Horse & Foal

My Riding Stables

INSTRUCTION BOOKLET

My Riding Stables

Table of contents

1.0 System requirements
Minimum system requirements:
CPU 800 MHz, 256 MB RAM, WIN 98/ME/2000/XP, GeForce 2, Standard resolution: 1024x768, 600 MB free hard disc storage, DirectX® compatible soundcard, 20x CD-ROM drive, keyboard, mouse.

Recommended system configuration:
CPU 1.4 GHz, 256 MB RAM, WIN 98/ME/2000/XP, GeForce 4, Standard resolution: 1024x768, 600 MB free hard disc storage, DirectX® compatible soundcard, 20x CD-ROM drive, keyboard, mouse.

2.0 Installation and game start
Open your CD-ROM drive and insert the CD-ROM. If the program does not start automatically, go to „Setup.exe" in your CD index. Start it with a double-click. Now follow the instructions on the screen to install „My riding stables".
To be able to play the game you will need DirectX. If it is not yet installed on your PC, activate the function „Install DirectX 9" at the end of the installation.

3.0 The Main Menu
After you have started the game, you will be taken to the Main Menu, where you can select various actions.

3.1 Start the game
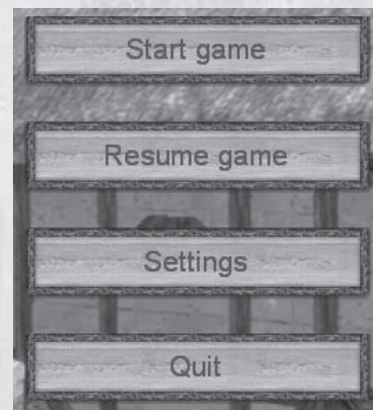This button will start an entirely new game.

3.2 Resume game
If you have already started a game, this option will take you directly to the loading screen.

3.3 Settings
Here you can change the settings of the game, such as sound, for instance.

3.4 Quit
This item takes you back to the Windows user interface.

4.0 Controls
4.1 Character
You use the keyboard and mouse to control your character.
Key allocation

W (arrow up)	Move away from the observer
A (arrow left)	Move to the left
S (arrow down)	Move towards the observer
D (arrow right)	Move to the right

If you press the Shift button at the same time, you will move faster.

4.2 Riding
Once you have saddled a horse you can go on an outride. You control the horse with the same buttons as you control your character. Through multiple activation of the W-key (arrow up) you can increase the speed (walk, trot, canter, gallop and sprint gallop).

Key allocation

W (arrow up)	Move forward (press 1x = Walk, 2x = Trot, 3x = Canter, 4x = Gallop, 5x = Sprint gallop)
A (arrow left)	Turn left
S (arrow down)	Move backward (activation decelerates forward movement)
D (arrow right)	Turn right

If you hit the space bar at the right time in front of an obstacle, your horse will jump. You can only jump while you are cantering. It is important to take the jump neither too close nor too far away from it, otherwise your horse will refuse the risky jump.

4.3 Interaction with other characters
To interact with other characters, move up to them and click on them with your left mouse button. An action button will appear on the left edge of the screen, indicating various options.

4.4 Interaction with objects
Interaction is possible with various objects in the game. If you pass your mouse cursor over these objects, the green writing in the mouseover will indicate that interaction is possible.
If you now press the left mouse button, a button or various buttons will appear in the lower left corner of the screen. The writing will tell you the action behind it.
If you press one of these buttons, the action will be performed.

4.5 Interaction with horses
You can also interact with the horses. Select a horse with a left-click and a number of action buttons will appear on the left side of the screen.
Which buttons are displayed depends on the current location. If the horse is standing in the stable alley, you will be given other options than in the box or in front of the stables.

5.0 Screen displays
5.1 Interface
The interface is divided into three areas. Two buttons will quickly take you to important areas or information relevant for the game. The „menu" button (1) will take you to the main menu. The „Task" button (2) always displays the current task you have to carry out.
Your finances (3) are displayed above these buttons.
The inventory is in the middle. You have three positions available (5, 6, 7), in which you can place three portions each of a certain feed type or water. Adjacent to that is another display showing the elapsed playing time (4).
The overview map is a new addition (8). Here you can view your current location in the area at any time.

5.2 Status window
If you select an animal, the right edge of the screen will indicate the „animal values". The animal values will show you the current condition of the respective animal, whereby you have to differentiate between the status values Health, Cleanliness, Satisfaction, Activity, Hunger, Thirst and the

character values Experience, Endurance and Strength. Status values decrease on a daily basis andmust be influenced by the right care. Characters have a fixed value and can be increased by training, after which they no longer decrease.

Trust: Trust indicates how well the horse has become accustomed to riding and humans.

Endurance: Endurance indicates the length of time a horse can gallop. This value decreased during galloping and functions as a status value for a short while. This value automatically rises to its original value when the horse is resting.

Strength: Strength indicates jumping strength. Once a high value is reached, the horse will also be able to jump even the highest obstacles without a problem.

Health: represents the total condition of the horse.

Cleanliness: Is the animal feeling well or do you have to give it another clean?

Happiness: Are you spending enough time with the animal?

Activity: Does the animal get enough exercise or is it suffering from lack of exercise?

Hunger: Does the animal have enough to eat?

Thirst: Does the animal have enough to drink?

5.3 Action buttons
If you select an animal, the left edge of the screen will display action buttons. The writing will tell you the inter-action options with the object, animal or person.

6.0 The course of the game
6.1 Choice of role
In „My riding stables" you can play three different roles. Each role comprises different tasks and possibilities. When you start a new game, you will first have to decide what you would like to play. Think carefully, because you cannot switch roles during the game.

Horse Manager:
As Horse Manager you have decided to specialize in breeding horses. To achieve this, you have a large stable available and two horses to start with. At a later stage, shows will occasionally take place on your farm, but in which you only participate. You can also upgrade your guest house and thus accommodate more guests on your farm.

Riding Instructor:
As a riding instructor you can build the school and offer lessons to your guests, something which they frequently and gladly accept. You can also breed as riding instructor, but your stables are smaller than that of the Horse Manager and you start with only one horse.
As riding instructor, shows will occasionally take place on your farm, but in which you only participate.

Professional Instructor:
As professional instructor you can build the show arena and therefore not only participate in shows, but also organize them yourself. You can also breed in this role, but like the riding instructor you start off with only one horse and the stables are slightly smaller. However, as a professional rider you can also become famous.

6.2 Character selection

After you have decided on a certain role, you get to select a character.

You can choose between different characters. Consider it well, because you cannot switch during the game. You can also give your character a name.

Once you have chosen and named your character, you can select a horse. Once you have chosen a horse, or two as Horse Manager, the game will start and your adventures as the owner of a horse farm can begin. You can also name the horse you have selected. If you are successful in breeding a foal, you can also give it a name.

6.3 Tasks

The game has started and you are presented with your first task. The tasks represent the guideline through the game. If you conform to this guideline you will not miss out on anything and you will get to know all aspects of the farm. But if you like, you can do anything you want and ignore the tasks. If you want to see your current task, simply click on the „Task" button on the interface.
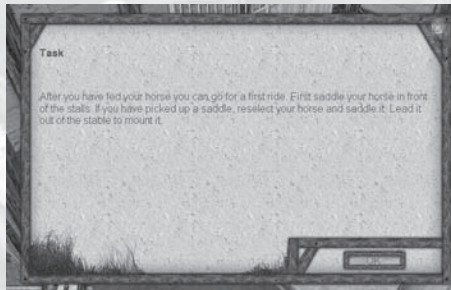
7.0 Levels
7.1 The farmyard

At the start of the game your farm only consists of your own house and the stables. During the game you have the option of constructing various buildings and extending your field of responsibility. The following buildings are on your farm or can be built at a later stage:
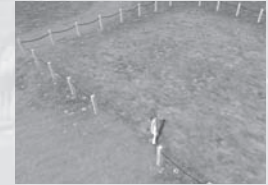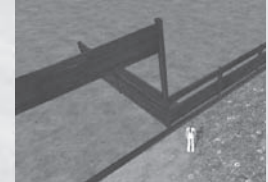
Your house

The stables

The guesthouse

The paddock

The parking area

The riding school

The showground

7.2 The town

If you leave your farm by the path heading south, you will get to the town.
There you can buy anything required for your daily work and for the care of your animals. But there is also a bank and a training academy.

The veterinary surgery:
If your horses become ill or injure themselves, you can ask the local vet to come and see them at your farm.

The merchant:
At the merchant you can buy various feeds and accessories for your animals.
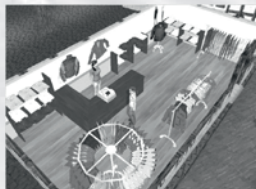
The pharmacy:
The pharmacy supplies you with all medicines you may need on your farm.

The horse dealer:
You can buy new horses from the horse dealer or sell the animals you bred yourself.

The boutique:
You can buy additional riding and tournament outfits at the boutique.

7.3 Outride levels

Three further paths lead away from the practice area. Each of them leads to one of the outride levels, although they are not all accessible to you from the beginning.
The levels are unlocked once you have fulfilled certain tasks.
You can reach the forest using the path that leads east.
You can reach the town border using the path that leads west.
If you leave the practice area in northern direction you will get to the beach.

8.0 At the manor house
8.1 Your living quarters
Your day starts at your living quarters at 8 a.m. You can change your clothes in your living quarters, which is sometimes necessary as you can only participate in shows with the right attire. But you are welcome to change your outfit whenever you feel like it. Click on the chest of drawers and select the button „Use". The following mode offers you various options. At the top right you can select the type of clothing you would like to wear, either casual wear or riding clothes.
Once you have decided on a version, you can chose between the different tops and bottoms and shoes using the sliding bar.

8.2 Your office
There is a computer in your office.
It will give you access to the files on those horses currently standing in your stables. It also provides you with the statistics on your revenues and expenses. You will also see your guest statistics, showing the duration of their stay and the income you are earning from them.

9.0 Construction and upgrades

Miniature buildings float above the ground in various areas of the level. You can construct buildings in these areas.

When you click on the small building it will indicate which building can be built and how much it would cost to build it. Should you already have enough money, the action button „Build'" will be displayed. If this is pressed, the building is constructed and the costs debited to your account. Construction does however take a little time and the building will only be available the next day. Many buildings can be upgraded once or twice. Select a building and it will indicate whether upgrading is possible and what it would cost. If enough money is available, the button „Upgrade" will appear. Click to initiate the upgrade, but this will also take one day.

9.1 Upgrade Manor House

Upgrading the manor house will change the overall picture of the area, so that the guests are prepared to pay more. The further you upgrade the higher your revenues from holiday guests.

9.2 Upgrade Stables

Upgrading the stables will increase the number of available stalls.

9.3 Guest house construction

If you want to welcome guests to your farm you will first have to upgrade the guest house. Further upgrading is only possible if you are a Horse Manager.

9.4 Show arena construction

Once you have built the show arena you can either participate in shows or you can organize them yourself. The further the building is upgraded the higher the prize money you can win at the shows.

9.5 Riding school construction

If you have built the riding schools as a Riding Instructor, you can start giving riding lessons. In other profiles you can only build a school in which you can train your horses without having to ride one of the outride levels.

9.6 Paddock construction

Once you have built the paddock you can supply your horses with food, water and exercise, without actively having to care for them. Building a paddock will therefore save you lots of work.

9.7 Foaling stables construction

The foaling stables are built when you want to start breeding. Only the particularly comfortable, large stall and its privacy will ensure offspring.

9.8 Parking area construction

More guests will come to see you once you have built a parking area.

10.0 Breeding

To start breeding you need to fulfill two conditions:
1. The foaling stables have been built.
2. You have two horses of the opposite sex available, which are not too closely related to one another.

For breeding it is important to know that only healthy animals can have offspring and that satisfied animals have offspring faster than is satisfied ones. So if you are thinking about breeding, you should select healthy animals and ensure their continued wellbeing. Put the selected horses in the foaling stables and continue to ensure their well-being. The more satisfied they are the higher the chances that you can expect foals. If two horses are in the foaling stables, you should occasionally do a pregnancy test on the mare so that you can be sure to know if something happens. Select the mare and press the action button „Test".

If the mare is pregnant the stallion is automatically removed from the stall so that the mare has enough space. She is very sensitive during pregnancy, and you should pay her particular attention.

The foal is born after a short while. Now you have to ensure that the mare has enough food and water, because you are now practically feeding two horses. Once the foal has grown you have to return both to the stables. Now you have a new horse which you can either keep and train or sell.

11.0 Riding lessons

As soon as you have built the basic riding school, you can start with lessons. At this point you will obviously need at least one horse with enough experience to carry a pupil. If a guest visiting the farm would like lessons, you can click on him at any time and invite him to a lesson. When you start a lesson you automatically assume the role of pupil and find yourself in the schooling area. Depending on the extension level you now have to fulfill various tasks. Beginners can gather first experience with horses in the longing ring. You can only choose between two gaits. If you ride the specified time in each gait, the pupil will learn these. As a pupil you can move freely in the schooling area. You have to ride out certain points to learn control of your horse in this lesson form. As soon as you have built the indoor school you can give lessons to advanced riders as well.. Various obstacles have been set up and if jumped correctly, will ensure that the lessons were successful. After each lesson you receive payment for your efforts.

12.0 Shows

12.1 Participation

If a show organizer comes to see you, wanting to arrange a competition on your farm, you can either accept or decline. If you accept and a show is organized on your farm, you can decide if you would like to participate. If you want to participate, you simply ride onto the course at the allotted time. Your round starts at entry and the clock starts running as soon as you have taken the first jump. The clock is stopped as soon as you have taken each jump at least once. You are given penalty time for each dropped obstacle. The table shows you how well you have done and whether you have won a prize.

12.2 Organization

You can organize a competition on the computer. Click on „Build course" and the camera changes to a bird's-eye-view of the course. By selecting the individual obstacles you can specify various heights or remove an obstacle entirely. However, at least seven obstacles have to remain standing. Once the course is to your satisfaction, end the building phase and click on „Register competition" on your computer. The competition will take place on the following day.

12.3 Show

A show is a special option for the professional rider, who only passes once show arena has been completely upgraded. Unlike the show-jumping competition, you do not compete against other riders but alone. The spectators pay for getting a good show. So it is important to make as few mistakes as possible, otherwise your winnings will be reduced.

13.0 Care

To ensure your horses' well-being, you have to take good care of them. This includes grooming, exercise, morale and a good supply of water and feed. A horse's condition and the quality of your care is expressed in the animal values.

Health: Health summarizes all other values. To ensure that the horse's health value remains high, you must maintain all the other values at the highest possible level.

Cleanliness: If this value falls, you have to muck out the stables. Horses only feel really good in a clean environment.

Satisfaction: You can influence satisfaction by spending a lot of time with your horse. The best way to do that is to pet the horse a lot.

Activity: Activity shows you whether your horse has enough exercise. You should regularly take all your horses on an outride if this value is to remain high.

Hunger: This value displays whether the animal is hungry. You can keep this value at a high level by always supplying enough feed.

Thirst: This value displays whether the animal is thirsty. You can keep this value at a high level by always supplying enough water.

13.1 Feed

To be able to feed your horses you first have to have feed in your inventory. This is done by clicking on the respective feed bag. Use the button „Remove portion" to place a portion in your inventory. Now you can go to the stall of the horse you want to feed and select the feed trough. Once you have selected the trough, click on the feed in your inventory and the trough will be filled.

13.2 Water

Filling the bowls with water works just like feeding. Water barrels are positioned at various areas on your farm, from which you can take water. Once it is in your inventory, you handle water as you would handle feed.

13.3 Cleaning

For your animals to feel good you have to regularly clean out their stalls or paddocks. Each house has a broom. Select the broom and click on „Use" to start sweeping.

14.0 Training

You can increase the character values of your horses by training them. This means that the values Experience, Endurance and Strength rise a little each time you ride the horse.

15.0 Outrides

You can take one of your horses on an outride at any time. Take it out of the stall, saddle it, lead it out of the stables, mount and off you go. Select your horse and press the button „Remove from stall". Once the horse is in the stable lane, you can take a saddle and return to your horse. If you select the horse again, you are given the option to „Saddle". You can only walk and trot on your farm, but there are three outride area in which you can not only ride as you wish, but where you will find obstacles which you can jump. However, these areas are not accessible from the beginning but will have to be unlocked first. While you are riding, you should always keep an eye on your horse's endurance, as galloping and jumping is hard work and your horse will tire. If endurance sinks to 0, your horse will only be able to walk or trot for a while. Your horse will recover if you walk or stand still for a while.

16.0 Shopping

From reading the chapter „The town" you are already familiar with the options available in the town. If you want to make use of one of the offers, enter the shop and click on the salesperson. The action button „Purchase" will appear. If you click on this, a window with various options available in this shop will appear.

17.0 Credits

Copyright:
©2007 TREVA Entertainment GmbH

Publishing:
TREVA Entertainment GmbH
Hamburg - Germany
www.treva-entertainment.com

Product Management:
Imke Stiemert

Developed by:
Radon Labs GmbH

Project Managers:
Jan Lechner
Thomas Möhring

Concept/Manual:
Tobias Heußner
Jan Lechner
Thomas Möhring

Lead Programmer:
Mark Thiele

Programming:
Cornelia Odin
Katja Wagner
Sandra Hoffmann
Dylan Baar
Enno Cramer
Johannes Kellner
Johannes Kosanetzky

Graphics:
Carolin Albers
Thomas Bittner
Florian Busse
Rubén Salgado Escudero
Olaf Haag
Tobias Houfek
Sven Fahrenwald
Martin Freitag
Tom Jacobs
Daniel Kelichhaus
Patrick Lehrmann
Christoph Meyer
Oliver Noss
Torsten Räbiger
Christopher Giese
Sven Liefold
Karsten Mehnert

Level Design:
Florian Busse
Tobias Heußner
Jan Lechner

Testing:
André Arvandi
Gunter Sachse
Hannes Becker

Music:
Claas Oehler

Sound Effects:
Sylvius Lack

Production:
Bernd Beyreuther

Engine Technology:
André „Floh" Weißflog

Business Manager:
André Blechschmidt

19.0 Epilepsy warning

Please read before using this video game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children.

If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

PRECAUTIONS TO TAKE DURING USE

• Do not stand too close to the screen. Sit a good distance away from the monitor,
  as far away as the length of the cable allows.
• Preferably play the video game on a small screen.
• Avoid playing if you are tired or have not had much sleep.
• Make sure that the room in which you are playing is well lit.
• Rest for at least 10 to 15 minutes per hour while playing a video game.

WARNING: AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain television screens and monitors. Some televisions, especially front- or rearprojection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may „burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.