

Horse & Pony

- MY FIRST PONY -



PAN VISION

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MY FIRST PONY

In *My First Pony* you'll get the chance to look after, school and compete your very own pony during the summer holidays at Auntie's farm in Whinnydale. Your job is to make sure your pony gets everything he or she needs to have the energy to compete in a number of dressage, show jumping and cross-country events. As well as giving your pony lots of love and the right food, you'll have to groom and exercise him, muck out his stable and do lots of other chores to keep him healthy and energetic.

MINIMUM SYSTEM REQUIREMENTS

Before installing *My First Pony* you should check your computer meets the following requirements:

- Windows 98/ME/2000/XP
- 800 MHz Pentium III Processor
- 256 MB RAM
- 320 MB free hard disk space
- CD-ROM player
- 32 bit graphics, 800 x 600 screen resolution
- Direct 3D compatible graphics card with 32 MB VRAM
- DirectX 9 (comes with CD)



INSTALL, START AND END PROGRAM

INSTALL PROGRAM

Insert the CD into the CD-ROM player on your computer and the game menu will open automatically. If Autostart is not activated on your computer, double click on the file **Start.exe**, which is on the CD. Click on **Install MY FIRST PONY** in the game menu and follow the instructions.

START PROGRAM

After installing the game you can choose the **START MY FIRST PONY** option in the game menu.

You can also start the game via the Start menu:

1. Click on Start button.
2. Choose program.
3. Find and click on program group GSP.
4. Click on program group Horse & Pony.
5. Click on the *My First Pony* icon, and then follow the on-screen instructions.

The CD must be in your computer's CD-ROM drive for the game to start.

END PROGRAM

To exit the program, click on the red X icon in the upper right-hand corner of the screen in Whinnydale to access the main menu, and then click on the X sign.



UNINSTALL PROGRAM

To remove the game from your computer, click on the Uninstall option in the game menu. You can also uninstall the game via Start/Programs/GSP/Horse & Pony/My First Pony.



PLAYING MY FIRST PONY

MAIN MENU



The first time you start the program you will be asked to create a horse owner and Auntie will introduce the game to help you on your way.

The main menu contains the following buttons and functions:

Play sign

Choose a horse owner you want to play with, then click on the 'play' sign to start the game.

Create a horse owner

If you want to create a horse owner, click on the 'empty' sign and write your name in the empty space on the sign that appears in the middle of the screen. Click on the arrow to start the game.

Delete a horse owner

To delete a horse owner, first click on a sign with a name (not one that's 'empty') and then on the waste basket to the left of the name.



Auntie helps out

You can choose to look after your pony yourself or have Auntie do it for you.

When Auntie looks after your pony you don't need to think about giving him food or love - Auntie will take care of that. When your pony is being looked after by Auntie, you'll see a lightning symbol on the horse to the right of your name.

Horse Owner's Handbook

Clicking on the book will open the Horse Owner's Handbook (which can also be found in the tack room). The Horse Owner's Handbook contains lots of really useful facts and information for anyone who's planning to buy their own pony.

X sign

Click on the X sign when you want to exit the program.

INTERFACE

Here's some information about the on-screen buttons and symbols in *My First Pony*:

'Go back' arrow

Click on the green 'go back' arrow in the upper left-hand corner of the screen if you want to go back to the previous screen.



Horse coins

When you win a competition event, you'll receive horse coins with which you can buy new ponies in the game. Find the coins on the stairs in the stable passage after each competition you win.



Horseshoe

If you've chosen to take care of your pony, you'll receive a horseshoe every time you groom, feed, tack up, or muck out. The number to the right of the horseshoe shows you how many you have collected, and lets you know how well you're looking after your pony.



Apples

You get apples by helping Auntie sort berries in the hayloft. Use the apples to teach your pony new tricks. The number to the right of the apple tells you how many apples you have.



Your pony

Click on the heart in the upper right-hand corner of the screen to get details about your pony (name, age, breed, height and sex) and some useful information about his or her character. Here you can also see your pony's training and competition results and find out how well you've been grooming, feeding, tacking up or mucking out (unless Auntie is looking after your pony for you).



Question mark

The first time you arrive at a place in the game, Auntie will tell you how things work. Click on the question mark if you want Auntie to repeat herself.



X

Click on the red X icon if you want to exit the game and go to the main menu.



Bucket and hay bag

Use the bucket and hay bag when you fetch feed for your pony from the feed bin. If you have brought food, the bucket and hay bag will be visible to the right of the screen in the loose box, stable passage and feed bin.



WHINNYDALE

From Auntie's farm in Whinnydale, you can move around to a number of key areas in the game: the horse dealer, barn and schooling paddocks for show jumping, dressage and cross-country and the Forest Arena where all the competitions are held.



HORSE DEALER

Click on the horse-head sign in Whinnydale to go to the horse dealer. This is where you can swap or unlock new ponies. There are eight ponies in four categories from A to D, with two ponies in each category. You need horse coins to swap or unlock a pony. The first time you come here, you'll only have one horse coin with which to buy an A-pony. You'll obtain more horse coins by winning competitions with your pony.

Click on a pony to take a closer look at it. Then click on the heart hanging on the sign to find out to more information about it.

Tiny Tim and Sweetie are A-ponies and cost 1 horse coin each.
Prince and Rufus are B-ponies and cost 3 horse coins each.
Toffee and Bumble are C-ponies and cost 9 horse coins each.
Domino and Zaga are D-ponies and cost 21 horse coins each.



THE STABLES

Click on the barn in Whinnydale to enter the stables. Once inside, you'll find yourself in the stable passage, where you'll see the feed bin. You'll also see any coins that you have won on the stairs to the hayloft. Click on the horse coins to pick them up. The stable passage leads to your pony's loose box, to the hayloft, to the tack room and back to Whinnydale.

THE FEED BIN

The feed bin contains the different types of hard feed your pony needs. You'll find your pony's feeding regime inside the lid. It tells you how many scoops of each type of feed your pony needs. Drag and drop the right number of scoops into the bucket in the right hand-corner of the screen. You'll find hay



next to the feed bin - drag and drop the right amount of hay into the hay bag. When you have the right amount of feed and hay you can go to the loose box and empty the feed into the trough.

THE LOOSE BOX

To enter the loose box, click on the stable door in the middle of the passage. The loose box is where you look after your pony by grooming and feeding him and mucking out. You can also keep your pony occupied by teaching him different tricks.



LOVE, FEED AND ENERGY SCALES

There are three scales on a shelf on the right-hand wall of the loose box. The two outer ones show how much love (heart) and feed (ear of wheat) your pony has. If the bars are low you have to give him what he needs. The middle scale shows your pony's energy, and when the horse at the top has a lightning sign on it, your pony has enough energy to be schooled and enter competitions. The scales will always be at their maximum levels if you're having Auntie take care of your pony.



FEEDING

Your pony needs to be fed several times a day. In order to do this, you have to fetch feed from the feed bin in the stable passage. When the bucket and hay bag contain the right amount of feed, go to the loose box and drag and drop the feed into the trough.

TRICKS

To teach your pony tricks, click on one of the 'tricks' buttons (bow, sit, rear or roll) in the bottom left of the screen. Then click on the first apple that appears in the middle of the screen and hold down the left mouse button as you drag the apple along the track shown on the screen. Each trick requires you to complete a circuit with four apples without touching the edges and within the time limit.

If you succeed, your pony will have learnt the trick. If the pony already knows how to do a trick, you'll only need to drag one apple along one circuit when you click on the trick button.



MUCKING OUT

Click on the horse's head and hold the left mouse button down to grab the headcollar rope and lead the pony to the door in the back of the loose box. Release the mouse button when the door opens. Once the pony is out of his box you can click on the pitchfork and straw buttons to the bottom left of the screen. First use the pitchfork to remove all the manure and then add new straw to make the bed. Click on the door when you want the pony to come in again.

GROOMING

Click on the horse's head and hold the left mouse button down to grab the head collar rope and lead the pony to one of the wall rings in the loose box. Release the mouse button when you get there. Now use the curry comb, body brush, comb and hoof pick in the right order for grooming your pony.

THE TACK ROOM

You'll find the Horse Owner's Handbook in the tack room. It will help you learn more about horses and what you should think about when you're buying your own horse. Cups and rosettes that you win with different ponies in the game are displayed on the shelves in the tack room. Each pony has his own little shelf for prizes. You can also make your own nameplates in the tack room.



NAMEPLATES

Select the decorations you want from the tabs in the top right-hand corner of the screen. At first, you'll only have one collection of decorations, but if you sort berries up in the hayloft you can win more. Select a decoration by clicking on it, then click again in the place you want to put it. To remove a decoration, drag it to the waste basket in the bottom right-hand corner of the screen. You can also choose a background colour and frame. Print your nameplate by clicking on the print icon beside the waste basket.

THE HAYLOFT

You can help Auntie sort berries in the hayloft and win a reward if you succeed. Choose between different rewards such as apples, decorations for nameplates and a few new challenges for you and your pony. The difficulty of the task is determined by the reward you want. The idea of the task is to move the berries up, down or sideways so that you get at least three of the same kind in a row - vertically or horizontally. These berries are then be sorted and the background behind them will turn green. When you've completed the sorting, the entire background will be green and you'll win your reward. If you run out of time you can try again.



THE PADDOCKS (schooling)

School your pony in jumping and dressage in the paddocks surrounding the farm and practise cross-country riding in the forest. If you look after your pony yourself, make sure that he has enough energy to perform and practise to his maximum potential. A pony that Auntie looks after is always ready for schooling.

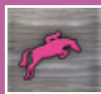
TACKING UP

Before you can school your pony you need to tack him up. Click on the pony's head and hold down the left mouse button to grab the headcollar and lead your pony to the wooden post. Click on the tools buttons (dandy brush and saddle) to the bottom left of the screen and use them in the correct order to tack up your pony.

To tack up successfully you need to correctly drag the saddle sideways. Use the measuring guide above your pony to assist you so that the cursor lands in the green area.

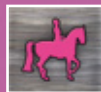
JUMPING

To win a rosette and complete the show jumping practice you have to gain first place on the leader board. Each knock-down adds two seconds to your time. Steer with the arrow keys and jump with the space bar. A star shows you which obstacle you have to jump.



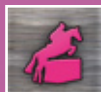
DRESSAGE

To successfully complete the dressage practice you have to gain first place on the leader board. Points are awarded for the pony's pace and for how well you follow the course. The arrow above the small horse icons will tell you which pace you should be in. Steer with the arrow keys.



CROSS-COUNTRY

To successfully complete the cross-country practice you need to gain first place on the leader board. Ride as fast as you can and negotiate all the obstacles in the correct order. Steer with the arrow keys and jump with the space bar. A star shows you which obstacle to jump.

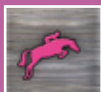


THE FOREST ARENA (Competition)

When you are ready to compete with your pony, go to the Forest Arena. Now it's competition time! First, second and third place award cups. First place on the leader board in any type of competition pays additional horse coins and the chance to buy more ponies. You have to tack up your pony before a competition in the same way as before schooling (see The Paddocks, Tacking up).

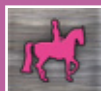
JUMPING

To win the gold cup in jumping you have to gain first place on the leader board. Each knock-down adds two seconds to your time. If you win the competition you'll also be awarded horse coins. Steer with the arrow keys and jump with the space bar. A star shows you which obstacle you have to jump.



DRESSAGE

To win the gold cup in dressage you have to gain first place on the leader board. Points are awarded for the pony's paces and for how well you follow the course. The arrow above the small horse icons will tell you which pace you should be in. If you win the competition you'll also be awarded horse coins. Steer with the arrow keys.



CROSS-COUNTRY

To win the gold cup you need to gain first place on the leader board. Ride as fast as you can and clear all the obstacles in the correct order. If you win the competition you'll also be awarded horse coins. Steer with the arrow keys and jump with the space bar. A star shows you which obstacle to jump.



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