



Petz

HORSE CLUB

ADVENTURE
INTO THE WILD WITH
YOUR OWN
HoRSeS!



UBISOFT®

WARRANTY

Ubisoft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubisoft products are sold "as is," without any expressed or implied warranties of any kind, and Ubisoft is not liable for any losses or damages of any kind resulting from use of its products. Ubisoft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

Limitations: This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubisoft. Any implied warranties applicable to Ubisoft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubisoft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubisoft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

Notice: Ubisoft reserves the right to make improvements in its products at any time and without notice.

Refunds: Ubisoft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

Product/Documentation Replacements: Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a Support Representative, your replacement request will not be processed.

If we determine a return or replacement is necessary:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes) and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

Replacement Fees: Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

Warranty Address and Contact Information

Phone: 919-460-9778

Hours: 9am-9pm (EST), M-F

Address: Ubisoft Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubisoft.

To order Ubisoft products in the United States, please call toll free 888-824-7038.

Table of Contents

Getting Started	2
Controls	2
Introduction	4
Game Setup	4
The Game Screens	5
Moving Your Heroine	6
The Ranch	7
The Paddock	8
The Mustangs	9
The Approach	10
Gaining Trust	10
Gathering Fruits and Plants	11
Horse Care	11
Competitions	12
Breeding	14
Bonus Mode	15
Warranty	inside front cover
Technical Support	inside back cover

Getting Started

System Requirements

- Supported OS:** Windows® XP SP2/Windows Vista® (only)
- Processor:** 1.5 GHz AMD Athlon® or Intel® Pentium® 4 (2 GHz recommended)
- RAM:** 512 MB (Windows XP), 1 GB (Windows Vista)
- Video Card:** 128 MB DirectX® 9.0c-compliant video card (256 MB recommended) (see supported list*)
- Sound Card:** DirectX 9.0c-compliant sound card
- DirectX Version:** DirectX 9.0c (included on disc)
- DVD-ROM:** 16x DVD-ROM
- Hard Drive Space:** 2.6 GB
- Peripherals Supported:** Windows-compliant keyboard and mouse
- *Supported Video Cards at Time of Release**
- ATI® RADEON® 9000/X/HD Families
- NVIDIA GeForce® 6/7/8/9 Families
- Laptop versions of these cards may work but are NOT supported.
- These chipsets are the only ones that will run this game. For the most up-to-date minimum requirement listings, please visit the FAQ for this game on our support website at: <http://support.ubi.com>.
- NOTICE:** This game contains technology intended to prevent copying that may conflict with some disc and virtual drives.

Installation

Installing Petz® Horse Club™

1. Insert the DVD-ROM into the drive.
2. Click Install in the window that appears. If the window does not appear, open My Computer and double-click on the DVD-ROM icon.
3. Follow the on-screen instructions.

Uninstalling Petz Horse Club

To uninstall the game, click on the Game Uninstall icon in the Start menu. Follow the Uninstallation Wizard guide to successfully uninstall the game from your computer.

Controls

	Primary Key	Secondary Key
Menu:		
Select	“←”, “→” (Left and Right arrow keys)	
Confirm a selection	Enter	Space Bar
Cancel a selection	Esc	
On foot:		
Run	“←”, “↑”, “↓”, “→” (Arrow keys)	
Walk	Hold Shift while moving	

Interactions	Enter	Space Bar
Whistle/Get on horse	Alt	Alt
Display Diary	F1	
Display Map	F2	M
Display horse's information file	I	
Re-center the camera	Ctrl	5 on the number pad
Display Pause menu	P	
On horseback:		
Accelerate	“↑” (Up arrow)	
Brake	“↓” (Down arrow)	
Brake quickly	Hold Shift and “↓” (Down arrow)	
Turn left	“←” (Left arrow)	
Turn right	“→” (Right arrow)	
Back up	“↓” (Down arrow) while walking	
Jump	Enter	Space Bar
Turbo	Alt	Alt
Get off horse	Alt when stopped	
Display Diary	F1	
Display Map	F2	M
Display Pause menu	P	
Look left	A	4 on the number pad
Look right	D	6 on the number pad

It is not recommended that you use the Alt + Tab key combination or that you press any of the Windows keys.

Introduction



"We must save the mustangs!"

With these words, Lily embarks on the most amazing adventure of her life. She'll get to tame the wildest horses that she's ever encountered: the mustangs from the Wildmountain Reserve.

Thankfully, she can count on people to help her: her friend Liam; Sarah, who is Liam's mother and a renowned veterinarian; and Grant, a very talented horse whisperer. But to save the mustang mares, she'll have to get over her troubled past with Carla Van

Guinness, a dedicated riding crop user!

Will Lily win the competitions? And, most importantly, will she save the mustangs?

Game Setup



Starting the Game

1. Insert the DVD-ROM into the drive.
2. Click on Play in the window that appears. You can also use the icon on your Desktop to start the game.

Configuring the Game

1. Insert the DVD-ROM into the drive.
2. Click Options in the window that appears.
3. You can configure the following display settings:
 - Image size
 - Resolution
 - Refresh rate
 - Graphic quality
4. To save the new configuration, click on Start the Game (which will start the game) or Confirm (which will close the configuration tool without starting the game).

Main Menu

In the Main Menu, use the Left and Right arrow keys to select New Adventure, Load Game, Quit Game, or Options. Then press the Enter key or the Space Bar to confirm your selection.



New Adventure

Start a new game from the beginning. You can select a free slot or play without saving.



Load a Game

Load a saved game to continue playing it.



Options

Change certain game settings.

Press the Enter key or the Space Bar to view or modify settings to achieve optimal game performance.

Saving a Game

The game saves automatically so you don't have to worry about saving it yourself during the course of your adventure.

The Game Screens

The Main Screen

The information displayed on the main screen will change depending on the situation and your progress in the game.

On Foot



Compass

Indicates your next destination

Contextual action

Indicates what action you can take in the current situation

On Horseback



Turbo

Enables you to accelerate the horse's speed



Map Screen

Press F2 or the M key to display the Map screen. You may use the Map screen to check your current position on the reserve and to find the location of your objective. The reserve is divided into several life zones. To help orient you, each zone has been given a number. These numbers are displayed on the signposts on the reserve. To guide you, a life zone number will flash to point you toward your current objective.



Icons

Indicates the heroine's current position



Indicates the location of your objective



Plateaus



Plains



Redwood Forest



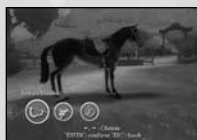
Deciduous Forest



Mountains



Ranch



Equipment Screen

You may change a horse's equipment at any time while on the ranch. You may also choose whether or not to change a stallion's equipment before a competition. There are four types of equipment that you can change: reins, saddle blanket, saddle, and tendon boots. Note that you can only change tendon boots before a competition.



The Diary

While you are riding your horse, you can read the heroine's Diary by pressing the F1 key. In the Diary, you can check on your objective, the number of fruits your heroine has, as well as your current riding level.



The Catalogue

You can consult the Catalogue at any time while on the ranch. In the Catalogue, you can access information on your progress and your performance in the game. You can see how much equipment you have, how many accessories you've won, and the number of fruits and plants you've collected. You can also check on your game progress statistics: the number of fruits given, successfully completed Approaches, Trust earned, Care given, Gold Cups won, and the game time.

Moving Your Heroine

On Foot

Walking and Running

Use the Arrow keys to run while you're on foot. To walk, hold down the Shift key while you're moving.

Getting on a Horse

When you're close enough to a horse to get on it, "Ride" will appear on-screen. Press the Alt key to mount the horse.

Whistling for a Horse

When you're far from a horse, press the Alt key to whistle. When you whistle, the last horse you rode will come to you.

Looking at a Horse's Information File

To look at a horse's information file, get close to the horse to aim at it. Once you've targeted the horse, "Watch" will appear on-screen. Hold down the I key to look at the horse's information file.

Re-Centering the Camera

Press the Ctrl key or 5 on the number pad to re-center the camera behind the heroine.

Displaying the Map

Press F2 or the M key to display the Map screen.

Displaying the Diary

Press the F1 key to display the Diary.

Pausing

Press the P key or the Esc key to display the Pause menu.

Contextual Actions

Depending on the situation, pressing the Enter key or the Space Bar will trigger various actions, some of which are:

- Speak
- Pick
- Equip
- Check

Controlling Your Mount

Moving

Three main gaits are possible: walk, trot and gallop. Press the Up arrow key to move forward. The more you press the Up arrow key, the more the horse's speed will increase.

Turning Left

To turn your horse left, press the Left arrow key

Turning Right

To turn your horse right, press the Right arrow key.

Braking

Pull the reins to slow down by pressing the Down arrow key.

To stop quickly, hold down the Shift key while pressing the Down arrow key.

Backing Up

To make your horse back up, call it to a halt and then press the Down arrow key.

Getting Down

You may dismount from a horse anywhere on the reserve. For you to get down, the horse must be at a complete stop. Once stopped, press the Alt key to get down.

Turbo

To use Turbo, hold down the Alt key while you're galloping. The Turbo Gauge will empty gradually while your horse throws itself into a frantic gallop. During the gallop, you can jump over obstacles. The Turbo Gauge will fill progressively when you let go of the Alt key.

Note that during walks and Cross-Country events, the horse will automatically jump over obstacles. You must be at a gallop to be able to jump obstacles.

The Ranch

You can only move around the ranch on foot. You may choose to leave the ranch on horseback or by walking, but if you take a horse you will be able to move around more easily.

The Paddock

The paddock is the part of the ranch where the horses live and where you can care for them. The heroine's horse may be kept there, as well as the wild horses she has tamed.

Note: The paddock can only contain one wild horse at a time.

In the paddock, you can:

Care for a Horse

To care for a horse or a foal, get close to it, then press the Enter key or the Space Bar.

Get on a Horse

Each time you leave the ranch, you may mount a horse in the paddock and explore the different parts of the reserve. This will enable you to move around faster than if you were walking. Get close to the horse that you would like to mount. When "Ride" appears on-screen, press the Alt key to get on the horse. You may not ride foals.

Look at a Horse's Information File

Each horse has an information file. To look at it, get close to a horse in the paddock. When "Watch" appears on-screen, hold down the I key to look at the horse's information file. You may also look at a mustang's information file in a life zone (for more information, see The Mustangs).

Change Equipment

You can change a horse's equipment at any time. Go to the saddle near to the stables and press the Enter key or the Space Bar to select equipment. Note that you may not equip a foal.

Look at the Catalogue

You can consult the Catalogue at any time while on the ranch. It contains information on your progress in the adventure. Press the Enter key or the Space Bar to display the Catalogue.

Participate in Competitions

You have the possibility of replaying the competitions that you've already won. To do so, go to the information board and press the Enter key or the Space Bar.

Bonus Mode

You may only access Bonus mode after you have won the first phase of qualification. Meet in front of the board, then press the Enter key or the Space Bar to start Bonus mode.



Participate in the competitions

Change equipment

Bonus mode



Catalogue

The Mustangs

The reserve is filled with mustangs. They are grouped into families that each live in a particular life zone in the reserve.

You'll be able to ride the mustangs, but first you'll have to befriend them. Once you're friends with a mustang, you'll be able to ride it as you please and even bring it back to the ranch to take care of it. You can even take part in competitions with a male mustang.

Information File

Each mustang has an information file. To look at a mustang's information file, get close enough to it to be able to target it. A floating arrow will appear above it to indicate that the mustang has been targeted and "Watch" will appear on-screen. Hold down the I key to display the mustang's information file. In this file, you can access the following information:

- Name
- Gender
- Temperament (for stallions)
- Favorite fruit
- Cleanliness
- Approach level
- Need gauge (once the mustang has been approached)



This information will be particularly useful for treating, approaching, and gaining the horse's trust.

You can identify a mustang's gender by the color of the arrow floating above its head: blue for stallions and pink for mares.

Friendship

To become friends with a mustang, you must first manage to get close to it and to gain its Trust by taking care of its needs.

The Approach

To approach a mustang, walk up to it. Once you arrive at a certain distance from it, "Approach" will appear on-screen. Press the Enter key or the Space Bar to enter Approach mode.

Gaining Trust

To gain a mustang's trust, you must first have approached it. Walk close to a mustang, then, when you reach a certain distance from it, "Gain Trust" will appear on-screen. Next, press the Enter key or the Space Bar to enter Trust mode.

Condition

When you target a mustang, you can see its condition displayed at the bottom of the screen. This allows you to identify the mustangs you have or have not become friends with. When a mustang's condition is Wild, it means that you have not yet approached it. Wild horses have a tendency to run away from you when you walk near them. If its condition is listed as Distrustful, then you've managed to approach it, but you have not yet gained its Trust. It won't run away from you when you walk near it. Finally, when its condition is Friend, it means you have gained its Trust and you may mount the horse at any time and take it back to the ranch.



Condition

The Approach

To approach a mustang, you must understand its reactions. A mustang may show many different emotions, based on its temperament. A mustang can sometimes be enthusiastic, confident, surprised, or hesitant – you won't know until you approach it.

All mustangs have an Approach level: Easy, Medium, or Hard. This information is available in the mustang's information file. Depending on the level of difficulty, approaching the mustang will be more or less difficult.

The Approach phase is made up of several successive stages. At each stage, you need to pay close attention to the signs that the mustang is giving off. For each sign, you must respond with a movement to reassure it.

To respond to a mustang's sign, copy the gesture that is displayed on-screen with the mouse. If you do not complete the required movement before the time is up, it will stress the horse. It will move several steps away and its stress gauge level will go up. If the stress gauge fills up, the mustang runs away and you need to restart the Approach from the beginning.



Stress Gauge

Indicates the mustang's stress level

Timer

Time you have to complete the gesture

Movement

Indicates the movement to carry out in order for the heroine to respond with the appropriate gesture

Sometimes the screen will flash for several seconds during an Approach. In this case, you must not move at all.

The Approach has been successfully completed when the heroine has managed to touch the mustang. It will no longer run away from you when you approach it. You may then go to the next phase of taming: gaining Trust.

Gaining Trust

To gain a mustang's trust and, therefore, be able to ride it, you must first have approached it. You must then take care of its needs. A mustang's Trust level is shown by a gauge. It fills up progressively when you've correctly fulfilled one of its needs. There are two ways to meet the mustang's needs: give it a fruit to eat or pet it.



Trust Gauge

Indicates the mustang's trust level

List of Needs

Indicates the needs that you can fulfill

For each need, the mustang gives off a sign. You must then identify the need and fulfill it. First, choose the type of need that you think you can fulfill. Next, choose the fruit to give it or the part of the mustang you'd like to pet.

Give Fruit to the Mustang

To be able to give the mustang a fruit, you must have gathered some in the reserve. The mustang may accept by eating it or may refuse after sniffing it. To be sure that the fruit you want will be accepted, first check the horse's information file to find out what its favorite fruit is. Then you can give the horse its favorite fruit and be sure that it will accept it.

Pet the Mustang

If you've chosen to pet a part of the mustang, copy the movement shown on-screen with the mouse. If you carry out the movement correctly, the heroine will be able to pet the mustang.

If the action you chose fulfills the mustang's need, it will let you know it's happy and show you another need. If you've chosen an inadequate action, the mustang will let you know it's not happy.

The Trust phase is over when the Trust gauge is full. This means you've gained the mustang's trust and can ride it. You can always start the Trust process over with the mustang you've tamed and continue petting and feeding it.

Gathering Fruits and Plants

Throughout the adventure, the heroine will have to gather fruits and plants on the reserve. The collection of plants is linked to the unfolding adventure, so you will only be able to pick them during specific missions. Fruits can be picked whenever you like. Fruits are essential when gaining the Trust of a mustang.

There are four types of fruit:

- Forest fruit
- Plains fruit
- Plateau fruit
- Mountain fruit

Each horse has preferences that you can learn by checking its information file. You need to use this information to gain the mustang's Trust. A mustang will only accept its favorite fruit, as indicated in its file.

To collect fruit, you must be on foot. Get close to a bush or a plant. When "Gather" appears on-screen, press the Enter key or the Space Bar to collect the fruit or the plant.

Horse Care

Note: The Horse Care mini-games do not correspond to real life. In order to make the horses' care as much fun as possible, we have made choices that do not correspond to reality.

You are responsible for your horse's care. You must brush your horse, wash your horse, and pick its hooves clean.

You can see a horse's cleanliness level by checking its information file. Three grooming icons are displayed. Each of them corresponds to a specific action.



Washing



Brushing



Hoof Picking

When the horse needs one of the three types of grooming, the corresponding icon is red. Each icon will turn green in the information file once the action has been completed.

To groom a horse, go to the ranch's paddock.

Approach the horse that you want to care for and press the Enter key or the Space Bar to begin grooming.

Your horse's cleanliness is very important. A completely clean horse has a more effective Turbo Gauge and can run a lot faster for a longer time.

Your horse's cleanliness decreases with time, so it is important to care for your horse regularly.



Brushing

Brush your horse to remove the dried mud and dirt from its coat. Use your mouse to move the brush. To clean the brush, hold down the Left mouse button and shake the mouse. Switch flanks at any time by pressing the A key or the D key.



Washing

Shampoo your horse's coat, then rinse it with the hose. Move the mouse to shampoo. Aim the water with the mouse. To spray the water, press and hold the Left mouse button.



Hoof Picking

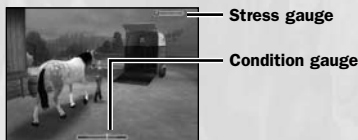
Clean all four of your horse's four hooves with the hoof pick. Move the hoof pick with the mouse. To pick, press and hold the Left mouse button. If you pick at a spot that is no longer dirty, you will injure your horse. Each time you injure your horse, its stress gauge will fill up. If the stress gauge is full, hoof picking is over.

Competitions

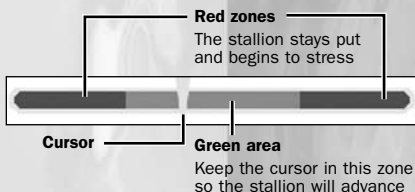
During the adventure, you will participate in competitions. To be able to take part, you must have befriended a stallion. Note that your horse will have a more effective Turbo gauge and will perform better if you care for it before leaving for the competition.

The Van

To leave for a competition, you must first get your horse to enter the van.



To get your horse to move, the gauge cursor must remain in the green area. To keep it there, simply use the Right and Left arrows.



When the cursor goes into the red zone, the horse stops moving forward. If the cursor remains in this zone too long, the horse gets anxious and the stress gauge goes up. If the stress gauge is full, the mini-game is lost.

Warming Up

Before beginning the events in the competition, you must warm up your horse. This step is important; a good warm-up makes for a better performance.

Warming up consists of a series of actions that a horse must complete within a time limit. The possible actions are:

- Walking
- Trotting
- Galloping
- Jumping

The current action that you must complete and the next action to be carried out are displayed on-screen.



While you're carrying out the current action, the gauge on-screen will gradually fill up. Once the gauge is full, the action is complete and the next action becomes the current action. Be careful – when the current action is not carried out correctly, the gauge stops filling up and the horse may get anxious.

The number of actions to be carried out is displayed on-screen. The warm-up ends when you've carried out all the actions or if you've run out of time.

Equestrian Events

There are three types of events in each competition: Jumping, Cross-Country, and the Steeplechase. To successfully complete a Jumping or Cross-Country event, you must finish within the referenced time.

To successfully complete a Steeplechase, you need to pass through all of the course's checkpoints. If you are in first, second, or third place at the end of the competition, you win a Cup and new equipment for your horse.

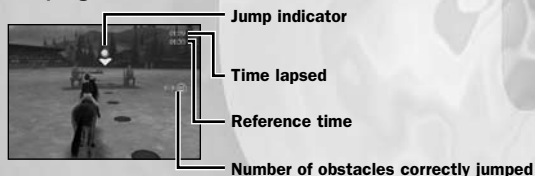
Depending on her placement, the heroine can win one of the following cups:

- **Gold Cup:** First place
- **Silver Cup:** Second place
- **Bronze Cup:** Third place

The heroine also acquires new abilities that will improve her performance in the next competitions.

You can replay all the competitions you have already completed in order to try and get a better place and win a higher Cup. To do this, go to the ranch's information board (for more details, see The Ranch).

Jumping Event



You must jump the obstacles in the correct order. The next obstacle is indicated by an arrow, with the jump indicator shown above the arrow. Your jump is perfect when the indicator turns green. To jump, press the Enter key or the Space Bar. If you press when the indicator is not green, your stallion knocks down bars and you're penalized with additional seconds added to your final time. Your stallion must be at a gallop to jump an obstacle.

The winner is the person who takes the least amount of time to finish the course.



This icon indicates the finish line for the jumping event.

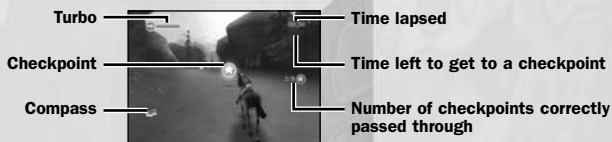
Cross-Country Event



You must jump the obstacles in the correct order. To find the next obstacle, follow your compass's indications. The obstacle to jump is indicated by an arrow. Your stallion must be at a gallop to automatically jump the obstacle.

The winner is the person who takes the least amount of time to finish the course.

Steeplechase Event



You must pass through the checkpoints in the correct order as quickly as possible.

You have a set amount of time to get to a checkpoint. If the time is up and you haven't made it, you are eliminated.

The winner is the person who gets through all the checkpoints in the least time.

Breeding

You have the opportunity to participate in a breeding workshop on the ranch. To access the breeding workshop, go to the stables on the ranch.



To begin breeding, choose a stallion and a mare from the horses in your care. You will be able to see the foal resulting from the horses that you've chosen.



Once you're happy with the foal, you can start the foaling process.

Once the birth is completed, you can immediately see what your foal will look like when it becomes an adult. Choose its color and its coat shades, the color of its mane and tail, and its eye color.



To finish the breeding workshop, you must name the foal. Enter the name using the letters on your keyboard, then press the Enter Key or the Space Bar to confirm.

The foal is automatically placed in the ranch's foaling paddock. There is only one foaling paddock on the ranch. You will need to wait until a foal grows up and is able to leave the paddock, then you can begin the breeding process again.

Once the foal has reached adulthood, it is automatically placed in the main paddock with the other horses.

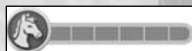
Foal

To take care of your foal, you must go to the foaling paddock. View its information file and take care of it.

You are responsible for the foal's well-being; you must brush and wash it. Each time you successfully care for it, the foal's growth gauge will fill. When the growth gauge is entirely full, your foal becomes an adult and automatically joins the other horses in the paddock.

To find out what stage of growth your foal is in, check its information file.

Foal's growth gauge



Once your foal is an adult, you may ride it. You may also participate in competitions with it.

Bonus Mode

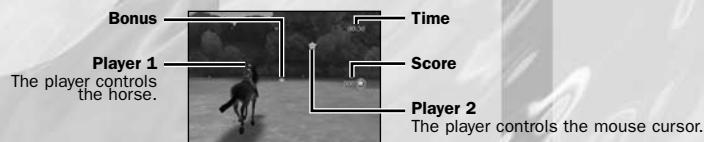
Bonus mode may be played solo or with two players. In this game mode, you must obtain the highest score possible by collecting bonuses hidden in the surroundings within a given time. You may then access Bonus mode after winning the first qualification phase.

If you play solo, you control the stallion and you need to collect the bonuses by passing over them.

If you play a two-player game, you must cooperate with each other to obtain the highest score possible at the end of the event.

Player 1 can pick up bonuses by passing over them with the stallion.

Player 2 uses the mouse to move the cursor and collect the bonuses.



Whether you play solo or with two players, Bonus mode has eight events. Each event has different rules that are given before the event. Depending on the event, the bonuses can be fixed or mobile.

There are three bonus colors in the game:



Blue fixed bonuses are each worth 150 points.

Blue mobile bonuses are each worth 300 points.



Yellow fixed bonuses are each worth 200 points.

Yellow mobile bonuses are each worth 400 points.



Red fixed bonuses each make you lose 50 points.

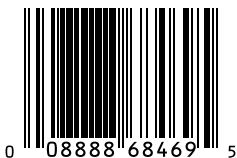
Red mobile bonuses each make you lose 100 points.

Register this game now and stay in the know!

It's simple: Go to www.ubireg.com and register your product, and you will receive a coupon code good for 10% off your next purchase at the Ubisoft online store. You can also get exclusive game updates, participate in surveys, and win cool prizes! Look for the details on www.ubi.com!

Thanks,
The Ubisoft Team

Petz® Horse Club™
Proof-of-Purchase



© 2008 Ubisoft Entertainment. All rights reserved. Horse Club, Petz, Ubisoft, Ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries.

TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual and the README file (on the game CD). Also browse through our FAQ listings or search our support database at our website, **<http://support.ubi.com>**. Here you will find the most recently updated information since the game's release.

Also please make sure that your computer meets the minimum system requirements, as our support representatives will be unable to assist customers whose computers do not meet these criteria.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Complete product title (including version number).
- Exact error message reported (if applicable) and a brief description of the problem you're encountering.
- Processor speed and manufacturer.
- Amount of RAM.
- Operating system.
- Video card that you are using and amount of RAM it has.
- Maker and speed of your CD-ROM or DVD-ROM drive.
- Type of sound card you are using.

Support Over the Internet: This is the best way to find answers to common issues seen with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems:

<http://support.ubi.com>.

Contact Us by Webmail: Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail simply log into our site at **<http://support.ubi.com>**.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone: You can also contact us by phone by calling **(919) 460-9778**. Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time**.

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Pour du service en français, veuillez contacter / Para la ayuda en español llame: (866) 824-6515.

Contact Us by Standard Mail: If all else fails you can write to us at:
Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Return Policy: Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

NEW PETZ[®]

RAISE THEM ALL!



FPO

WWW.PETZ.COM

684695-MNL

Ubisoft, Inc. · 625 Third Street · San Francisco, CA 94107

© 2008 Ubisoft Entertainment. All Rights Reserved. Petz, Ubisoft, Ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Software platform logo (TM and ©) EMA 2006.

Made in the U.S.A.



UBI Shop[®]

Download Ubisoft PC games and strategy guides direct from ubi.com.



UBISOFT