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## Introduction

*In the game you meet Amanda who is moving with her family from the city to the country. Naturally, Amanda is sad to be leaving all of her friends behind, but the move is to a farm and Amanda's father has promised her a horse of her own. Not bad by way of consolation, thinks Amanda. Your task is to take care of the horse and to train it. The game will challenge you both to become a better rider and to unfold the mystery on the farm.*

## System Requirements

Before installing the game, verify that your computer meets the game's system requirements:

### **Minimum System Requirements:**

**Operating System:** Windows® 98/ME/2000/XP

**Processor:** 800 MHz Intel® Pentium® III or AMD® Athlon™ processor

**Memory:** 256 MB RAM

**Video:** 64 MB GeForce2 or Radeon 7500 or later

**Sound:** 100% DirectX® Compliant

**Hard Disk Space:** 700 MB free disk space

**Input:** Keyboard and Mouse



# Installing and Uninstalling Your Game

## *Installing Your Game*

It is strongly recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes anti-virus and anti-spyware software which may interfere with the installation process.

To install **Time to Ride**, follow these steps:

1. Insert the **Time to Ride** CD into your CD-ROM drive.
2. If the autorun mode on your computer is active, a window will appear automatically. Click on the **Install Game** button and follow the on-screen instructions.
3. If the auto-run mode on your computer is disabled, follow these steps:
  - a) From your Windows desktop, click on the **Start** button and then click **Run...**
  - b) Type the letter of your CD-ROM drive followed by **Setup.exe** (e.g.: **D:\Setup.exe**) and then click the **OK** button.

OR

- a) Double-click on the **My Computer** icon (either on your **Desktop** or in your **Start** menu).
  - b) Right-click on the CD-ROM drive with the **Time to Ride** CD and select **Open** to access the contents of the CD.
  - c) Double-click on the **Setup** (application) file to launch the installation.
4. Read and click-to-accept the **End User License Agreement**, and then follow the on-screen instructions.
  5. The installation will automatically create a program icon group and a shortcut in your Windows® **Start** menu.



## Uninstalling Your Game

To uninstall **Time to Ride**, follow these steps:

Option 1: From your Windows® Desktop, click **Start** ⇒ **All Programs** ⇒ **Silverline** ⇒ **Time to Ride** ⇒ **Uninstall Time to Ride**

Option 2: From your Windows® Desktop, click **Start** ⇒ **Control Panel**, and then select **Add or Remove Programs**. From the list of Currently installed programs, select **Time to Ride** and click the **Remove** button.

## Playing the Game

### Starting the game

When the game has been installed, the same window you saw when you first inserted the CD into the CD-ROM drive will appear again on the screen. The **Install game** button will now have changed to a **Start game** button. Click on the Start game button to start the game. When you want to start the game at a later date, insert the CD into the CD-ROM drive and the same window will appear. Alternately, you may launch the game from your Windows® Desktop by clicking **Start** ⇒ **All Programs** ⇒ **Silverline** ⇒ **Time to Ride** ⇒ **Play Time to Ride**

### Quitting the game

To quit the game press the **Esc** button on your keyboard at anytime.



## ***Getting started***

When you start the game you will see the title screen. On the title screen choose **Start a Game** from the menu.

If it is the first time you are playing the game, you will then see four horses. Click on one of the horses to start a new game.

## ***Saving your progress***

When you exit Time to Ride, your horse's progress will be automatically saved. The next time you enter this menu you will see the horse you choose filled in and the status of the horse in your save game. Click on the horse to continue playing where you left off.

## ***Deleting a saved game***

To delete a saved game, click the red **X** at the top right of the saved game you want to delete. You will be prompted to confirm your decision to delete your saved game.

## ***Picking a horse for Amanda***

After the introduction film, you will be at a location where you can pick a horse for the main character Amanda to buy. Walk up to one of the horses on the screen so that an arrow appears above the horse's head. Next, press the spacebar and you will take the horse for a test ride.

During the test ride you will get instructions on how to move around and jump. You will soon notice that the horse is in bad condition and desperately needs training; therefore, the horse may be hard to control. Later in the game, the horse you select will improve its skills while you train. After you have tested the horse, you can choose to buy it by clicking on **OK** with your mouse. If you don't want to buy it, click on the **X** and try another horse.



## Moving Around on the Farm

You move Amanda with the arrow keys. When you are near something that Amanda can interact with you will see an icon showing the activity/action at the bottom right of the screen. Press the spacebar to start the activity or action.

You can make Amanda run by pressing and holding down the **Shift** button. Sometimes the icon contains a question mark. This indicates that an activity or action will be accessible at this place later on in the game.

### ***Forest Track***

Between the two riding areas on the farm there is a path leading to a riding track in the forest. You can try to beat the record time on the track, set by Amanda's new best friend Annie. It can pay off to jump over tree trunks as this gives you a reduction of the overall time. Annie is an accomplished rider, so don't count on beating her record right away.

The forest track is a good place to train to increase the horse's stamina and running skills.



### ***Practice Show Jumping***

In one of the riding areas on the farm you can practice show jumping. There are three levels of difficulty. You need to reach the top of the high score list to unlock new activities in the game. To become number one, you need to have as few points as possible. For each fence you knock down you will receive 40 points. The points for knocked down fences will be added to the overall time to give you a total score.



## ***Reductions:***

**Level 1:** 0 points reduction on the total score.

**Level 2:** 10 points reduction on the total score

**Level 3:** 20 point reduction on the total score

*Show jumping practice is an excellent way to improve the horse's jumping skills.*

## ***Exploring***

If you want to visit Amanda's room, you must approach the main door of the house on the farm. In Amanda's room you can try out clothes that Amanda has bought. If she is tired, there is also a bed for her to sleep in. The stable entrance is found at the short end of the stable building facing away from the main house. In the stable you can feed and groom the horse as well as clean the stable. When you walk over to the mailbox, you will see a picture of a map in the activity icon. Press the spacebar to go to the overview map.

There are three areas on the map to visit. You can navigate between the different areas in the game via the map. The parking lot is a meeting place for young people in the Springdale area. By the parking lot there is also a shop to purchase new clothes and upgrades for your horse. You can also visit the local riding association's club house; the local show jumping championships will be held on its jumping course. Finally, you can return to Amanda's house when necessary.

If one of the places on the map is flashing, this is a hint that there is something you need to do in this area.



## ***Keeping track of your horse's status***

Hopefully it is obvious, but if you are in doubt: yes, you need to take good care of your horse! When you walk around with Amanda you will see a picture of the **S** button at the top right of the screen. If you press and hold the **S** on your keyboard, a chart showing the status of your horse will appear. The top bar shows the level of your horse's running skills; the more the bar fills up the faster the horse can run. The second bar from the top indicates how well behaved your horse is. Behavior affects how quickly the horse responds to your commands and how sharp the horse can negotiate turns. The third bar from the top shows the level of the horse's jumping skill. To make the horse jump higher you have to train this skill. The bar next to the fodder icon indicates how hungry the horse is, the bar below that one indicates how badly the horse needs grooming. Finally the bottom bar on the chart shows you how dirty the stables are. If the horse is very dirty or hungry or if the stable needs to be cleaned it will affect the horse's performance. If one of the three bottom bars is filled up, your horse will refuse to do anything. At this point, you need to groom or feed him, or clean the stable to be able to ride again.



## ***Solving the Mystery***

Talk to everybody you meet in Springdale. During the game you will meet people who want to tell you something. It can be a mere hint about what to do, or crucial information without which you won't be able to proceed in the game. Therefore, if you see a person with an exclamation mark above his or her head, walk up to the person and press the spacebar to hear what they have to say.

## ***Complete the riding tasks***

In the game there are several riding tasks. To proceed in the game it is very important that you complete these tasks. If there is a high score list linked to an activity you will need to become number one on the list. When you have completed a riding task this will be indicated by a checkmark in the activity icon linked to the task. You will probably not be able to complete a task the first time around. But if you keep on trying, practice will make perfect. As you keep on training, the horse will learn and get better. Of course, you can keep on doing the riding tasks that have been completed, if you like.

Good luck – and have fun with your new horse!



# Credits

## Silverline

### PRODUCTION

#### Producer:

Jay Podilchuk

#### Associate Producer:

Chris Nesbitt

#### Executive Producer:

George Chastain Jr.

### MARKETING

#### Product Manager

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#### Art Director

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#### Lead Illustrator

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#### Graphic Designers

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Trang To

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Suzanne MacGillivray

#### Director of Global Marketing

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Burt De Francesco

#### Testers

Allison Skerl

Bryan Cook

Justin Wah Kan

Kamaal Anwar

Michael Geist

Michael Ashe

Burt De Francesco

#### QA Manager

Krystal Moon

### LEGAL AFFAIRS

Leslie Rosenthal

### EXECUTIVE MANAGEMENT

#### President and CEO

Richard Wah Kan

#### Co-Managing Director –

#### DreamCatcher Europe

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#### V.P. and CFO

Sean Carr

#### V.P. of Marketing

Marshall Zwicker

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**Product manager:** Kristina Lystad

**Head of marketing, Norwegian**

**version:** Elisabeth Rønning

**Original work/Production:**

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**Web:** Marcus Svensson

**Head of publishing:** Lennart Blixt

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**Programming:** Hans-Petter

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Johan Øverbye

**Graphics:** Joachim Barrum,

Chester Laquian, Mikael Noguchi

and Stein Løvteit

**Sound:** Kim Jensen / Audioplant

**Cut-scenes animation, lighting**

**and direction:** Vojislav Dimitrijevic

**Equine consultant:** Kirsten

Arnesen

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## Technical Support

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this manual, you may find further support in the following places:

Please visit the Technical Support section of our Web site where we have posted common problems and solutions that may help you at:

Online Support – **<http://www.silverlinesoftware.com/index.php?section=Support>**

You may also complete the Technical Support form located at our Web site at:

Email Support –

**[http://www.silverlinesoftware.com/index.php?section=email\\_tech\\_support](http://www.silverlinesoftware.com/index.php?section=email_tech_support)**

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 Technical Support Agents find a solution much sooner.

## Warranty Information

Silverline will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order for US\$8.00 to cover postage and handling fees.

Please be sure to include the following:

- Full Name
- Address, City, State/Prov., Zip Code/Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

Mail To:

Silverline Software

1658 North Milwaukee Ave., Suite #450

Chicago, IL 60647

United States



## Epilepsy Warning

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

Certain people are susceptible to epileptic seizures 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 experiences any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of awareness, 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.