

Wildlife  
Park 2

# Horses



MANUAL



**Welcome**

## **to the Wildlife Park 2 Addon "Horses"**

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Now, we hope you have fun with your new game brought to you by Koch Media.

*Your Koch Media team*



# Horses



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### Precautions during use:

- Do not sit too close to the monitor. Sit as far as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Make sure that there is sufficient lighting in the room.
- Be sure to take a 10-15 minutes break every hour.





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## Preliminary note

This manual is a supplement to the “Wildlife Park 2” manual, and it therefore contains and explains only the additions and modifications made to the main product.

All explanations relating to the “Wildlife Park 2” manual (PDF) have a heading that is prefixed with “**Regarding:**”.



## 1. Introduction

No hour of life is wasted that is spent in the saddle!

In “Horses”, the expansion to the successful zoo simulation “Wildlife Park 2”, you become the manager of your own horse farm!

Exciting missions require you to take care of 18 different types of horses. From grays to Arabs, every horse-lover will find their favorite here!

Use a wide variety of equipment to train your horse, and experience exciting adventures and international tournaments from your thoroughbred's saddle.

Build your ranch paddock by paddock and draw crowds to see the various attractions. You'll need to encourage visitors in order to finance your expensive new acquisitions and the upkeep of your horses.

Horse-lovers with a thirst for knowledge will particularly enjoy the game's special feature: a built-in encyclopedia that tells you everything you ever wanted to know about horses.

“Horses” is a must for any horse-lover – after all, no hour of life is wasted that is spent in the saddle!



## 2. System requirements

Intel Pentium IV 2GHz or compatible

Working memory: 512 MB RAM

Windows 2000/XP

1GB free hard disc storage

Graphics card: 64MB RAM, DirectX 8.1 compatible

Pixel Shader 1.1, Vertex Shader 1.1 (not software emulated!)

DVD-ROM drive

Mouse

## 3. Installation

To install, insert the DVD "Wildlife Park 2 – Horses" into the DVD drive. The displayed menu will walk you through the installation. Click on "Install Horses" and follow the instructions.

If the installation menu does not start automatically after you have inserted the DVD into the drive, the auto start function is deactivated. In this case click on the "Start" button in the lower left side of the Windows desktop and then on "Run". Using the keyboard, enter D:\SETUP.EXE, whereby D: stands for the letter of your DVD\_ROM drive. Then click on "OK".

Note: should your drive be listed under another letter, replace the "D" accordingly.

**Note:** This product has been protected against copying through technical measures. However, the current version no longer requires the input of a code key. Should none of the programs installed on your PC make use of the copy protection version, you will be notified at the end of the installation of the copy protection driver that your PC needs to be rebooted.



**Note:** DirectX 9.0c or a higher version must be installed on the PC to ensure problem-free starting of the game. If you don't know which version of DirectX is installed, click on "Install DirectX 9.0c" on the DVD start menu.

#### 4. Game start and Main Menu

After the successful installation you can start the game in the following ways:

- Use the left mouse button to double-click on the desktop icon "Wildlife Park 2 – Horses".
- (if "Autoplay" functionality is activated) The start menu should automatically appear after you insert the DVD "Wildlife Park 2 – Horses".
- Click the "Start" button at the bottom left of the desktop, then select "All Programs" and click on "Start Wildlife Park 2 - Horses".

After the intro you will be taken to the main menu of "Wildlife Park 2 – Horses".

From now on the process is the same as in "Wildlife Park 2" (see the "Wildlife Park 2" manual).





### **Regarding: 4.5 Settings**

This add-on includes additional settings options apart from the already existing settings of "Wildlife Park 2".

**Note:** Some changes only become effective once the game is restarted. For a correct display, some graphical effects require a graphics card which supports the Shader model 2.0. Should your graphics card not have this characteristic, the effects will not become visible.

#### **Regarding: 4.5.1 Graphics settings**

It generally applies that the more graphics settings activated, the more realistic the individual game elements, which does in turn demand more performance from your graphics card.

- **Blooming**

When activated, cross-fades particularly light areas. Also lets the image appear slightly "softer".

- **Extended texture effects**

Fades in further surface details and structures in some animals and objects.  
Requires restart for deactivation/activation.

#### **Regarding: 4.5.3 User Interface Settings**

- **Show grid on terrain**

Fades in the grid structure of the ground under the construction and deletion cursor.





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## Regarding: **5. Controls and User Interface**

The following entails important changes in the add-on „Wildlife Park 2 – Horses“.

### **5.1.1. Photo Mode**

The Photo Mode is a special view in the ego perspective, with which you can take photos of animals and objects. This mode is used in some missions to take a photo of animals during certain activities (like feeding). Always make sure that you focus correctly on the animal.

### **5.1.2. Hunt Mode**

The Hunt Mode is very similar to the Photo Mode, except that you replace the camera with a tranquilizer gun. This mode is used in some missions to tranquilize wild animals. The effect of the drug doesn't last very long, so you should always hurry in fulfilling your task.

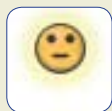
### **5.1.3. Riding Mode**

The Riding Mode is a variation of the ego perspective in which you ride a horse yourself. Some missions demand that you pass certain points in the game world in Ride Mode. These can be obstacles or certain points in the landscape. The respective area or obstacle to be passed on horseback is marked by a light. While riding, always observe markings such as boundaries or paths in order to maintain the correct sequence of points or obstacles along the way.



### Regarding: 5.2.3. Emoticons

Some animals, visitors, buildings or trees can display symbols telling you more about their condition.



A yellow smiley indicates a few deficiencies or unfulfilled requirements.



This symbol indicates that the animal is in "tranquilized" condition. The animal is woken by placing it in another area.

### Regarding: 6. Construction menu

„Wildlife Park 2 – Horses“ offers you many new construction options. To simplify the overview of what is old or new, all new construction elements are displayed with a green frame (1).



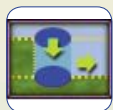
# Horses

## Regarding: 6.1 Terrain development

Two new terraforming tools:



**Lift terrain by one level and level out at new height:** Press and hold the left mouse button to lift the landscape in the radius of the mouse cursor by one level. Continue holding the left mouse button and level out the terrain at this height.

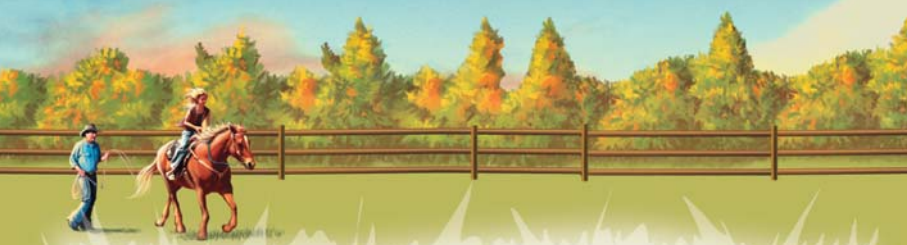


**Lower the terrain by one level and level out at new height:** Press and hold the left mouse button to lower the landscape in the radius of the mouse cursor by one level. Continue holding the left mouse button and level out the terrain at this height.

## Regarding: 6.5 Animals

"Wildlife Park 2 – Horses" has a color selection (1) available during the purchase of horses so that you are able to determine the color (e.g. chestnut, black or gray) and markings (e.g. blaze, star or bald face) of a horse. The color variation has no influence on the price of a horse.





There are many color variations as selection options for a number of breeds. You can go through the color variations with the two buttons (2) can be used to change the color. The selection can be confirmed with tick (3) and the color selection can be abandoned with the cross (4).



To avoid overpopulation, "Wildlife Park 2 – Horses" has an animal sterilization option. Select the animal and click on the "sterilize" (1) symbol.

But be careful! This action cannot be undone. A sterilized animal can never again have young. (Should an animal not display the sterilization option, it must be already sterilized.)

The context menu of the animal now displays the additional option (1) to "sterilize". The figure below shows the ingame display of an already sterilized animal (2).







## **Regarding: 6.7 Staff and Production facilities**

In „Wildlife Park 2 – Horses“ you can now not only enlarge or reduce the working areas of the staff, but also move them around. Click on the desired staff facility and then on the symbol “move working area” (1). Now move the mouse in the direction in which you want to move the working area. Reposition the working area by a further click.



## **Regarding: 6.8 Visitor facilities**

### **Regarding: 6.8.2 Observation**

In „Wildlife Park 2 - Horses“ the visitors to your park fulfill their desire to observe something by visiting the Horse Museum.

### **Regarding: 6.8.3 Shopping**

The equestrian store invites your visitors to do some shopping. Here they can find everything a rider's heart desires.

### **Regarding: 6.8.5 Resting**

In „Wildlife Park 2 - Horses“ your visitors can take a rest at picnic tables or at the farm house.

### **6.8.10 Entrance building**

Apart from the familiar entrance building, „Wildlife Park 2 – Horses“ now has a new building to show visitors the way to your park: the Ranch Gate.

### **6.8.12 Riding**

As more horses are populating the park, the visitors have a further requirement: they want to ride! Some animals can therefore be ridden by the visitors.



## Hotkeys

<b>F2</b>	Load game
<b>F3</b>	Save game
<b>F4</b>	Quick save
<b>F12</b>	Take photo
<b>Space bar</b>	Pause game
<b>ESC</b>	Open menu
<b>Tab</b>	Add/Remove buttons (Interface) and info bar
<b>DEL</b>	Sell/remove marked object
<b>+ (number pad)</b>	Enlarge construction or tool radius (ground, terrain development, bulldozer etc.)
<b>- (number pad)</b>	Reduce construction or tool radius (ground, terrain development, bulldozer etc.)
<b>CTRL + Z</b>	Undo action(s)
<b>CTRL + Y</b>	Restore undone action(s)
<b>Arrow keys</b>	Scroll view (bird's eye perspective)
<b>W, A, S, D</b>	Scroll view (bird's eye perspective)
<b>Page up</b>	Align view to North
<b>Page down</b>	Align view to South
<b>Arrow key up / W</b>	Go forward (ego perspective)
<b>Arrow key down / S</b>	Go backwards (ego perspective)
<b>Arrow key left / Q</b>	Turn left (ego perspective)
<b>Arrow key right / E</b>	Turn right (ego perspective)
<b>A</b>	Walk left (ego perspective)
<b>D</b>	Walk right (ego perspective)
<b>Space bar</b>	Jump with horse (ego perspective)



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## 8. Game tips

Game performance: "Wildlife Park 2 – Horses" offers you a technically sophisticated product. You should however be aware of the fact that the activation of certain game options can influence its performance. Certain options were therefore initially deactivated. Go to the menu "Game settings" to view these options. For example, activating a sensitive mouse cursor on weaker PCs can lead to a distinct reduction in performance.

If you notice greater declines in performance while in Riding Mode, you can reduce the visibility under "Options".

Not only the game settings influence the playing performance. How you play the game also contributes to the flow of the game. During development we have deliberately abstained from installing a unit limit so as not to encumber the player's freedom. Overpopulation of animals in the game has the effect that transgression of the maximum herd size leads to dissatisfied animals. It is then up to you to normalize the population by selling animals.

It generally applies that large parks with many animals and visitors also influence the performance. If you take this into consideration during the game, you will enjoy your constructed parks much more.



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**0906 732 9005** (calls are charged at 1.00 GBP per minute)

Available: Mon - Fr 11am - 7pm.

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# Horses

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