

PLANET HORSE




MANUEL



SOMMAIRE

I.	EPILEPSY WARNING	3
II.	TECHNICAL SUPPORT	3
III.	Start	4
	• System requirements.....	4
	• Install.....	4
	• Uninstall	4
	• Starting the game	4
	○ Configuration window.....	4
	○ Tutorial	5
	○ Create a profile.....	5
	○ Create a horse	6
IV.	Introduction	7
V.	Menus.....	8
	• Navigation	8
	• Home screen	8
	○ Profile selection menu.....	9
	• In-game menu	9
VI.	Stud farm menu.....	10
	• Select a level.....	10
	• Medals.....	11
VII.	Ride.....	11
	• Move around.....	12
	• Collect items	12
	• Endurance races	13
	• Hidden missions.....	13
VIII.	Show jumping and cross country	14
	• Jumps	14
	• Competition rules	15
	○ Show Jumping.....	16
	○ Cross country.....	16
IX.	Care of the horse	16
X.	Shop	17
	• Items	17
	• Buy a horse	18
XI.	Stable	18
	• Change equipment	18
	• The horse's abilities	19
	• Select a horse	19
XII.	Locker room	20
	• Change equipment	20
	• Riding ability	20
XIII.	Trophy room.....	21
XIV.	Credits	22
	• Dancing Dots	22
	• Focus Home Interactive	23





EPILEPSY WARNING

I - Precautions to take at all times when playing computer games

- Do not play if you are tired or lacking sleep.
- Always play in a well lit room, and ensure that the screen brightness level is not too high.
- If you are playing a game on a screen, play at a reasonable distance from the screen and as far back from it as the connector cable will reach.
- While you are playing, ensure you take a 10-15 minute break every hour.

II - Epilepsy warning

Certain individuals have a condition which may cause them to experience epileptic fits and which could also include loss of consciousness, particularly when exposed to certain types of strong light stimuli, such as a rapid succession of images, repetition of simple geometrical shapes, flashes or explosions. These individuals may experience fits while playing computer games containing such visual stimuli even though they may have no previous medical history of such a condition or may never have suffered an epileptic fit. If you or a member of your family have ever experienced symptoms linked to epilepsy (fits or loss of consciousness) in situations of strong light stimuli, please consult your doctor before playing any computer games. Parents should also monitor their children closely when they are playing computer games. If you or your child show any symptoms of the following: dizziness, disturbed vision, eye or muscle twitching, disorientation, involuntary movement, convulsions or blackouts, you should stop playing immediately and seek medical advice.

TECHNICAL SUPPORT

If you experience any problems when installing or running *Sherlock Holmes versus Jack the Ripper*, please contact our technical support desk by email or telephone:

TECHNICAL PROBLEMS?

Email: support@focus-home.com

Before contacting our technical support desk, please have the following things readily available:

- your PC configuration (RAM, MHz, graphic and sound cards)
- a detailed description of the problem that has occurred (i.e. error message, the relevant area of the game, etc.)
- pen and paper to take notes
- immediate access to your PC (our technical support desk may have to guide you through your investigation step by step).





START

• **System requirements**

- Operating System: Windows XP, Windows Vista or Windows 7
- CPU: 1.5 GHz
- Graphics card: 64 Mb compatible DirectX9.0c (Nvidia GeForce FX 6200 / ATI Radeon 9500 / Intel Extreme graphics or higher)
- RAM: 1 Gb
- Hard Drive: 300 Mb free disk space
- Sound card : DirectX 9 compatible

• **Install**

We recommend closing all your running programs before installing Planet Horse.

To install Planet Horse:

- 1) Open the folder where you downloaded the game, then click on “Setup.exe”.
- 2) Follow the instructions that appear on the screen.

• **Uninstall**

If you really want to uninstall Planet Horse, click on “Start” > Programs > Focus > Uninstall Planet Horse.

At the beginning of the process, you will be asked if you want to keep your saves and settings. Choose “yes” to keep your files safe. You will find them again next time you install Planet Horse.

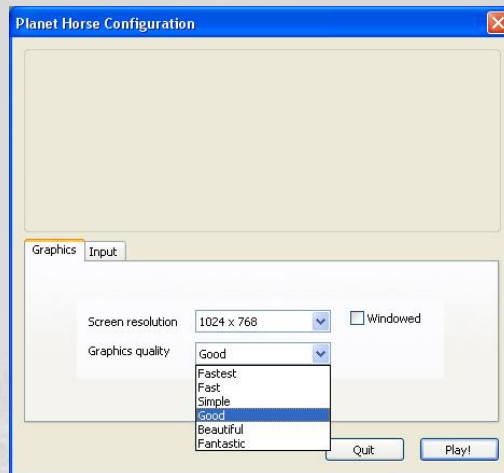
• **Starting the game**

○ **Configuration window**

Each time you start the game, the configuration window will allow you to select the optimum graphic quality for your hardware.

Select the screen resolution and quality of the graphic effects you require. You can also opt to run the game in full-screen or windowed mode (in which case check the *Windowed* box).





Note: The game will select the medium quality by default which will be suitable for a variety of PC configurations. You can change these settings each time you run the game to achieve an optimum gaming experience. If the game starts slowing down as you are playing, the graphic quality will be automatically lowered to maintain an adequate level of game performance.

- **Tutorial**



Your mentor will appear regularly throughout the game to explain the various game features available to you.

When the dialogue window appears, the game will pause to enable you to read the information. Click the *Confirm* button to continue. The game will then resume at the point where you left off.

- **Create a profile**



Here, you can enter a name for the rider, the main character in the game. Use the keyboard to enter your name, and then confirm to continue.

- **Create a horse**





Here, you can select not only the appearance and name of your first horse, but also its particular abilities.

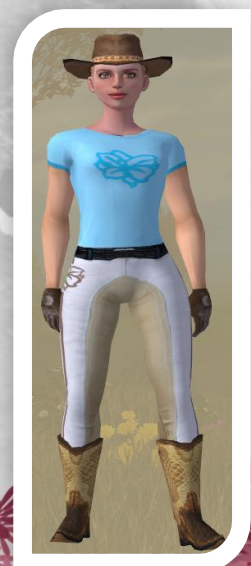
1. **Name:** Enter your horse's name in the box at the top of the screen.
2. **Breed:** The different breeds of horse have the same abilities, but vary in their body type. Some more exotic equine species are available; even the mythical unicorn!
3. **Coat:** Select the horse's colour. Note: each breed has a range of coats available and you have a vast selection!
4. **Head markings, socks:** Choose from a variety of head markings and socks to customise the horse's appearance.
5. **Gender:** Decide if your horse is a stallion, mare or a gelding. Don't forget to choose a suitable name for it!
6. **Temperament:** Horses vary in temperament, and this will determine their particular abilities; the horse will develop, but will never exceed the limitations dictated by its temperament. See XI.2. *The Horse's abilities* for details on the various abilities.

Important: the horse cannot be modified once you have confirmed its characteristics unless you create a new profile or buy a new horse, so make sure you choose a name and appearance you are going to like!

Once you have made all your choices, click *Confirm* to start the game. You will then be taken to the stud farm where your mentor is waiting for you to start your training.

INTRODUCTION

You are a young rider who is starting to enter for equestrian events and competitions. To help you progress, you join a renowned European stud farm which will provide all the equipment and training required for you and your horse. Start by building a strong bond with the horse during rides in the countryside, and then think about entering cross country and Show Jumping Competitions (SJC).



MENUS

- **Navigation**

You will navigate the menus using the mouse exclusively.



An animated star will appear on the important buttons to help you find your way around the menus, therefore if you have to take care of your horse to continue the game, the symbol will go to *Care of the Horse* to invite you to access that section.

If you are unsure of the function of a button or a display, simply move the mouse cursor over it to view the contextual info.

- **Home screen**



The main menu enables you to change your profile, access the credits page and start the game of course!

- **Profile selection menu**



Here, you can select the profile you wish to play with. Each button shows the name of the profile, the number of horses owned and the number of gold medals won.

When you click *Create a new profile*, you follow the steps detailed in *III.4.3. Create a profile* and *III.4.4. Create a horse* to create your new profile.

You can create a maximum of six profiles. If you want to delete a profile, simply click on the *Delete* button and then on the profile you wish to delete. A confirmation text will then appear. Note: once you have confirmed, your profile will be deleted permanently!

- **In-game menu**

You can access this menu during a cross country or jumping level or during a ride to view your objectives.

To access the menu, move the mouse cursor to the top of the screen and the *Menu* button will then appear. Click this button to open the menu.

You can also press the *Esc* key on the keyboard to open the menu without using the mouse.

STUD FARM MENU



The stud farm menu forms the hub of your adventures. Here, you can choose an activity you wish to carry out from the following:

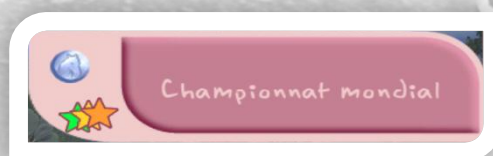
- Ride
- Cross country
- Show jumping
- Care of the horse
- Equipment in the stable
- Change clothing in the locker room
- Purchase items in the shop
- Visit the trophy room

Only the ride will be available at the start of the game, but the other activities will quickly be unlocked as you progress in the game.


You will automatically return to the stud farm at the end of each activity.

• **Select a level**

When you select *Ride*, *Cross country* or *Show jumping* at the stud farm, you will access the environment selection screen (if America is available) and then the level selection. Each level displays the title, the best medal won and the difficulty level for your current horse.



The level difficulty is indicated by star icons which relate to your horse's abilities and which determine how it will progress once you have completed the level. In



addition, the more difficult the level, the greater the amount of coins you will earn when you win a medal.

- **Medals**

You must win a medal in each one of the available levels to progress in the game; only one level will be available at the start of the game.


The medals indicate the success you have achieved and will be awarded to you either at the end of a competition or once you have completed an objective during a ride. The bronze medal is the easiest medal to earn and is all you require to progress to the next levels. However, if you are looking for a challenge, try to win all the gold medals, because they will also enable you to unlock all the items for your horse and rider.

RIDE



When you start a ride level, you will be taken to the objectives screen. The mentor will explain what you have to do to earn a medal. The ride will start when you click *Start*.





The ride screen will display two important pieces of information:

– **The stamina counter:**

The number of carrots visible represents the horse's stamina level and the number of carrots will reduce as the horse progresses through the course.

The stamina level will diminish regardless of the horse's speed, depending on the distance covered. If you find a carrot along the way, pick it up to give your horse a little energy boost.

When the horse has run out of stamina the ride will stop to give the horse a rest. If you have fulfilled the conditions for winning a medal, it will now be awarded to you.

The horse's stamina will be fully restored when you start another ride.

– **The progress indicator**

This shows your progress in the mission assigned to you by the mentor at the start of the ride. The indicator will look different depending on the type of mission.

The progress indicator will display the number of objects you have already found and the number required to win the next medal.

• **Move around**

To move around with the horse, hold the mouse button down as you move the cursor to the place where you want to go. The horse will then turn round and proceed immediately in the direction indicated. When you release the button, the horse will go to the last place you indicated.


To stop, simply click in front of the horse's hoofs at the place where you want to stop.

The horses are shod to enable them to walk and gallop on the earthen tracks. However, you cannot access other areas such as long grass or rocks, and the horse will refuse to go there to avoid injury.

• **Collect items**

The mentor will sometimes ask you to collect a certain number of items scattered along the routes, and these are picked up as the horse passes over them.

When you repeat a ride, you will have to collect all the items again from scratch, but you can use your knowledge of the route to avoid tiring your horse out!





- **Endurance races**



These races test both your horse's stamina and your sense of direction; the aim here is to pass through the three gates placed along the route. There is no time restriction within which to complete the course, and you are not timed.

Arrows indicate the route to take when you approach a crossroads, but there are no barriers to restrict your exploration of the environment, so you can leave the race route to admire a spectacular view or to visit places of interest.

The progress indicator indicates your location relative to the different gates; each gate corresponds to a medal.

- **Hidden missions**



You may come across items during your rides that are not linked to your current mission or you may encounter a stunning view; you will start one of the hidden missions when you discover them.



These work in the same way as normal missions, in that you can complete them progressively over the levels; the mission will not be interrupted at the end of a level.

SHOW JUMPING AND CROSS COUNTRY



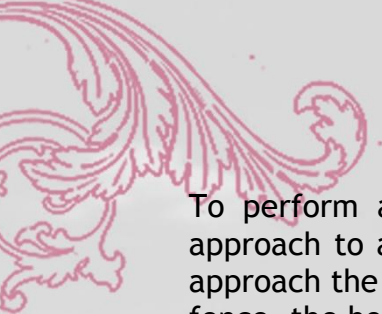
When you start a cross country or show jumping level you will be taken to the preliminary rankings screen, which displays the performances of your various rivals in this competition.

The two vital pieces of information are the penalty points (they set the scores you have to beat), and the reference time for the competition.

The competition will begin when you click *Start* and the time countdown will commence as the horse canters off.

- **Jumps**





To perform a jump, you must first approach the fence. To achieve a perfect approach to a fence, position yourself reasonably far away from the obstacle and approach the fence in a straight line. When you are square on to and fairly near the fence, the horse will automatically start its approach.

You must then help it gain impetus for the jump, and the horse's approach is indicated by three markers on the ground.

When one of the horse's hoofs touches a marker, it will turn blue: you should now click the mouse button. If you time this action precisely with the horse's stride, the marker will turn green and the rhythm of its stride will be confirmed, but bad timing will turn the marker red.

A successful jump depends on the number of strides; if you perform the three strides without clicking at the wrong moment, your horse will execute a perfect jump which you can admire from a special viewing angle.

Don't worry if you miss-time one or several strides; the horse will still jump the fence, but the jump will be less smooth and the bad landing will cause you both to lose speed.

If you perform a bad jump in a show jumping competition, the horse may knock a bar off the fence and you will incur two penalty points which could damage your chances of victory.

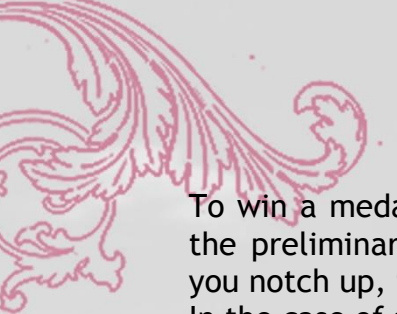
If you make a bad approach to the jump (i.e. you approach the fence at too great an angle or you take off too close to the fence), your horse will refuse the fence. A refusal incurs 10 penalty points and will greatly reduce your chances of victory. You will automatically skip the failed fence and resume the course from that point.

- **Competition rules**



The cross country and show jumping competitions are basically very similar. The aim of the two disciplines is to finish the set course as quickly as possible, incurring the lowest number of penalty points over the jumps.





To win a medal, you must incur fewer penalty points than your 3rd placed rival in the preliminary rankings. Remember that these are penalty points, so the fewer you notch up, the better!

In the case of a tie, the two equally placed competitors will be rewarded.

You will be eliminated from the competition if your horse refuses an obstacle three times. You can start the course again immediately upon your return to the stud farm.

You will be timed during the competitions and two times will be displayed along with your timer; the reference time which will incur a penalty if you exceed it, and the qualifying time which will disqualify you from the competition if you exceed it. You will incur one penalty point for each 2 seconds over the reference time, so try to equal or beat this time to achieve a perfect score of 0 point!

○ Show Jumping

The show jumping discipline presents you with a course of fences in an arena. This will allow you to assess your horse's jumping ability over some rather tricky fences. The bars on the fences are not fixed, and can be knocked off to avoid injury to the horse if it fails to clear a jump.

The penalty points in show jumping competitions are as follows:

- **Refusal:** 10 points
- **Knocking a bar off the fence:** 2 points
- **Each 2 seconds over the reference time:** 1 point.

○ Cross country


Cross country is a course through the countryside littered with solid obstacles. The course is clearly marked by barriers, so it is difficult to lose your way. The objective of the cross country is to evaluate the horse's speed.

Penalty points are incurred in the cross country as follows:

- **Refusal:** 10 points.
- **Each 2 seconds over the reference time:** 1 point.

CARE OF THE HORSE

Your horse requires regular care, and you can groom and shampoo it (shampooing will not be available immediately).





To clean your horse, click to pick up the brush or the sponge and then move the mouse over all the soiled parts of the horse. The horse's normal coat colour will return when you have brushed a dirty area or where you have applied the lather. When the horse is covered in enough foam, the sponge will disappear and will be replaced by a jet of water to rinse the horse off.

The activity will end when you have cleaned the horse thoroughly.

SHOP



The shop enables you to buy clothing for the rider and equipment for the horse. You will use the coins earned from each medal to purchase items. You start the game with 30 coins, but you can earn more in each level. The items available in the shop will be unlocked depending on the medals you win in each level. Try to win all the gold medals to access all the available items!

• Items

The shop contains two menus; one for the rider and one for the horse.

In the rider menu you can buy tops, trousers, boots, jackets, helmets, hats and gloves.

The horse menu offers saddles, saddlecloths, bell boots, shin boots and ear nets for sale.

- **Buy a horse**

Once you have made sufficient progress in the story, you will gain access to the horse fair. This menu is located in the shop, and you can use it to buy additional horses.

The horses you purchase will vary in price depending on the limitations on their characteristics as dictated by their temperaments. A horse you buy could become a better horse than your first one if you pay the right price!

When you buy a horse, you arrive at the menu described in III.4.4. *Create a horse*. The horse you create here will not be as well trained as your first horse, but may have greater potential.

STABLE



The stable allows you to change the horse's equipment and monitor the development of its abilities.

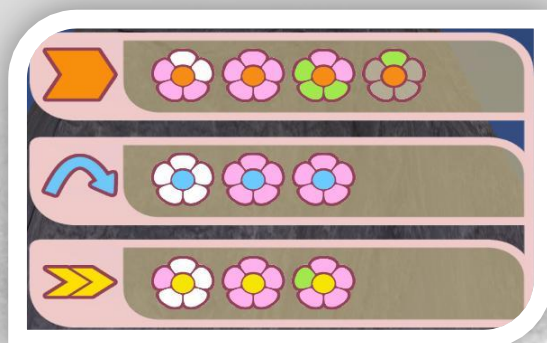
- **Change equipment**

You can equip your horse with items you buy from the shop. First, select the equipment you wish to change (i.e. the saddle), then choose the item you would like to equip from the list on the right of the screen.

Equipment can grant bonuses to the horse's abilities and therefore help you in the rides and competitions.

• The horse's abilities

The horse has three distinct abilities, and each one enhances the horse's effectiveness in a particular discipline. You can improve these skills by completing the disciplines with this horse or by equipping it with items that will grant bonuses.



The abilities are as follows:

- **Stamina:** Indicates the distance the horse can cover and enables you to go on longer rides.
- **Jumping:** Measures the horse's jumping ability; the higher it is, the easier it will be to give the horse the correct take-off impetus which will help you in the show jumping events.
- **Speed:** Measures the horse's speed and acceleration; used mainly in the cross country discipline.

The abilities are shown by flowers and each petal represents a small advance in the ability level. The white petals indicate the horse's basic abilities, the green ones show the bonuses earned from items and the pink petals indicate bonuses granted for the rider's equestrian skills (see XII.2. *Riding ability*).

• Select a horse

If you own several horses, you can choose the horse you would like to ride in the stable screen.

Your previous horse's equipment will not be lost, and will be available if you decide to change your mount again.

LOCKER ROOM



You can change the rider's clothing in the locker room.

- **Change equipment**

Similar to the stable, you first select the item of clothing you wish to change on the left of the screen, and then select the new item you wish to wear in the list to the right. Only items you have purchased in the shop will be available in each location.

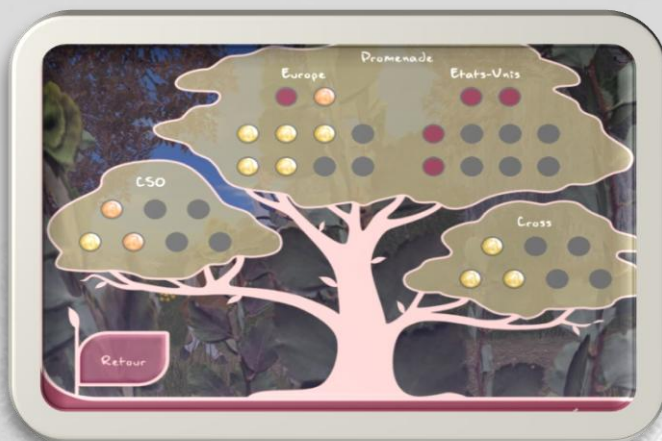
- **Riding ability**

Similar to the horse, the rider will also develop during the game. The rider's equestrian ability can be viewed in the locker room and improved with certain items of clothing.

Riding allows you to improve the horse's performance in all areas; the rider's petals are therefore added to each of the horse's abilities, which will make all the disciplines easier.

To improve your riding skills, you must develop a horse until you see a complete flower in any one of the abilities.

TROPHY ROOM



You can view the results you have achieved in the various game disciplines in the trophy room.

The screen displays the medals you have won and you can mouse over each medal to view your best performance in that particular level.

Try to complete your collection of gold medals!





CREDITS

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Many thanks to:

Our families for all their support

All the playtesters who helped us
make a better game





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Damien Duca

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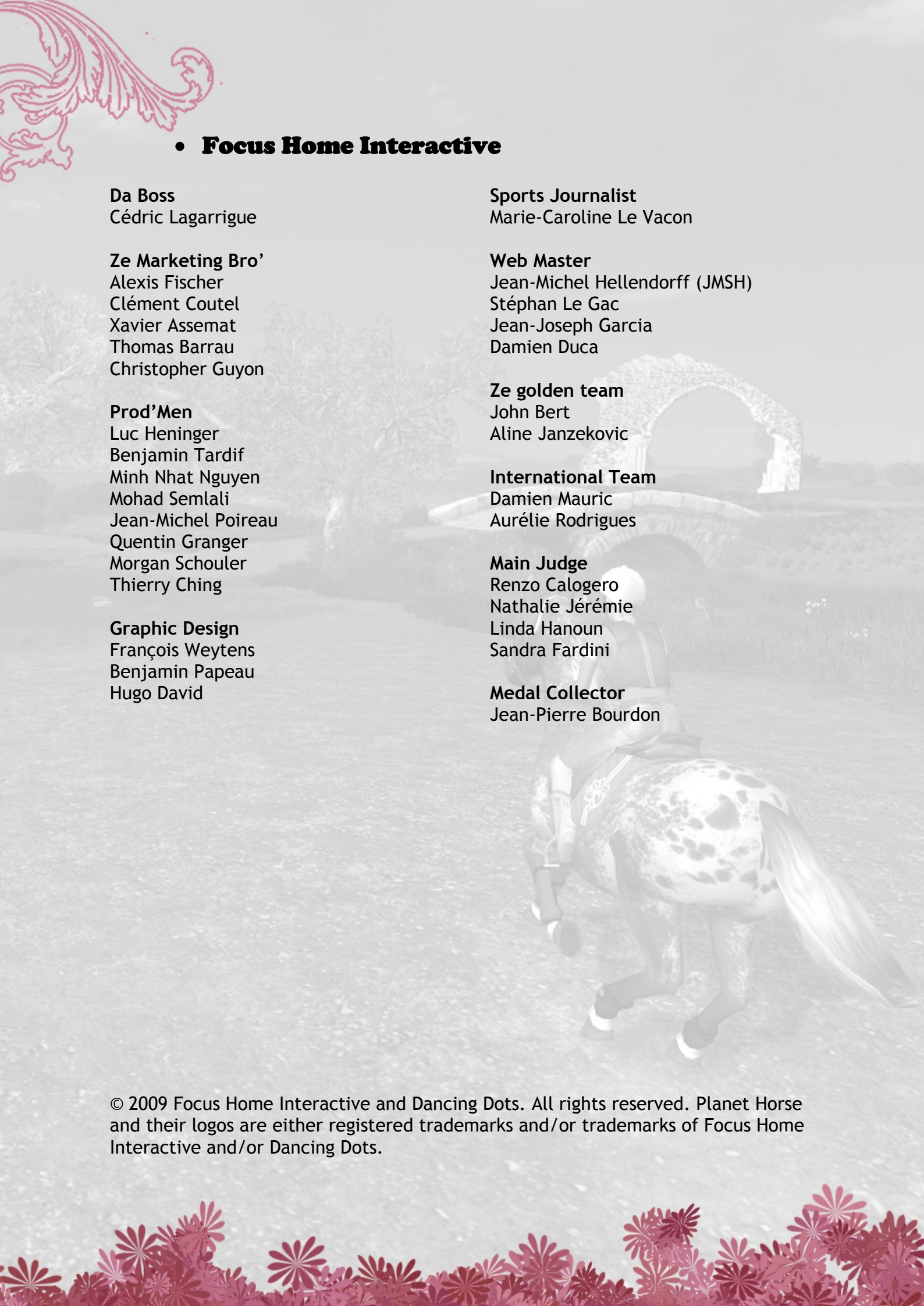
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