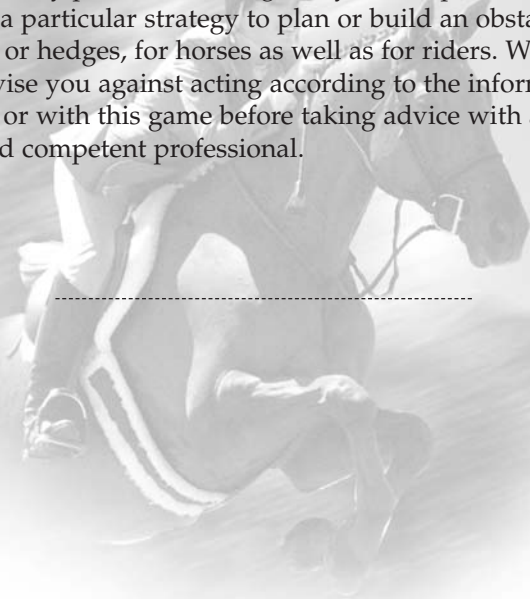


# Responsability Denial

This CD-Rom and the accompanying materials are for computer game use only. They do not pretend to provide any veterinarian advice nor any advice on treatment application or horseriding techniques in any particular setting. They do not pretend either to advocate a particular strategy to plan or build an obstacle field, fences or hedges, for horses as well as for riders. We strongly advise you against acting according to the information provided in or with this game before taking advice with a qualified and competent professional.

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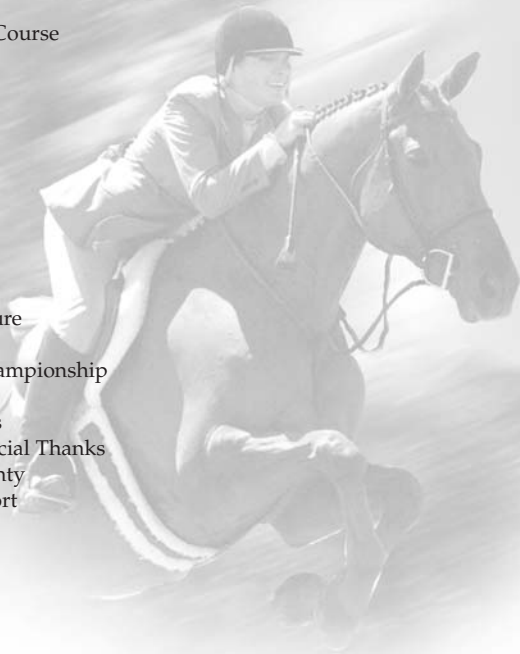


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# Required System Configuration

## Minimum Configuration

Windows® 98/ME/2000/XP

Pentium® 450 MHz

3D Video Card With a Minimum of 32 MB RAM  
64 MB RAM

Windows® Compatible Sound Card

DirectX 9 Version

CD-ROM 4x Drive

800 MB of Free Hard Drive Space

## Recommended Configuration

Windows® 98/ME/2000/XP

Pentium® 800 MHz

3D Video Card With a Minimum of 32 MB RAM  
256 MB RAM

Windows® Compatible Sound Card

DirectX 9 Version

CD-ROM 4x Driver

800 MB of Free Hard Drive Space

## **CD-ROM Installation**

- 1: Insert CD-Rom in the drive
- 2: A new window appears. Click on Install and follow the instructions.
- 3: If your system doesn't have Direct X9, you will be asked if you want to install it, it is recommended to install it to achieve an optimum game playing experience.

The computer will automatically restart.

## **Game Launch**

Insert CDROM in the drive

Click on Launch in the new window

You can also launch the game by clicking on  
Start/Programs/ /Lexis Numérique/ Alexandra Ledermann  
4/ Alexandra Ledermann 4

## **Miscellaneous**

**Register:** click on Register to register your software with UbiSoft

**Internet:** this button gives you access to the UbiSoft website  
([www.ubi.com](http://www.ubi.com))

**ReadMe:** click on this button to read the ReadMe file, it is recommended to read it before using the software.

**Posters:** this button gives you access to a folder containing printable horse images.

## Introduction

In this adventure, you play the role of Lucy. You will have to win 6 events to win the championship, but strange things are happening at the ranch.

The most important thing is to take good care of your horse, Matthieu is there to help you.

At the beginning, you only have Tempete, but you'll be able to have 8 horses throughout the game.

You can also explore the area around the ranch with your horse and practice on its tracks.

Take good care of your horses and train them well, the more fit and trained they are, the better they will perform in competition.

As the adventure unfolds, you will be able to discover other places that will help you solve the mystery that hangs over the ranch...

# Main Menu



## Adventure

The adventure menu allows you to play the game as Lucy.

## Practice

In the practice, championship and customized championship menus, you will have the possibility to choose your outfit and your horse (Important : you can only choose among the horses that you've won in the adventure)



The practice menu allows you to practice on courses with horses you've won during the adventure.





Click on a championship's Jumping or Cross-country event and click OK to play.

### **Championship**

The championship menu enables you to replay the championship. You will be able to replay all the unlocked events.

### **Customized Championship**

This menu enables you to redo the championship by choosing unselected events.

By clicking on « cross-country » or « jumping », a number appears. That number tells you the order in which the course will be played.

## **Multiplayer Mode**

This menu enables you to replay a course with other players.

## **Options**

This menu enables you to choose the difficulty setting of the adventure mode, the screen resolution as well as the sound volume.

## **Adventure**



### *New Game:*

To start a new game.

### *Saved Game:*



To load a saved game.

Click on the arrows to select a game

Click on Load to start

### *Lucy*

You are Lucy, the controls are as follows :

### *Moving*

To move the character, you need to use the arrow keys.

Up: move forward (release to stop)

Right: turn to the right

Left: turn to the left

## Doors



By positioning yourself in front of a door, a green or red arrow appears, if it's green, it means that you can enter, if it's red, entry is not allowed. Depending on what the player will do, those doors can be unlocked.

To enter, press the space bar.

## Objets



Objects can be seen in different spots, they become transparent when you stand in front of them. By pressing the space bar, the player will be able to zoom on it. For instance, by looking at the computer in her bedroom, the player can look at the notes. Use the arrow keys to navigate and space bar to exit.

## Notes



You will find a computer in Lucy's bedroom. You can view notes about horses on it.

At the beginning, you will only have a few of them but as the adventure unfolds, if you find another computer, you will be able to collect new notes.

## Characters



The player can talk to other characters. A balloon appears if you get close to them. If the balloon has three dots, it means that the character has something to say, if a cross appears, it means they're finished talking.

At the end of a dialog, you might have to press the space bar to continue.

Sometimes, the player has to answer by yes or no, to select the answer, he must use the left and right arrow keys, and press the space bar to validate.

### Saves

In Lucy's bedroom, you can see a notebook on the desk. To save, place yourself in front of the notebook and press the space bar. Then you have to click on the name. Type in the name of your save and click OK.



## Day To Day



The game functions on a day to day basis. To end a day, the player has to place himself in front of his bed and press the space bar.

By ending a day, the player will unlock events. Some days, for instance, you simply need to take care of the horses because the next day is competition day.

Each day changes the characteristics of the horses (by ending a day, the horse gets dirty, so you need to brush him every day).

## Riding a Horse

To move when riding a horse, use the arrow keys :

**Up:** by pressing the key several times the horse will go from walking to different galloping speeds.



**Down:** by pressing the key several times, the horse will slow down his pace until he goes backwards.

**Right, Left:** to make the horse turn

**Space Bar:** to jump. Be careful, the horse can refuse to jump if asked too late or if the jump is impossible.

A circle above the player indicates that the jump is possible. If the circle is red, the jump is not possible.



## Exploring

### Gallop

The top left meter bar indicates the horse's fatigue, when the horse gets too tired, the meter turns red, the horse slows down automatically when the meter is full.

The fatigue speed depends on the horse's experience and type.



## Jumping Course

Obstacle to jump  
indicator.

Direction arrow  
indicating the  
path to follow.



Arrow indicating  
if you can jump  
and the direction  
of the next  
obstacle.

Reference time

Number of  
refusals

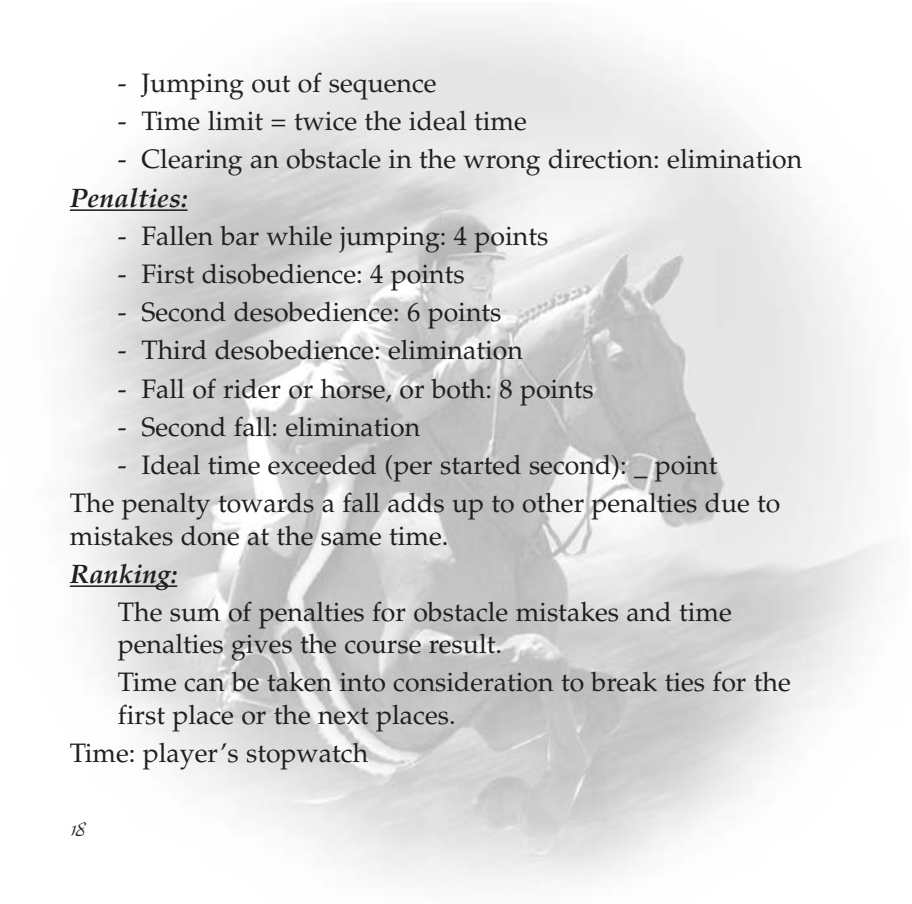
Number of  
fallen bars

Obstacles cleared  
and total obstacles

The jumping courses' rules are almost as strict as those of a real competition.

### Elimination:

- Failure to cross the start line within 60 seconds after signal
- Third disobedience
- Clearing an obstacle before start signal
- Failure to cross the start line before clearing the first obstacle

- 
- A background image showing a rider on a horse in mid-jump over a bar. The rider is wearing a helmet and the horse is in a powerful jumping posture.
- Jumping out of sequence
  - Time limit = twice the ideal time
  - Clearing an obstacle in the wrong direction: elimination

### **Penalties:**

- Fallen bar while jumping: 4 points
- First disobedience: 4 points
- Second disobedience: 6 points
- Third disobedience: elimination
- Fall of rider or horse, or both: 8 points
- Second fall: elimination
- Ideal time exceeded (per started second): \_ point

The penalty towards a fall adds up to other penalties due to mistakes done at the same time.

### **Ranking:**

The sum of penalties for obstacle mistakes and time penalties gives the course result.

Time can be taken into consideration to break ties for the first place or the next places.

Time: player's stopwatch

Time allowed: time that the player has to complete the course within

Penalties: penalties received

Refusals: number of refusals received

Bars: fallen bars

### Cross-Country Course



Red and white flags (red on the right and white on the left) for start and finish lines and for compulsory marker points.

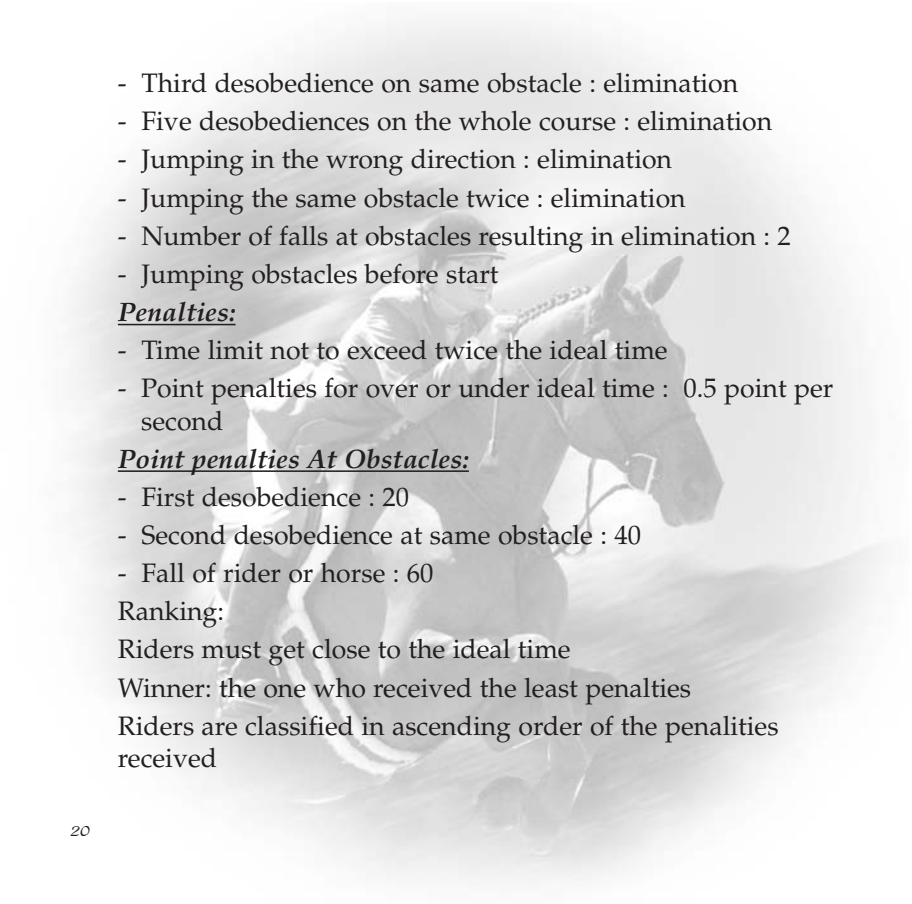
The player can refuse twice at each obstacle without being eliminated. Jumping an obstacle twice: elimination

Obstacle combination=several close-by elements :

- The player is eliminated after three refusals on the components of the obstacle
- Each element of an obstacle has the same number with a different letter (ie : 8A, 8B, 8C...)

### Elimination:

- Jumping out of sequence

- 
- Third disobedience on same obstacle : elimination
  - Five disobediences on the whole course : elimination
  - Jumping in the wrong direction : elimination
  - Jumping the same obstacle twice : elimination
  - Number of falls at obstacles resulting in elimination : 2
  - Jumping obstacles before start

### **Penalties:**

- Time limit not to exceed twice the ideal time
- Point penalties for over or under ideal time : 0.5 point per second

### **Point penalties At Obstacles:**

- First disobedience : 20
- Second disobedience at same obstacle : 40
- Fall of rider or horse : 60

Ranking:

Riders must get close to the ideal time

Winner: the one who received the least penalties

Riders are classified in ascending order of the penalties received

Time: player's stopwatch

Time Allowed: time that the player must complete the course within

Penalties: penalties received

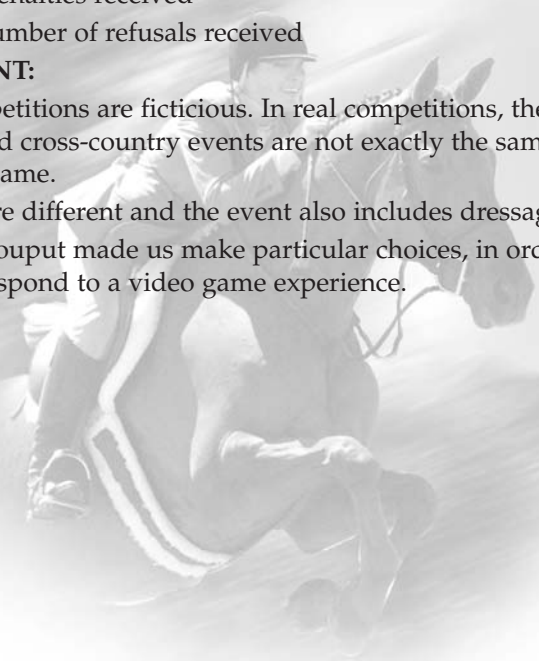
Refusals: number of refusals received

**IMPORTANT:**

These competitions are fictitious. In real competitions, the jumping and cross-country events are not exactly the same as in this video game.

The rules are different and the event also includes dressage.

The screen output made us make particular choices, in order to better correspond to a video game experience.



# Horse Care



**IMPORTANT:** the horse care simulations in this game do not reflect reality.

In order to make horse care more fun, we made choices that would not apply in the real world (for instance, a horse must be fed several times a day, not just once).

## **Meter Bars:**

The orange meter bar symbolizes the horse's experience, the higher it is, the more experience the horse has gained. The more experience a horse has, the less susceptible to fatigue will he be.

The green meter bar is the health meter, when it drops to zero, the horse can become sick. A sick horse can not be mounted. To heal a horse, you need to click on the cross in the stall.

The red meter bar symbolises morale, a horse's morale influences his ability to jump over an obstacle. A depressed horse will have a greater probability of refusing to jump an obstacle.

The blue meter bar represents hygien, it includes the body (brushing), legs (washing), hooves (picking) and stall.

### Brushing



To brush a horse, you simply need to click and hold the button and move the mouse around. Brushing is efficient when you can see dust come off the brush. The horse is groomed when brushing is thorough (white flash). You must brush your horse every day and after every outing. Riding a dirty horse can decrease his health.

## Washing



You can wash your horse's legs every day if you wish. To wash, click and hold the mouse button and move the mouse to guide the hose. Don't spray his head though, it could make him sick.

## Petting



Petting improves a horse's morale. To pet the horse, just click and hold the button and move the mouse around.



## Feeding



You have to feed your horse every day, if you don't feed him or feed him too much, he might get sick. You can't use the mouse for this task.

## Shoe Cleaning



Shoe cleaning must be done once every day and after every outing. To clean a horse's shoe, click and hold the mouse and move it around. Be careful not to scrub the frog, it would diminish his health.

## **Shoeing**

Shoeing must be done after each competition, you just have to click on the button. If you forget to shoe your horse, his health will decrease.

## Veteranarian

While the horse is sick, you can't ride him. Click on the button to cure him. Unfortunately, you can't ride the horse for two days after treating him.

## Putting To Pasture



Putting your horse to pasture will improve his morale.

One click is sufficient.

## Saddle

This button enables you to ride the horse and leave the ranch.

## Stall

You must clean the stall every day. First, remove the dirty straw and manure with the pitchfork. Then, replace it with fresh straw.



Exit

This button enables you to go back to the stable.

## Day To Day

The game functions on a day to day basis. To end a day, the player has to place himself in front of his bed and press the space bar.

By ending a day, the player will unlock events. Some days, for instance, you just need to take care of the horses because the next day is competition day.

Each day changes the characteristics of the horses (by ending a day, the horse gets dirty, so you need to brush him every day).

### Customized championship

The customized championship enables you to create a championship with the courses you've already completed.

If you click on Jumping or Cross-country, a number will appear on the screen. That number indicates the order in which the course will be played.





## Options

This menu enables you to change the game options :

- Resolution (you will need to restart your computer)
- Sound
- Difficulty setting :
- In the easy setting, the time allowed is longer, the horse care is easier (the horse will not deteriorate day after day)
- In the hard setting, the time allowed is shorter. Horses are more difficult to ride.

## Advice and Tips

Train your horse. It will improve his endurance when galloping. When you don't know what to do next, go back to your bedroom.

Remember to go to bed, some days are only dedicated to horse care.

Go around and make sure to look at all the places, and what you will find might help you discover the fabulous secret of the horse ranch.

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Talk Over

## **Special Thanks**

Justine, Margaux

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Robert Stevenson (Business  
and Legal)  
Marshall Zwicker (Marketing)

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- Brief note describing the problem

### **Mail To:**

**DreamCatcher**

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United States

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**Online Support – <http://www.dreamcatchergames.com/dci/support>**

**Please visit the Technical Support section of our website at [www.dreamcatchergames.com](http://www.dreamcatchergames.com).**

We have posted common problems and solutions that may help you. We also suggest that you complete the Technical Support form located at our website. Please provide a detailed description of the problem you are experiencing (i.e. error message, where in the game the problem occurs, etc.). This will help our Representatives find a solution much quicker.

**Phone Support – 416-638-6151\***

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 9am to 9pm EST, Monday through Friday. Please have the following ready:

- 1) A detailed description of the problem (i.e. error message, where in the game the problem occurs, etc.).
- 2) Immediate access to your computer so the Representative may walk you through the steps.
- 3) Pen and paper to take any notes.

**\* Phone support is located in Toronto, Canada.**

**Please note: We do not provide hints via technical support. Hints are available at our website.  
Support is available in English only.**



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## Notes:



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**Please read this caution before you or your child play a video game:**

Certain people are susceptible to epileptic fits or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties.

If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use.

We advise that parents supervise the use of video games by their children. If you or your child experience any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, immediately discontinue use and consult your doctor.

## **Standard Precautions When Playing Video Games:**

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a video game.

