed your horse.
- The brush shows you how well you have groomed your horse.



The Stables



The Inner Courtyard



You get to all important areas and riding arenas of the stables from the Inner courtyard.

The Stall

Your horse is here, as are the most important tools for keeping it well groomed.

The Saddle Room



You access the saddle room from the stall. As well as the various saddles, there is also feed, a water pump and jewellery for your horse.

The Common Room



In the common room, there is a leader board and a ribbon board, a wardrobe and a bookcase with a horse reference book.

The Riding Arena



In the riding arena, you can take part in dressage tournaments. You cannot enter the riding arena without a horse.

The Horsebox



You access the show jumping tournaments from here, again only with a horse.

Entrance to Outdoor Arena



When you leave the courtyard with your horse via this exit, you reach the outdoor riding course.

The Exit (Next Day)



To end the day, you just need to leave through this exit. You then start a new day.

In the Stall



Hoof Scraper (Horse Grooming)

You use the hoof scraper to remove earth and small stones from the horse's hooves.

Currycomb (Horse Grooming)

Brush your horse's coat so that it is clean and feels nice.

Mane Comb (Horse Grooming)

The mane comb is used to comb the mane.

Pitchfork (Horse Grooming)



You can use the pitchfork to remove old straw from the floor of the stall.

Bales of Straw (Horse Grooming)



After you have removed the old straw, you spread fresh straw on the floor of the stall to keep it clean and keep your horse healthy.

Water Trough (Thirst)



You use the bucket to full the water trough with water you get from the water pump in the saddle room.

Feeding trough (Hunger)



You fill the trough with feed from the saddle room so that your horse always has enough food.

Stall book



The stall book contains the most important information on your horse's properties.

In the Saddle Room

Water Pump (Thirst)



The water pump provides you with water to quench your horse's thirst.

Feed (Hunger)



Every horse has to eat to satisfy its hunger. Put the feed in the feeding trough in the stall.

Saddle Stand



The different saddles are found on the saddle stand. Choose one to saddle your horse.

Horse Jewellery Cupboard



You can use horse jewellery to dress your horse up and make it look especially pretty for the tournaments

Horse Care

You should groom your horse regularly to keep it satisfied. This includes mucking out, grooming and brushing the horse, and checking it's got water and is fed.

To do this, enter the stall and select the pitchfork. Use this to remove all the straw from the ground. Then you click on the bales of straw and spread new straw around. Your horse's value in the display on the left will now rise by one flower. If you also use the mane comb, the currycomb and the hoof scraper, the horse receives another flower. You can only lay straw once a day, but the horse likes to be brushed and groomed several times a day. You get a flower when you have used each grooming tool once.

Next is the value for thirst. For this, go to the saddle room, select the water pump, go back into the stall and empty the bucket into the water trough. You get one flower each time you do this. The same applies to your horse's hunger value. For this, go back to the saddle room, select the feedbag, go back into the stall and empty the feed into the trough. Again, you get one flower for this.

The Horse Levels

You can get a total of five flowers per value a day.

To get your horse to the next level as fast as possible, you should ensure that you have always obtained all five flowers by the end of the day. Remember that your horse eats and drinks, so the care values naturally fall each day. Always keep a close eye on them for this reason.

Next Day



When you have performed all tasks for the day, you can leave by the exit and start a new day.

Status Effect



When your horse goes up a level, a window appears in which you can select which property you would like to improve. Depending on whether you select "Speed", "Stamina" or "Strength", that value increases.

The Stall Book (Horse Properties)



If you want to see how your horse's properties have improved so far, go into the stall and select the stall book.

Saddling and Riding Out

To be able to ride out with your horse, you must saddle it first. In the saddle room, click on the saddle stand and select a saddle. Then go back into the stall and put the saddle on your horse. If you leave the stall now, you will find yourself in the inner courtyard with your horse.

Common Room



Leader Board

This board shows the best riders with their results in the different courses.

Ribbon Board

Here you can find out how many gold ribbons you have won so far in the tournaments. For a certain number of ribbons, you get a special object, such as a new saddle, which you then find in the saddle room.

Wardrobe

In the wardrobe, there are two new outfits for Marie which you can use when you collected a certain number of ribbons.

Bookcase with Horse Reference Book

The horse reference book contains everything you need to know about riding. Here you can find out about horse care, riding styles, horse professions, horse anatomy and much more.



Outdoor Arena



Between the common room and the stall you find the exit to the outdoor arena – an enchanting natural area with forests, meadows, a lake and much more.

You can choose between two different modes:

Fun mode

In Fun mode, you can ride out for as long as you want.

Competition mode

In this mode, you have to jump over as many obstacles as possible within a certain amount of time. You get points for jumping the obstacles, which are displayed in a results list after your ride.



Tournaments

Tournaments allow you to win gold ribbons and so release bonus objects. You can choose between a dressage tournament and a show jumping tournament.

Dressage

Displays

Display Current Exercise:

The current hoofbeat pattern with type of gait is displayed here.

Display Next Exercise:

The next hoofbeat pattern with type of gait is displayed here.

Points:

The current score and any penalty points are displayed here.

To take part in a dressage tournament, go to the riding arena with your horse. There you can choose between three different tournaments with different levels of difficulty. For each pattern you ride, you get a certain number of points. Each pattern is displayed to you in advance. If you perform the exercise without any mistakes, you get full points. If you use the wrong gait or do not ride the pattern neatly, points are deducted. The results of each rider are displayed after each tournament.



Show Jumping

Displays

Time:

The current time and any penalty seconds are displayed here.

You take part in a show jumping tournament by going to the horsebox with your horse. There you choose between six different tournaments with different levels of difficulty. In show jumping, you need to jump over all obstacles in the given order as quickly as possible. The next obstacle to be jumped is displayed to you in advance. You receive penalty seconds for every mistake, e.g. your horse refusing or bolting. The results of all riders are displayed after each tournament.



Bonus System (Gold Ribbons)

If you win a tournament, you are awarded a gold ribbon. This automatically releases bonus objects like saddles, horse jewellery, food or clothing which you can find for selection in the relevant rooms.

Marie's Adventure

In Marie's Adventure, you play the game with the help of an exciting story. Talk to the people at the stables. They will give you task after task for you to master. Not only will you need to tend to your horse, you will also have to help out your friend Eric, who has lost his asthma inhaler, catch a straying cat and of course win a lot of tournaments. To end each task successfully, you must always return to the stables.

Will you manage to master all your tasks, and maybe even get to keep your beloved horse?

Single Player Mode

Single Player mode gives you a fast introduction into the game. You have to look after your horse and can use a wide range of riding courses. You can also use the horse you use in Single Player mode, and which improves as a result, in Multi-Player mode.

Internet / LAN Mode

In Internet / LAN mode, you can take part in tournaments with your friends. Your computers must be linked together via the Internet or a network.

You can arrange to meet your friends or other horse fans at the online tournaments on the Internet.

Creating and Joining a Game

Once you have selected a horse, you or one of your friends must "create a game". If you create the game, you can give it a name. The game is then generated. The other players select "Join Game".

If you are playing via the Internet, each player must input the IP address of the player who has created the game. The IP address is essentially the computer's address.

If you have created a game, you must inform the other players of your current IP address, which is reassigned to you by your Internet provider every time you connect to the Internet. Your IP address is shown in the multi-player menu whilst you are creating the game.

Note the numbers of your Internet address and send them to the friends you want to play your game. When you create a game, your friends have to select "Join Game", enter these numbers under "IP" and confirm with the Enter key.

A list of the currently generated games is then displayed.

To join a game, click on it in the list on the right and then press the "Next" button.

If none of this works, it may be that you have waited too long and your Internet provider has assigned you a new IP address. We recommend that you check it again using the Mindscape website (<http://www.mindscape.co.uk/techsupport/ShowMyIP.asp>).

If your computer is protected by a firewall, it is important that Internet port 2302 is open. If you do not know how to configure this, ask whoever installed the firewall on your computer.



Lobby

Each player can give their character a name in the lobby. This is displayed on the right under their horse. The player that created the game chooses the type of tournament and the course.

Team:

If you activate this field, two players play together, and their points are added together at the end. To form a team, you must click on the desired player on the right. The team name is displayed directly above their horse.

When all players have joined, the tournament can start.

Chat:

To chat with your friends in Internet / LAN mode at any time, there is a chat window in which you can type messages. Each player is displayed in a different font colour. Press the Enter key to send a message.



Tournament Mode:

In tournament mode, you can take part in tournaments against your friends taking turns on one computer. You set the number of players in the lobby and give them names. To select a player, just click on the player's box on the right. During a tournament, one player always rides against the other. Each player is notified before his turn.

Players:

Here you set the number of players to take part in the tournament. You can also form teams in Tournament mode.

Loading and Saving

Your current place in the game is always saved automatically. If you then choose a horse in the relevant game mode, you can play on from where you left off.

Course Editor



With the Course Editor, you can create your own jumping course, where you place any obstacles from the list on the right of the screen on the course. You can view the entire course using the white arrows. The yellow arrows beside the placed obstacles show the direction from which you need to jump the obstacle. Don't forget to set a start and finish line.

The functions at the bottom of the screen help you to lay out your course:

Select

Use this to grip and move an obstacle.

Rotate

Click to rotate the selected object in the required direction.

Numbering (Up / Down)

The numbers beside the obstacles show the order in which the obstacles have to be jumped. You can increase or decrease an obstacle's number here.

Delete

Deletes the obstacle from the course.

Save

Use this to save your course under any name.

Load

Use this to load a saved course.

Test

You can ride through your course here to see if you like it. If you don't, you can then change it however you like. Press the Esc key to exit Test mode.

Credits

Publishing and sales:	dtp entertainment AG Hamburg - Germany www.dtp-ag.com
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Service and Hotline

Technical Support

The MINDSCAPE Technical Support Center can be reached via e-mail.

When contacting Technical Support, please provide as much information as you can about your computer system and the problem you are experiencing. Please include your phone number so we can reach you if we need more information.

Technical Support Email: uktechsupport@mindscape.co.uk

Internet: www.mindscape.co.uk

Before you contact the Technical Support Center:

Please ensure that the latest drivers are installed for your graphics card and sound card. If the current drivers are not installed, various malfunctions may occur. Unfortunately we cannot supply the current drivers with this software. However, these are normally available for free from the component manufacturer (e.g. via the Internet). Alternatively, several PC magazines include CDs or DVDs containing the latest drivers for graphics cards and sound cards.

If you have problems with the drivers, you can of course contact our support team for assistance. If you received an error message when using the

software or during installation, note down the exact wording of the message. If the PC stops responding, switch it off and then on again.

Please obtain this information before contacting the hotline:

- Windows version (operating system)
- Processor type and speed
- DirectX version
- RAM
- Graphics card (manufacturer and model) and version or date of driver
- Sound card (manufacturer and model) and version or date of driver

You can obtain this information by opening the DirectX diagnosis program. To get access to that program, press the Windows Start button and then select Run. In the window that opens, you can execute a program directly by entering the name of the program. Enter "dxdiag" (without quotation marks) and click "OK" to open the DirectX diagnosis program. The Windows version can be found on the "System" tab. Details of your graphics card can be found on the "Display" tab. Details of your sound card can be found on the "Sound" or "Sound 1" tab.