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I. START

I.1. System requirements.

Processor: 1Ghz

Video card: Nvidia GeForce 2MX or better, ATI Radeon 7200 or better, Intel Extreme graphics or better

Memory : 256 MB

400 MB of hard drive free space

CD-ROM drive

Windows 98/ME/2000/XP/Vista

I.2. Installing Ride!

To install the game, insert the CDROM in your CD drive and follow the instructions on screen.

If the installation program does not launch, proceed as follows:

Double click the icon *My Computer*, then double click *CD Drive* icon, and finally double click on the Setup icon to launch the installer program.

I.3. First launch

During installation, the program asked you whether you wanted to create an icon for the game on your desktop. If you agreed, just double click on the game shortcut located on your desktop.

Otherwise, use the shortcut located in the Dancing Dots group of the *Programs* listed by clicking on the *Start* button.

The first time you start the game, create a new profile by giving your name, sex and nationality.

II. MAIN MENU

II.1. Career.

This allows you to start or continue available careers: Show Jumping, Dressage or Eventing.

II.2. Free round.

The *Free round* menu lets you take part in an event you have already played during your career.

II.3. Profiles management.

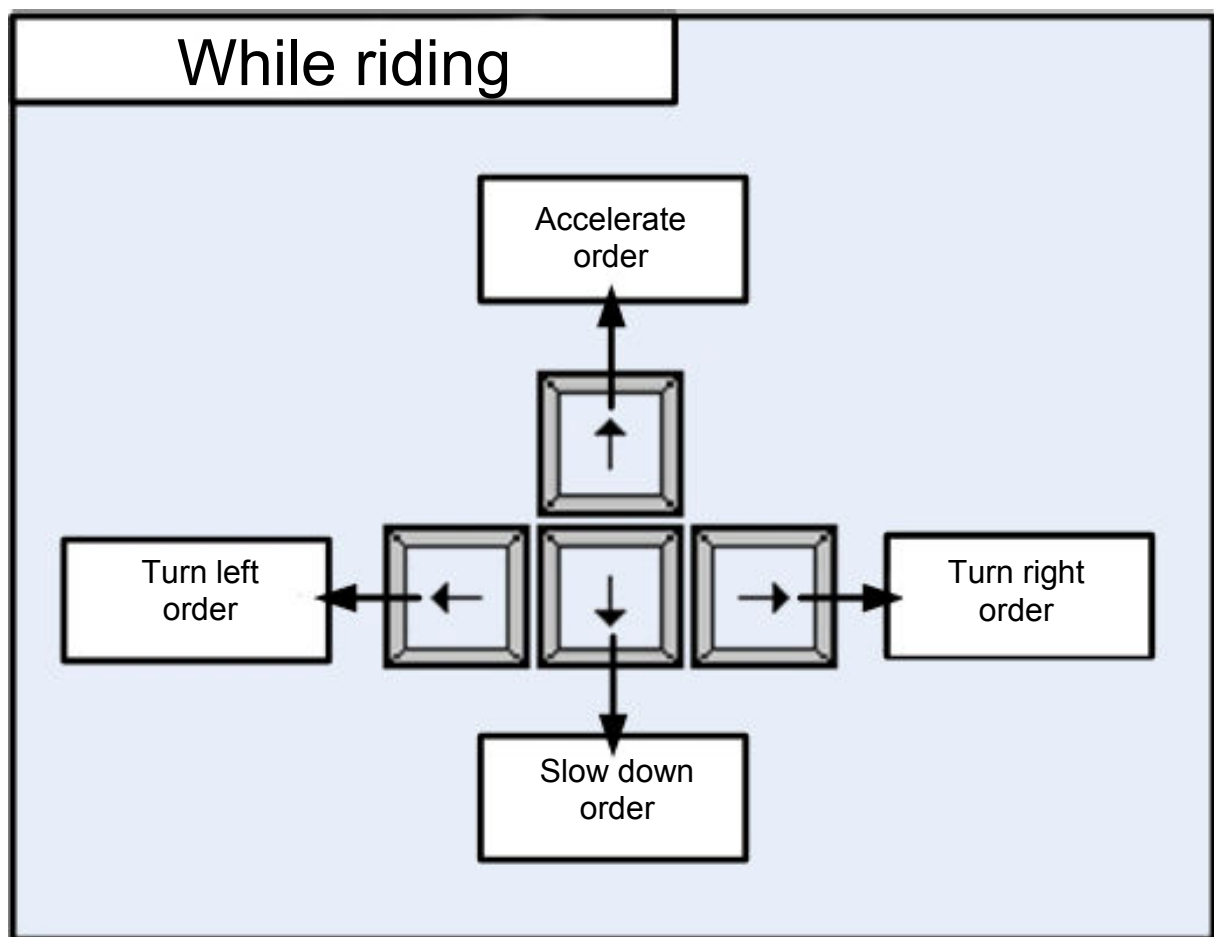
The *Profile management* menu allows you to manage your profiles. You can delete a profile by clicking on the Red Cross next to the profile name. You can also create a new profile by clicking the *Create a new profile* button at the bottom of the menu.

II.4. Options.

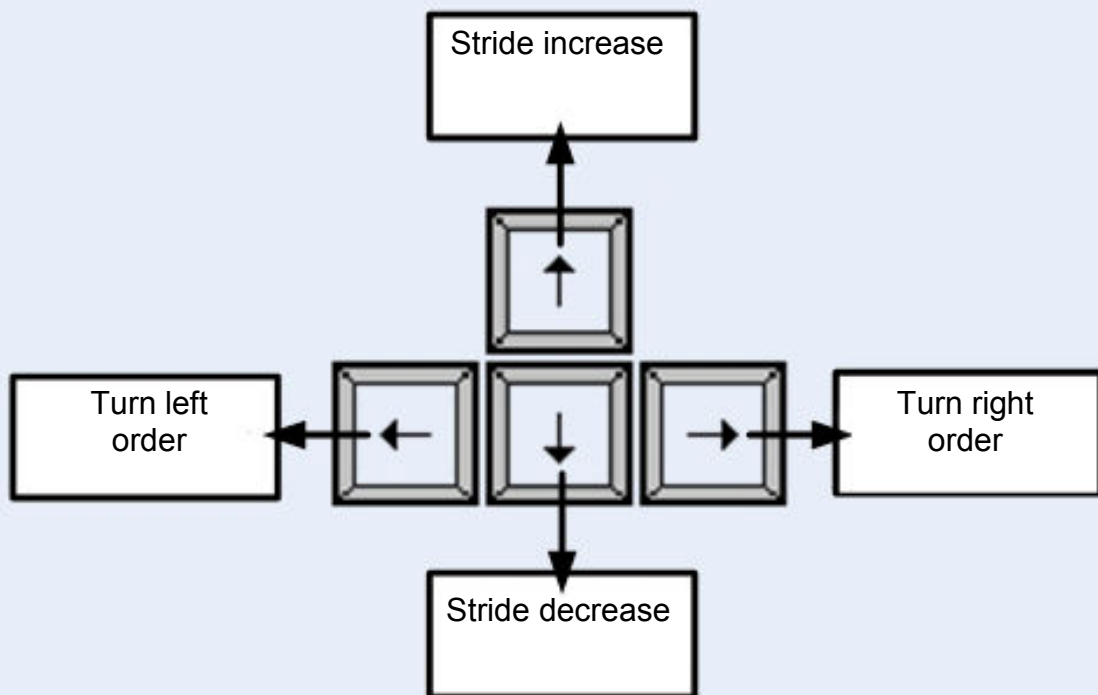
The options menu lets you adjust the graphic and sound options of the game.

III. HOW TO PLAY SHOW JUMPING AND CROSS-COUNTRY

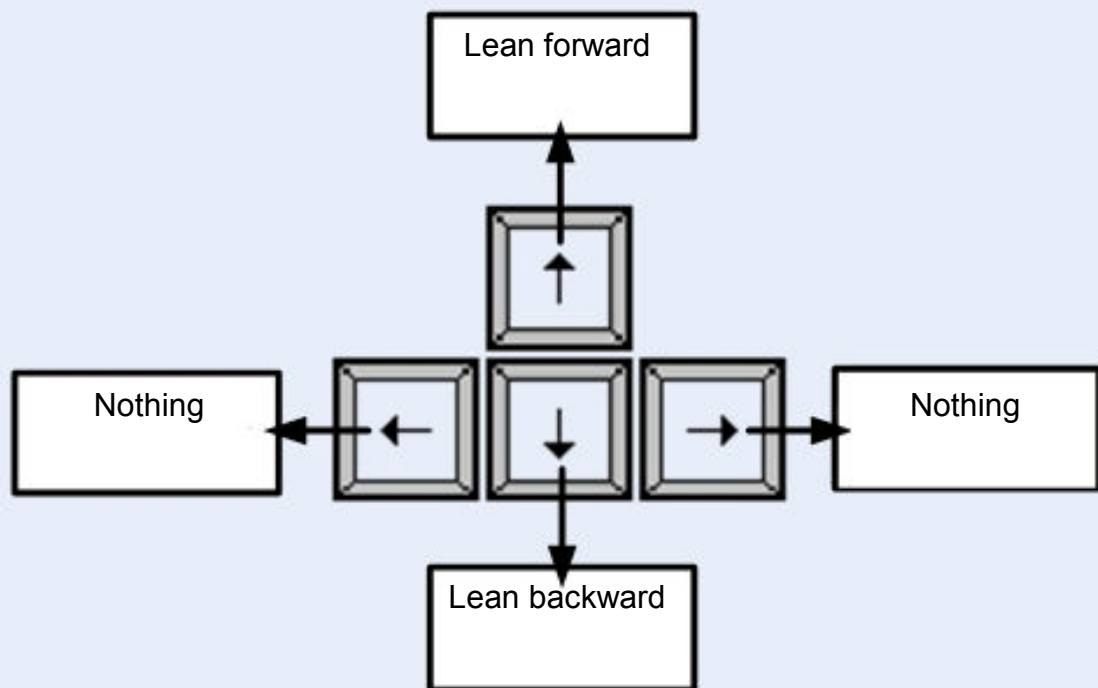
III.1. Controls.



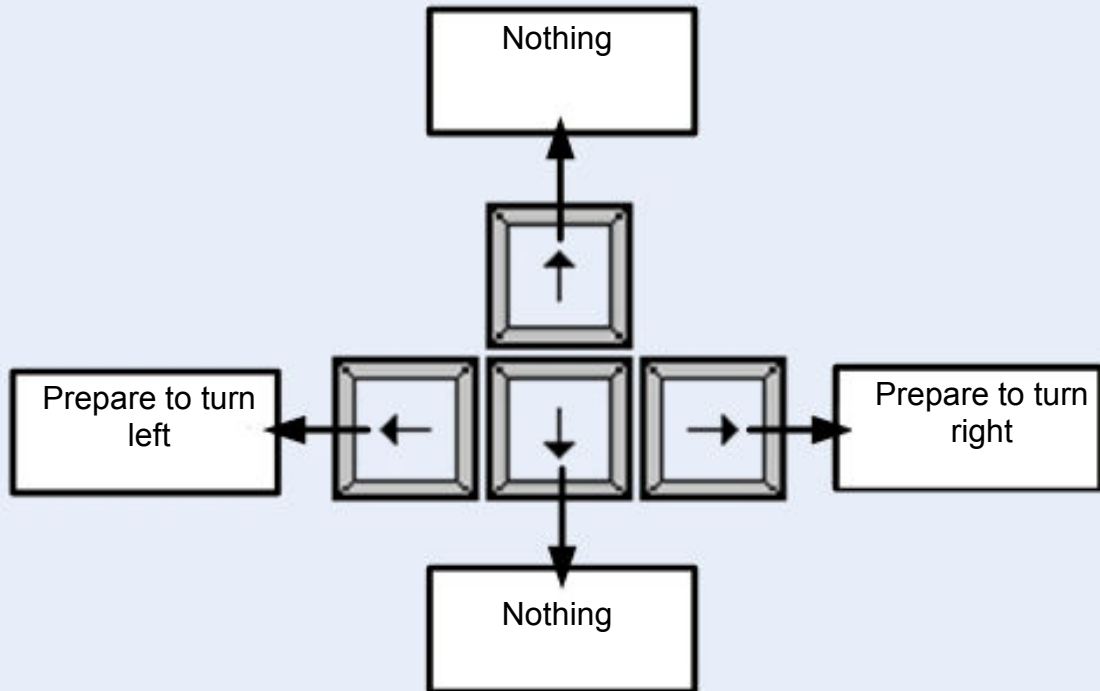
Approach phase



During a jump



While landing



III.2. Interface.



Show jumping and cross-country interface

1. *Current best time.*
2. *Time elapsed.*
3. *Penalties and refusals for the current inning.*
4. *Eliminatory time.*
5. *Gait gauges.*
6. *Current level of nervousness (show jumping) or fatigue (cross-country).*
7. *Advised speed range for the next obstacle.*

III.3. The disciplines.

Jumping

Jumping is performed in a closed field with several obstacles. The poles are not fixed and fall down when hit. The rider and horse have to jump over the obstacles in a given order and within a time limit. Penalties are added in the case of a refusal, a fall and when poles fall down.

Cross country

Competitors follow a route appropriate to the scenery: underbrushes, meadows and flat land. Fixed obstacles must be jumped over within a time limit.

III.4. Horse skills.

From the sports point of view, horse skills define the general level. In career mode, these skills evolve thanks to the different training sessions (see below *Planning and Training*).

The Show Jumping and Cross Country common skills

Motivity: defines the horse's mobility and agility in changing its gait and maximum speed. This also alters the horse's ability to jump.

The higher the motivity, the longer the theoretical take off zone is.

Balance: The balance level of the horse improves stability during a jump. A good horse balance skill allows the rider to handle their balance more easily.

Submission: The submission/obedience level of the horse is its ability to execute correctly the change of gait orders and the ability to maintain its gait during the approach phase. As the submission/obedience skill improves, the horse will reduce its spontaneous gait changes. Good submission levels allow the horse to stay calmer.

Technique: The technique level specifies the horse's performance while changing directions. It also changes the speed range at which the horse can jump each obstacle. This range is larger when the technique level is high. Technique also helps to compensate for poor take off positioning.

Cross country exclusive skill

Endurance: With this skill the horse becomes less tired for a given effort.

III.5. Orientation on the course.

During a Show Jumping course, other competitors leave traces on the ground. Always keep an eye on these traces, to anticipate the next obstacles.

To recognise the next obstacle when it is in your field of view, two markers are displayed like this:



Check which way your rider is looking, as they will be oriented towards the next obstacle.

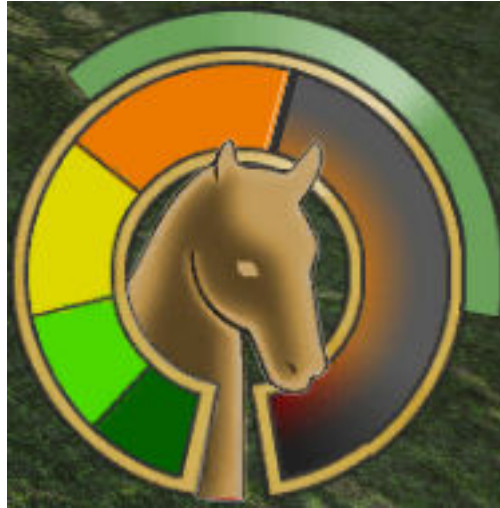
III.6. Horse control: direction.

On the ground in front of your horse are its forthcoming strides. They symbolise its current trajectory. The rider acts on these strides by giving the horse direction orders.



III.7. Horse control: gait.

This gauge represents the gait and the speed of your horse.



Composed of four gaits: the stop (dark green section), the walk (light green section), the trot (yellow section) and the gallop (orange section).

To change the speed and the gait of your horse, use the Up and Down arrow keys of your keyboard.

Acceleration: To order your horse to accelerate, you have to hold down the Up key of your keyboard, and release it when the marker reaches the position you want. It is only when the Up key is released that your order to accelerate is understood by your horse.

Deceleration: Contrary to acceleration, the deceleration order is understood right away by your horse when you press the Down key of your keyboard.

III.8. Approach phase: positioning.

To enter the approach phase, you have to position your horse in front of the obstacle. Adjust your trajectory so that you approach the obstacle perpendicularly.

If your direction orders are correct, the horse will focus on the next obstacle and the take off zone is highlighted in colour.



If your horse trajectory is not central enough on the approach to the obstacle, the take off zone stays black.



III.9. Approach phase: Speed.

Over the gait gauge, an advised speed range is given for the next obstacle in green. You need to adjust your horse's speed within this range to successfully jump over the next obstacle.



You run the risk of a refusal if you try to jump at a speed outside this range.

The range is adapted to the obstacle type and your horse skills.

During the approach phase, if your speed is not correct, the coming strides disappear and are replaced with a symbol that indicates if you should accelerate or decelerate.



III.10. Approach phase: strides control, take off and horse nature.

Strides control and take off

Once positioned in front of the obstacle the approach phase starts. During this phase you prepare for jumping by adjusting the last strides before take off.



With the Up and Down arrow keys, position a stride as close as possible to the green part of the take off zone so your horse can jump from the best position.

Correctly adjusting one stride on the green part of this take off zone will minimise the risk of a refusal or faults for fallen poles.

The last stride position quality is indicated by its colour. If it is green, the stride position is correct. If it is red, the position is not correct.



Horse nature

You will come to know the nature of your horse during the approach phase. Depending on its kind (gelding, sire or mare) and its submission/obedience level, the horse will change its gait spontaneously. You should react promptly to compensate for this.

III.11. Jumping: balance.

After a successful approach phase, the jump is performed. You then control your balance during two phases:

The take off: the rider has to lean forward. Use the Up arrow key of your keyboard to compensate for the force.

The landing: the rider has to lean backward. Use the Down arrow key to compensate for the force.

A balance gauge appears during the last stride. Once this gauge is displayed you can only control your balance.

The goal is to keep your balance in the green part of the gauge. Use the Up and Down arrow keys to counter the gauge movement and keep the arrow in the green part of the gauge.



good balance



Too much leaning forward

Poor balance will have an impact on your horse's nervousness and will decrease your speed after landing. It can even cause the rider to fall, which means disqualification for a competition.

III.12. Landing: direction control.

Just before landing you can give a direction order with the Left and Right arrow keys. This order will be executed as soon as your horse has landed. In this way you can prepare earlier to head for the next obstacle.

III.13. Nervousness and fatigue management.

Depending on the current discipline, the horse picture at the bottom right of the screen in the gait gauge symbolises either the nervousness or the fatigue of your horse. These characteristics affect the physical skills of your horse.



Nervousness (Show Jumping)

During Show Jumping events, your horse's reactions change.

The horse picture fills with red as the horse gets nervous. When the nervousness reaches a high level, the picture starts to blink. Your horse is then too nervous to jump and starts being hard to control.

As your horse gets more nervous, its nature is more apparent and it becomes more difficult to compensate for the horse's spontaneous acts.

How does the horse's nervousness change?

Every order given to the horse increases its nervousness (change of gait, direction).

Speed plays a part in the nervousness level: slowing your horse down will let it calm down.

Horses are clever animals. They can feel if something is right or wrong during an event. Poles falling down or handling your balance poorly will increase its nervousness. The horse will be less nervous if the jumps are performed nicely.

Fatigue (Cross Country)

The key to performing well during a Cross Country event is to take care of the fatigue of your horse.

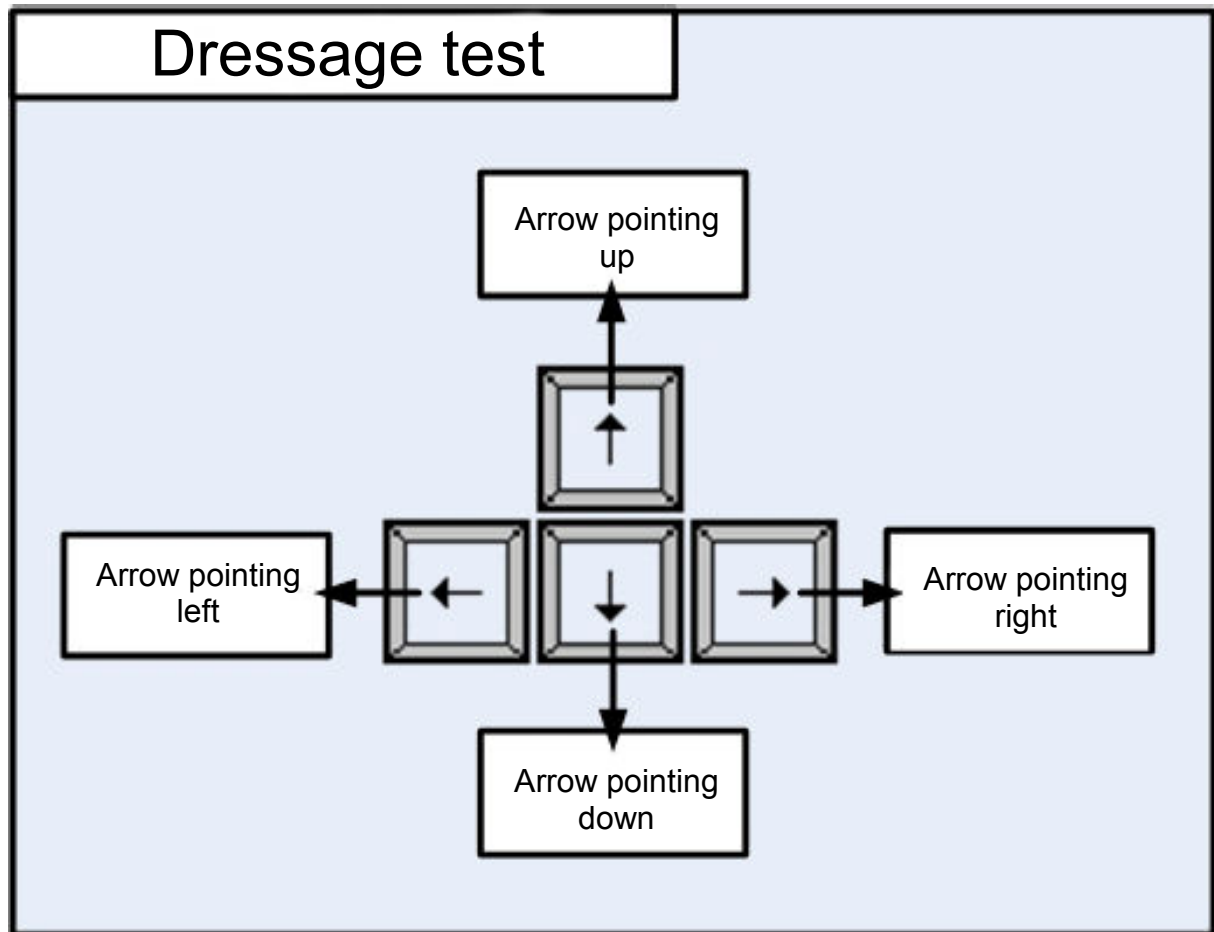
How does the horse's fatigue change?

If your speed is not chosen with care, according to the slope, your horse will become exhausted quickly.

Jumping also requires a certain amount of energy. Try to minimise the energy loss by correctly adjusting the last stride and maintaining a good balance during the jump.

IV. DRESSAGE: HOW TO PLAY

IV.1. Controls.



IV.2. Interface.



Dressage interface:

1. *Current Movement.*
2. *Orders to come.*
3. *Orders and targets.*
4. *Name and evaluation of the last complete movement performed.*
5. *Focus level of the horse.*

IV.3. The Dressage.

The Dressage test stages a rider and their horse in a 60mx20m field. They perform a sequence of movements set to music: the test.

These movements are performed at specific points and at given gaits. To help the rider, letters are placed along the field.

For every movement, the judges assign a score as a percentage. The general quality of the test is evaluated based on these scores.

IV.4. The Dressage horse skills.

The different dressage skills come from the various dressage movements.

Walk: Dressage horse level concerning walk techniques and gaits: free walk, medium walk, extended walk, collected walk etc.

Trot: Dressage horse level concerning trot techniques and gaits: work trot, medium trot, extended trot, collected walk etc.

Gallop: Dressage horse level concerning gallop techniques and gaits: work gallop, medium gallop, extended gallop, collected gallop etc.

Figures: Dressage horse level concerning figures and technical movements: reinback, serpentine, shoulder-in etc.

IV.5. Dressage test: orders and targets.

To perform a figure or a movement you have to perform a sequence of orders so that your horse understands what it is supposed to do.

The aim is to press a key when the order (an arrow) is right in the middle of its target. An instant evaluation of the order is then displayed (Miss, Bad, Good, Perfect).

IV.6. Dressage test: movements and figures evaluation.

After a figure or movement is completed, an evaluation is given as a percentage score.

The overall score is given at the end of the test, taking into account all the individual scores.

IV.7. Dressage test: horse focus.

The horse focus is symbolised by the horse picture and the gauge next to it.

The horse focus evolves with the precision of your orders. A missed order will result in your horse being less focussed. Dressage is a demanding discipline for both the horse and the rider.

If your horse completely loses its focus, you will not be able to take back control and the test will be a failure.

V. Careers

V.1. Competitions progress.

A career year is composed of 21 weeks, with two big milestones:

The regular championship: This is where the competitors win points by ranking among the first 15 of every competition.

The championship final: Is where the best 10 competitors from the regular championship meet.

Competitions for the regular championship occur every two weeks (week 2, 4, 6 etc.) until the 18th week. After the last competition, the final regular championship ranking is issued. Two cases are possible:

-At the regional and national levels, the first 10 are granted the right to enter the championship final. They have three weeks to get ready for the final which occurs on week 21. The riders that rank 5th or better at this final are promoted to the next championship level.

-At international level, the regular championship entitles the best 10 riders to enter the World Final. This is a chance to compete for one of the 3 world medals!

V.2. Championship: ready reckoner and ranking.

Each competition offers the chance to win points for the regular championship.

This is the points ready reckoner used for every regular championship competition:

1st	: 17 points	9th	: 8 points
2nd	: 15 points	10th	: 7 points
3rd	: 14 points	11th	: 6 points
4th	: 13 points	12th	: 5 points
5th	: 12 points	13th	: 4 points
6th	: 11 points	14th	: 3 points
7th	: 10 points	15th	: 2 points
8th	: 9 points		

V.3. Competitions: rules and rankings.

Show Jumping career

Each show jumping competition is composed of two innings on the same course. Penalties are taken into account for each inning.

Penalties ready reckoner:

First refusal: 4 penalties.

Second refusal: 4 penalties.

Third refusal:	Disqualification.
Obstacle knocked down:	4 penalties.
One or more feet in the river:	4 penalties.
Overtime:	Disqualification.

Rule to get ranking for a show jumping competition:

The overall ranking is based on the sum of the penalties of the two innings. Should two competitors have the same penalties, the time of the second inning is taken into account.

Dressage career

A dressage test is a sequence of movements performed at specific points of the field. The set of movements gives the maximum points achievable for a test. Demanding tests have higher achievable scores.

Eventing career

The final ranking is based on the sum of penalties achieved in each discipline. The rider who is the closest to 0 after the three trials will win the competition.

An Eventing competition has three trials:

1st trial: Dressage.

The dressage test is imposed. Each horse and rider 'couple' performs the same test. The penalties for this trial are equal to the maximum achievable score minus the actual score performed by the competitor. A coefficient of 0.4 is applied to this difference.

2nd trial: Cross-country.

The competitor's performance is compared to a reference performance. For each couple of seconds beyond the reference performance, one penalty point is scored. Then penalties are added as follows:

First refusal:	4 penalties.
Second refusal:	4 penalties.
Third refusal:	Disqualification.

3rd trial: Show Jumping.

The same penalties are applied as per Show Jumping (see above Show Jumping career).

For both Show Jumping and Cross Country, there is a maximum time allowed per trial. If the trial is not completed within the maximum time limit, the competitor is disqualified.

V.4. Horse choice.

Your choice of horse is crucial to your success. Your horse will be your mate throughout your career; you will not be able to change horses. If your horse does not suit you, please create a new profile and start your career afresh.

There are different points of view to consider when you choose your horse.

The sportive and technical skills of the horse

Each horse has a different initial skills set. Eventing horse skills can be referred to by clicking on the three disciplines icons. Please refer to the sections on Horse Skills of this manual to learn about each skill.



Dressage skills evolution

The overall level of Dressage of a horse is the same as the lowest level of its individual skills: Walk, Trot, Gallop, Figures.

There are six overall levels. So to reach the next overall level, every individual skill should be improved.

When you reach an upper overall level, two new dressage tests are available. Those two new tests feature more difficult movements, but will let you achieve higher scores.

Horse type

Geldings, sires and mares have different temperaments and natures; you need to consider which would best complement your skills.

When you click on a horse name, the behaviour description is updated to display a description of the horse nature.

Name and breed of the horse

Finally, each horse has a name, a breed and colour.

V.5. Planning and training.

Planning

Between each competition, you have two weeks to prepare your horse and improve its skills. One training session can be performed per day.

Click the button *Planning* to reach your training planning.

Once you've reached the planning menu, you can automatically fill in your planning by clicking the button *Automatic selection* at the centre of this menu.

You can also create your own schedule by clicking on each day on the left of the screen. You can then choose which training session you will perform that day. In the case of an Eventing career, click on the different discipline icons to reach the training sessions of each discipline.

Training

After each training session, your performance results are displayed. When one of the horse's skills improves, its moral and form change depending on your results.

Training level evolution.

For each skill there are 3 levels of training. Once a skill has reached the upper level (symbolised as a line on the skill gauge), the upper training level is unlocked.

Remember that you ride the same horse for the three disciplines of Eventing, so training needs to be for all the disciplines.

V.6. Form and motivation.

Form

Every day the form of your horse evolves. Your horse gets tired when you train or participate in competitions and you must decide when you need to rest your horse.

Cross country and show jumping

The form of your horse affects all of its characteristics. Performing well in competition will be easier if your horse is in good form.

Dressage

Your horse will perform the dressage movements better if it is in good form. The judges will notice, so try to enter a competition with a well-rested horse.

Moral

The moral level stands for the psychological state of your horse. Each of your activities affects its moral. Being a clever and sensible animal, your horse will be affected by your performance during training and competitions.

CSO

Your horse's moral affects its initial nervousness level during competitions. Riding a nervous horse is not easy!

Dressage

Your horse's moral level is critical for this discipline. It will pay less attention to your instructions if its moral is low.

Cross

Your horse will be more difficult to control if its moral is low. Its nature will be more obvious and your horse will make spontaneous decisions independently which will make riding harder.

So be easy with your horse, try to get good training results and take care of its moral. That will ease your job as a rider during the competitions.

V.7. Full ranking.

You can access the full ranking of the three championship levels by clicking the *Full ranking* button.

V.8. Prize list.

The *Prize list* menu displays the awards you've won during your career.

V.9. Partnership management.

The *Partnership management* menu lets you personalise the equipment of your rider and your horse.

You gain pieces of equipment by performing well in both the competitions and training.

For the Eventing career, use the discipline buttons to display your equipment for each discipline.

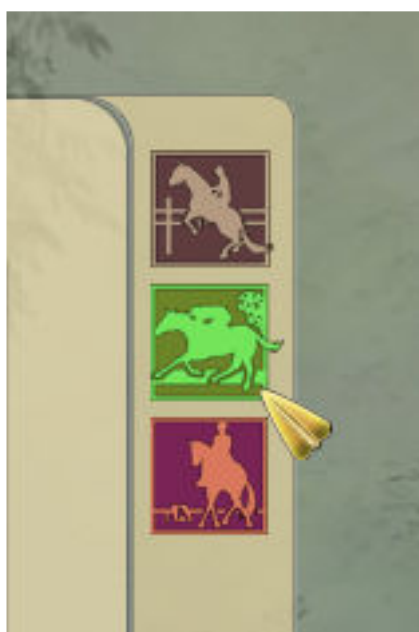
VI. FREE ROUND

VI.1. Courses and tests list.

You can only practice for the competitions you are entering in the career mode. Every time you enter a competition in career mode, it becomes available in the Free Round mode.

VI.2. Discipline choice.

The *Free round mode* lets you choose each discipline by clicking on the corresponding button: show jumping, dressage or cross-country.



In *Free round mode* only the cross country course is available, not the full three day event.

VI.3. Course and test choice.

Choose your course or your test depending on its content and its difficulty.

Next to the event name, you can see one to three stars that represent the level of this event: 1 star for regional, 2 stars for national and 3 stars for international.

Credits

Dancing Dots

Xavier Allard (animation)
Anaël Baumard (level design)
Pascal Brangier (programming)
Hélène Coulon (additionnal programmation)
Gregorie Diaconu (programmation)
Martial Dréville (programmation / project management)
Nathalie Gatto (3D artist)
Mounir Lamouri (additionnal programmation)
Henri Marino (2D/3D artist)
Thomas Nansot (programmation)
Constant Napoli (game design)
Ange Sarric (3D artist)
Jeff Sebrechts (animation)
Ronan Soulier (test)