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GETTING STARTED

System Requirements

Supported OS: Windows® XP/Windows Vista® (only)

Processor: 1.2 GHz Intel® Pentium® 4 or AMD Athlon™ (2.0 GHz Pentium 4 or AMD Athlon recommended)

RAM: 512 MB (1 GB recommended for XP and required for Vista)

Video Card: 64 MB DirectX® 9.0c-compliant video card (128 MB recommended) (see supported list*)

Sound Card: DirectX 9.0c-compliant sound card

DirectX Version: DirectX 9.0c (included on disc)

DVD-ROM: 4x DVD-ROM

Hard Drive Space: 6 GB

Peripherals Supported: Mouse and keyboard

*Supported Video Cards at Time of Release:

NVIDIA GeForce® 4/FX/6/7/8 series (GeForce® 4 MX NOT supported)

ATI® RADEON® 8000 series/9000 series/X600-X1900/HD 2400-2900

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® Horsez® 2

Insert the Petz® Horsez® 2 DVD into your DVD-ROM drive.

In the window that appears, click on Install and follow the on-screen instructions.

If the window doesn't appear, launch the game by clicking on the DVD-ROM icon in My Computer.

If DirectX 9c is not installed on your computer, you will be prompted to do so. It is recommended that you accept installation of DirectX 9c for optimum game performance. Your computer will then restart automatically.

Launching the game

Insert the DVD-ROM into the drive.

In the window that appears, click on Play. You can also start the game by clicking on Start/Programs/Ubisoft/Lexis Numérique/Petz Horsez 2/Launch.

Miscellaneous

Register: Click on Register to register your game with Ubisoft.

Website: This button will bring you to the official game website.

Read-me: Click on this button to read the Read-me file. (Recommended before you use the game.)

INTRODUCTION

Emma, a young Californian passionate about horse riding, has arrived in France for work experience with a famous Parisian vet before she finishes her studies. Stuck in Provence because her taxi broke down, Emma meets Flora and her nephew Raphaël, both of whom work in a superb stable not far from the picturesque village of Bélèou. However, dramatic events are simmering beneath the surface of the apparently idyllic stable. Marie, the stable's owner, has mysteriously disappeared, and the Mayor of Bélèou has his eye on the stable...will you be able to solve the mystery and keep the wonderful stable in the hands of its rightful owner?

How the game works

In Petz Horsez 2, you live the daily life of a future stable vet. You are completely free to do whatever you want with your time. Your behavior and your answers will influence the course of the game and you will also have to make important decisions, especially in terms of your career.

You must look after the horses in order to build up a bond with them and also to improve your performances in competitions. As the seasons go by, you will be able to watch your foals grow up. You will have to train them, care for them, and show them affection to help them gain confidence. You can also buy and sell horses, as well as breed new foals.

You won't spend all your time at the stable, as you will have to hunt for clues and talk with the villagers in order to solve the mystery surrounding Marie's disappearance. Your investigation and your life at the stable will cause you to meet some strange characters, but also to make some devoted friends.

MAIN MENU



New Game

Click on New Game to start a new game or to create a new profile. Enter your player name and click Confirm in the bottom-right corner to start the game.

Load Game

To continue a game you saved earlier, use the arrows to find the game you want to load, and then click Confirm in the bottom-right corner to start the game.

Training

Click on Training to attempt the courses that you have unlocked over the course of your adventure. Before starting a course, you can, among other things, select your horse's saddle and your outfit (from those that you have acquired in your adventure). You can also select the number of players, because Training mode allows multiple players to take part.

Click Confirm in the bottom-right corner to confirm each step (choice of horse, outfit, etc.) and move on to the next.

Options

You can change the graphics and sound settings in this menu. You can also select the game's difficulty level.

Easy: The time allowed to complete a course is long.

Normal: The time allowed to complete a course is the standard.

Hard: The time allowed to complete a course is short.

You can also reset the default key settings on your keyboard.

Default key settings:

Adventure

Notebook.....	Number key "1"
Map.....	Number key "2"
Inventory.....	Number key "3"
Photo album.....	Number key "4"
Photo mode.....	Number key "5"
Take a photo.....	SPACE BAR
Get down from horse.....	RIGHT CTRL

Jumping

Jump.....	SPACE BAR
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Dressage

Collected gait.....	Number key "1"
Extended gait.....	Number key "2"
Special gait.....	Number key "3"

Training

Enlarge circle.....	LEFT ARROW
Reduce circle.....	RIGHT ARROW
Calm horse.....	SPACE BAR
Champion Vision.....	TAB

Quit

Click on Quit to exit the game.

GAME CONTROLS

On Foot



Use the arrow keys on the keyboard to move around while on foot.

Run	Press the arrow key quickly twice in a row, or press Shift
Open Map	Number key "2"
Open Inventory	Number key "3"
Open Notebook	Number key "1"
Pause Menu	Esc
Open a door, pick up an object, get on a horse, speak to someone...	Space Bar
Open Photo mode	Number key "5"
Zoom in	Left click
Zoom out	Right click
Take a photo	Space Bar
Zoom out	Right click
Take a photo	Space Bar
Open Photo album	Number key "4"

On Horseback



Use the arrow keys on the keyboard to move around while on horseback.

Accelerate	The horse goes from walking to trotting to cantering as you press the up arrow
Accelerate suddenly to canter	SHIFT+UP
Slow down	The horse slows down as you press the down arrow

Stop suddenly	SHIFT+DOWN
Turn right	Right arrow
Turn left	Left arrow
Jump an obstacle	Space Bar: Your horse may refuse a jump if you ask it to jump too late or you are not traveling at the right gait. Control your speed so that the strip on the ground in front of the jump is blue/green and then press the Space Bar when your horse reaches the strip.
Champion Vision	Press "C" to switch to Champion Vision and improve the accuracy of your movements in dressage, show jumping and cross-country. Press "C" again to switch Champion Vision off.
Switch to Photo mode	Number key "5"
Take a photo	Space Bar
Get off a horse	Right CTRL

You can of course open the Map, the Inventory, and the Photo Album while you are on horseback or progressing in your adventures.

PROGRESSING IN THE GAME

Real-Time Days

In Petz Horsez 2, your surroundings change with the passage of time, night follows day, and the seasons change over the course of the year.

You can set the alarm clock in your room to wake you up at whatever time you want. Once you're up, you're free to select whatever activities you want over the course of the day. At the end of the day, you can go to bed anytime after 8 pm. If you don't go to bed, you will automatically move on to 4 am the next morning.

Moving Around

You can move from one location to another on foot or on horseback, but you can also use the map. Open the map and click on the location where you want to go to be immediately transported there. This only works when you have already visited the spot to which you are trying to transport.

The adventure is divided into chapters that unfold spontaneously as time passes.

The decisions you make and actions you perform can influence the course of the game. The story can take different twists depending on your responses to different characters.

During the game, you will be able to collect items and complete mini-missions. Use the Notebook to remind you of your objectives.

The Notebook

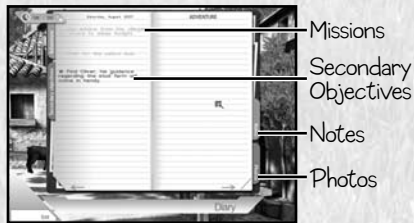
The Notebook has several tabs.

Missions: Important missions that you need to complete to progress through your adventure.

Secondary objectives: Small missions that are not crucial to your progress.

Notes: Interesting information that you may have learned already, for example, in the library.

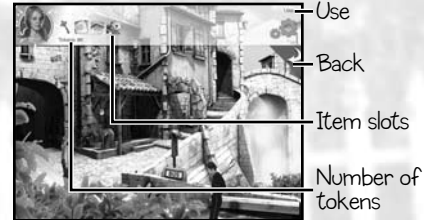
Photos: Contains descriptions of the photos that you have to take.



The Inventory

Use the Inventory to see the important items you have collected.

Press number key "3" to open the Inventory. It contains the items you have found and that you need to make progress in your adventure. To use an item, open the Inventory, click on the item in question, and then click on the cogs in the top right corner.



The Map

Press number key "2" to open the Map. The Map shows you where you are and also lets you move about by clicking on where you want to go.



The Photo Album

Press number key "4" to open the Photo album and view the pictures you have taken in the course of your adventure.

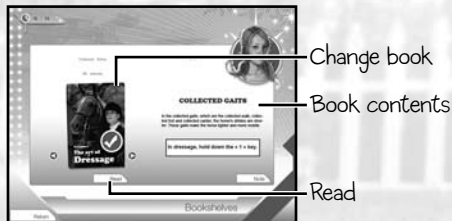


PERSONAL ACTIVITIES

You're free to select whatever activities you want over the course of the day. Here are some of the things you can do.

The Library: You can use the books in the Library to learn new dressage moves, and to learn more about your horse and how to look after it. You will also find information necessary for making progress in your adventure here.

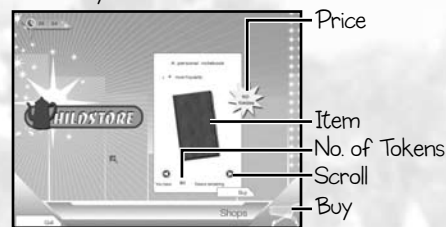
You can make a note of the information that interests you in your Notebook by clicking Note when you are reading a book. You will then be able to view that information no matter where you are.



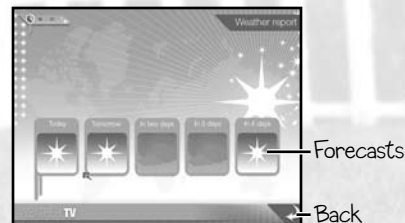
Bedroom: Your bedroom contains your wardrobe with your clothes, your collection of items (accessories, found items, etc.), your alarm clock, and your bed. While you are free to do what you want over the course of the day, you could very well collapse from tiredness if you keep going past 4 am.



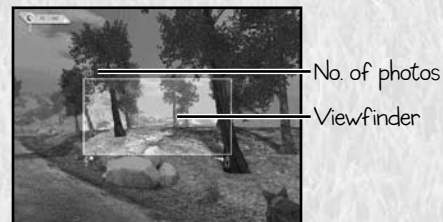
Shops: You can go shopping and buy things with the tokens you earn from your work and from winning competitions. However, the shops are only open in the daytime.



Weather: You can watch the weather channel in the lounge.



Photos: Press number key "5" to switch to Photo mode and then press the Space Bar to take a picture. Press number key "5" again to exit Photo mode. You can sell the photos you took while out riding to earn a little extra money. To sell a photograph, go to a letterbox, select the photos you want to sell by using the arrows, and then click Sell.



TRAINING AND UPKEEP OF HORSES

Caring for and training your horse will improve its abilities and open new courses up to you.

Upkeep

Go to the box in the stables to care for your horses. When you enter the box, use the arrows to select the horse you want to care for. An information file will show you the condition of the horse and its box (coat, box, hoofs, appetite, health, etc.).



Horse Care

Brushing

Picking out hooves

Cleaning out box

Brushing



Brush Type

Hard brush

Medium brush

Soft brush

Finish activity

Brushes are found in the box and are used for cleaning the horse's coat. To brush your horse, click and hold the left mouse button and then move the mouse around. You are brushing properly when dust comes off the brush.

There are three brush types:

- A hard brush to clean the horse when it is very dirty or muddy.
- A medium brush to clean dust off the horse without hurting or injuring it.
- A soft brush to smooth the horse's coat and to relax it.

Picking out Hooves



Finish activity

Position of hooves to be picked out

The tools for picking out hooves are found in the box. To pick out a hoof, select it by clicking on the corresponding drawing on the right. Then, in the same way you brush and wash the horse, click and hold the left mouse button and move the mouse over the hoof. You are picking out the hoof correctly when the dirt on it disappears.

Cleaning the Box



Finish activity

Wheelbarrow

Clean or dirty straw

Fork

Clean the box by replacing the manure and dirty straw with clean straw.

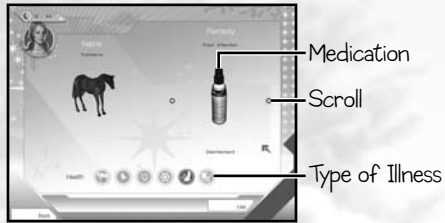
Pick up straw with the fork by left-clicking with your mouse. Move it to the wheelbarrow and drop it in by right-clicking with your mouse. Then spread out the pile of clean straw on the ground.

You can pick up several small piles of straw at the same time.

A clean box will improve your horse's morale.

The better you spread out the straw, the more comfortable your horse will be.

Horse Care



If one or more icons appear in the health section of the information file, then your horse has health problems. To take care of it, use the relevant medication in the medicine cabinet in the box.

To find out what is ailing your horse and how to cure it, read the books in the Library.

Feeding



To feed your horse, go up to the feeding trough next to it in its box. When the Feeding icon appears, press the Space Bar to feed your horse.

The other upkeep activities take place in the meadow, which can be accessed through the door in the rear of the box.



The Meadow

Putting your horse out in the meadow relaxes it and improves its morale.



Washing



The hose for washing your horse is in the meadow. Washing your horse is the same as brushing it, just click and hold the button and then move the mouse around. Let go of the button to turn off the water. Click on the button on the right to turn your horse around and wash its other flank.

Don't let your horse's head get wet, as this could make it ill.

Note: the box isn't open at night.

Walking

Taking your horse for a walk in an open environment outside the stables will improve your bond with it.

Dialogue



This activity will help you bond with your horse. Watch your horse carefully and try to figure out what it wants. Then select the action that will meet its needs: education, play, care, or affection.

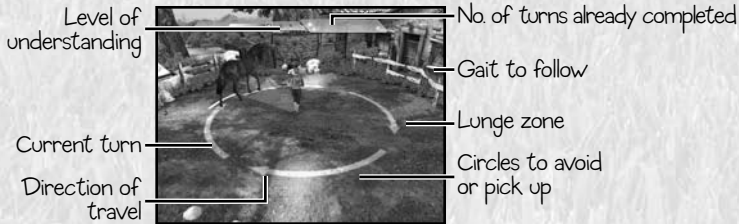
Click on one of the cameras on the left to view your horse's behavior. Then select a theme from one of the four on the bottom-right corner, and finally select an action from this theme based on what you have seen.

You can use the Library to learn how to better understand your horse and to respond accordingly.

NB: The behavior of the horse in the Dialogue mode does not necessarily correspond to reality. To make this mode as varied as possible, we have made choices that may not necessarily be reflected in reality. It is not recommended that you use the information provided in Dialogue mode on a real horse without first taking the advice of a fully qualified and competent professional.

Training

On the lunge line



The aim of this exercise is to train your horse to obey the instructions you give it.

You must make your horse perform the required tasks, while maintaining control of the lunge line. To do this, keep the cursor in the lunge zone (the pink area) during the exercise.

A circle drawn on the ground with arrows represents the instructions that your horse must follow. It must follow the direction of the arrows, their speed,

and their position. You can control your horse's gait with the up and down arrow keys, and the radius of the circle it is walking in with the left and right arrow keys. When your horse is stopped, press the down arrow key to make it change direction.

If you control the lunge line and make the horse perform the required tasks for a turn, then you will have passed that turn. You must complete as many turns as are shown.

You can earn bonus points by moving the cursor over the green circles while keeping it in the lunge zone. You will be penalized if you move it over the red circles.

Bonus points increase your horse's level of understanding (as shown on the top left).

Penalty points decrease your horse's level of understanding. When the level of understanding is empty, your horse won't obey you anymore.

A heart will start flashing on the top of the screen when your horse is disobeying you. To calm your horse down, you must scold it by pressing the Space Bar when the heart is green.

Be careful! Your shouts will make the horse more stressed out. Be patient and pick the right moment to impose your authority or the horse will become more agitated. If you press the Space Bar at the right moment, the horse's level of understanding will increase. However, if you press the Space Bar when the heart is red, the level of understanding will decrease.

Dressage

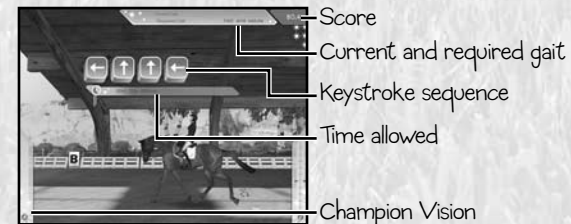
The aim is to complete the list of required movements. The better you perform them, the more points you will score. Dressage improves your horse's agility.

There are three types of movement:

Movements on the spot:

As their name implies, these are specific poses that the horse and rider must adopt.

When they appear, you must enter the sequence of keystrokes on the screen as quickly as possible. You will perform the movement correctly if you complete the sequence without making a mistake. Any errors will be reflected in your score.



Movements on the ground:

You must follow the path laid down by the colored circles on the ground in order to arrive at the required gait. You must control your horse well and prevent it from straying off the path.

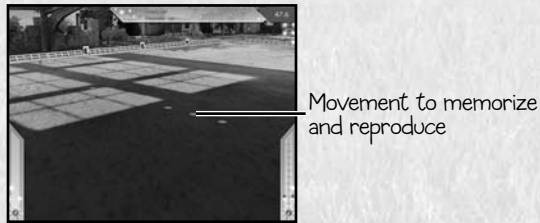


There are different types of gait:

- To adopt a collected gait, hold number key "1" pressed down.
- To adopt an extended gait, hold number key "2" pressed down.
- To adopt a special gait, hold number key "3" pressed down.

Movements in the manege:

You must follow a specific path around the manege.



An aerial view of the movement to perform is displayed for a few seconds before disappearing. You must memorize it and reproduce it as accurately as possible.

You can use your Champion Vision (press Tab) to see the path even when it's invisible.

Show Jumping

No. of jumps completed / Total no. of jumps

No. of refusals / Total no. refusals allowed

No. of falls / No. of falls allowed



To jump over an obstacle, you must control your horse's speed and tell it to jump at the right moment.

Depending on your speed, the color of the strip on the ground will change from red to blue. Your jump will be successful if the strip is either green or blue (ideal color). If the strip is flashing red, it means that you are traveling too quickly. If the strip is solid red, it means that you are traveling too slowly. In both cases, your horse will refuse to take the jump. If the strip is yellow, you will make the jump but will knock down a rail.

Once you're traveling at the right speed, press the Space Bar when you're over the jump strip.

Press Tab to switch to Champion Vision. This will make everything happen in slow motion and help improve your performance.

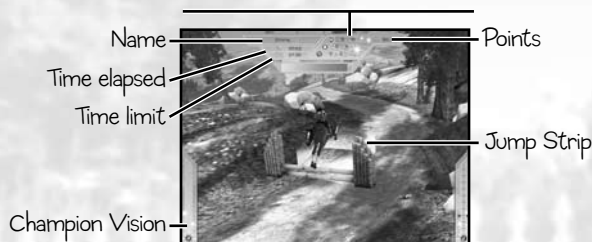
Show jumping improves your horse's physique.

Cross-Country

No. of jumps completed / Total no. of jumps

No. of refusals / Total no. refusals allowed

No. of falls / No. of falls allowed



Cross-country is an open air course with jumps that you have to complete as quickly as possible. Each course comprises different paths that all lead to the finish line. It's up to you to find the shortcuts that will let you finish the quickest.

You can ride at a gallop during cross-country races. This is a very quick gait but it can only be used for short lengths at a time, as it affects your horse's stamina.

The bar at the top of the screen is a gauge representing your horse's stamina. If it empties completely, your horse will automatically revert to a canter and it will be impossible to fill up the gauge again before the end of the course.

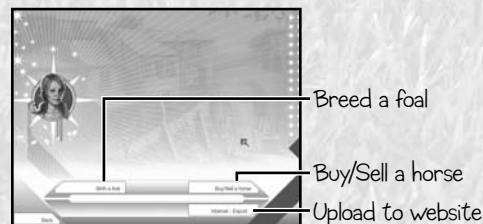
You must therefore learn to manage your horse's stamina levels. Cross-country improves your horse's stamina.

Press Tab to switch to Champion Vision and increase the accuracy of your riding.

Breeding Center

The breeding centre is one of the game's new elements. It allows you to buy and sell horses, and also to breed foals.

You can also use the breeding center to upload a horse to the game's official website.



COMPETITIONS

Competitions are organized every Wednesday and Saturday. The type of the competition depends on the day of the week. Some competitions feature only one type of discipline and only require you to complete one course. Others are combined events that feature dressage, show jumping, and cross-country.

A horse can be registered for competitions above or below its level in dressage and show jumping, but not cross-country. However, a horse will struggle with jumps that are above its level.

Winning competitions earns you money, and improves your horse's abilities and your popularity.

Dressage

The winner is the rider who best performs the required movements. Each movement is scored out of 10 and the rider with the highest score at the end wins. Visit the Library to learn new movements.

Dressage improves your horse's agility.

Show Jumping

The winner is the rider with the best score. In case of a tie, the rider with the best time will be declared the winner.

Show jumping improves your horse's physique.

Show Jumping Rules*

Bonuses:

Per jump cleared.....	3 points
Per jump combination (awarded at the end of the combination).....	5 points
Clear round (no falls or refusals).....	10 points
Speed bonus.....	1/4 point per second
Perfect jump bonus (in addition to 3 points for clearing the jump).....	2 points

Penalties:

Per jump knocked over.....	3 points
First refusal	4 points
Second refusal	6 points
Horse or rider falls.....	8 points
Exceeding time limit	1/4 point per second

Disqualification:

Third refusal
Second fall
Jumping wrong jump
Jumping jump from wrong side
Jumping a jump already cleared
Failure to cross start line 45 seconds after round begins
Exceeding outer time limit (twice the time allowed per round)

* These rules apply only to Petz Horsez 2 and are not the official rules.

Cross-Country

The winner is the rider with the best time and the best score.

Cross-country improves your horse's stamina.

Cross-Country Rules*

Bonuses:

Per jump cleared.....	15 points
Per jump combination (awarded at the end of the combination).....	35 points
Clear round (no falls or refusals).....	50 points
Speed bonus.....	1 point per second
Perfect jump bonus (in addition to 15 points for clearing the jump).....	10 points

Penalties:

First refusal	20 points
Second refusal at same jump.....	40 points
Horse or rider falls.....	65 points
Exceeding time limit	1 point per second

Disqualification:

Third refusal at same jump
Fifth refusal in total
Third fall
Jumping wrong jump
Jumping jump from wrong side
Jumping a jump already cleared
Failure to cross start line 45 seconds after round begins

* These rules apply only to Petz Horsez 2 and are not the official rules.

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Thanks,
The Ubisoft Team

Petz® Horsez® 2
Proof-of-Purchase



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