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GETTING STARTED

System Requirements

Supported OS: Windows Vista® /Windows® XP SP 2 (only)
Processor: 1.5 GHz Intel or AMD processor (2 GHz recommended)
RAM: 512 MB, 1 GB for Vista (2 GB recommended)
Video Card: Accelerated 3D NVIDIA or ATI graphics card – 128 MB*
RADEON 9000 series or NVIDIA GeForce 6 series (RADEON X100 series or GeForce 7 and above recommended)
Sound Card: Windows–compliant sound card
DVD-ROM: 16x DVD-ROM
Hard Drive Space: 2GB

*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

1. Insert the DVD-ROM into the drive.
2. Click “Install” in the window that appears. If the window does not appear, open the Control Panel and double-click the DVD-ROM icon.
3. Follow the on-screen instructions.

Configuring the Game

1. Insert the DVD-ROM into the drive.
2. Click Options in the window that appears.
3. You can configure the following display settings:
 - Resolution
 - Refresh rate
 - Display quality
4. To save the new configuration, click on Start Game (which will start the game) or OK (which will close the configuration tool without starting the game).

CONTROLS

Note: Using the Alt + Tab combination or the Windows key is not recommended.

	Primary Key	Secondary Key
Menu:		
Select	Left and right arrow keys	
Confirm	Enter key	Space Bar
On Foot:		
Run	Arrow keys	
Walk	Hold Shift key while moving	
Interact (Talk, Use, Open...)	Space Bar	Enter key
Re-center the camera	Ctrl key	Num. Pad 5
Pause menu	Esc key	P key
Display objective	Tab key	T key
On Horseback:		
Accelerate	Up arrow key	
Brake/Reverse	Down arrow key	
Brake suddenly	Shift key	
Turn right	Right arrow key	
Turn left	Left arrow key	
Jump	Space Bar	Enter key
Boost	Alt key	Right Alt key
Display map	Caps Lock key	M key
Talk	Space Bar	Enter key
Re-center the camera	Ctrl key	Num. Pad 5
Pause menu	Esc key	P key
Display objective	Tab key	T key
Look up	W key	Num. Pad 8
Look down	S key	Num. Pad 2
Look right	A key	Num. Pad 4
Look left	D key	Num. Pad 6

INTRODUCTION

Wake up!!

Lily was startled when her uncle shook her awake. She had dozed off between housework chores; how could she know that this day would turn her life upside down? She was unaware that the rich and scheming banker Rud Van Guinness was going to try to seize the family ranch. Lily had no idea that she would meet Grant, the famous horse whisperer, or that she would save the ranch by winning several prizes in equestrian events. Nor did she know that she would meet Liam, who would help her stand up against the violent methods employed by the Van Guinness clan. She didn't know that she would confront Carla Van Guinness, who was as practiced in the brutal methods of horse training as in the use of the riding crop.

Lily would gradually develop a very special relationship with her horses, which would enable her to overcome the many obstacles in her path, and triumph in the face of them.

Had she known what she would go through, Lily would surely have gone back to sleep, but then she would have missed the greatest adventure of her life; an adventure that would change her forever.

STARTING THE GAME



1. Insert the DVD-ROM into the drive.
2. Click Play in the window that appears.

You can also use the icon on your Desktop to launch the game. In the Main Menu, use the left and right arrow keys to select New Game, Load Game, or Options. Then press the Enter key or Space Bar confirm your selection.

New Adventure



To start a new game from the beginning. Select a free slot or play without saving, then choose a name for your mare. Use the keyboard to enter a name. You are allowed to use letters, spaces, and dashes. Use the Backspace key to delete the last letter you entered. Once you've finished, press the Enter key to confirm.

Load Game



Load a saved game to resume gameplay.

Options



Change certain game settings. Press the Space Bar or Enter key to view or modify settings to achieve optimal game performance.

SAVING A GAME

The game saves automatically, so you don't have to worry about saving it yourself during the course of your adventure.

THE GAME SCREENS

The Main Screen

The information displayed on the main screen will change depending on your progress in the game.

Boost

Increases the horse's speed

Compass

Indicates your next destination



Morale stars

Indicate the horse's morale and also influence the horse's speed

Contextual action

Indicates an action you can carry out in the current situation

Map Screen



Press Caps Lock or click M on-screen to display the Map screen. You can use the Map screen to check your current position and view the positions of the various characters.



The heroine's current position and orientation

Equipment Screen



Each time you leave the ranch, you can opt to change your tackle. There are four different types of tackle: reins, saddle pad, saddle, and horse leg protectors.

THE HEROINE'S MOVEMENTS

Walking and Running

Use the arrow keys to run while you're on foot. To walk, hold down the Shift key while you're moving.

Contextual Actions

The Space Bar or Enter key will trigger various actions, depending on the situation. These include Talk, Open, Look, Use, Pick Up and Reassure.

Controlling Your Mount

Moving around on horseback: There are three gaits: walk, trot, and gallop. Press ↑ to move forward. The more you press ↑, the faster your horse will go.

Turn left: Press ← to make your horse turn left.

Turn right: Press → to make your horse turn right.

Slow down: Press the V key to slow down by pulling on the reins. Press the Shift key to slow down abruptly.

Move backward: To make your horse move backward, call it to a halt and then and then press ↓.

Speed up: Press the Alt key to boost the horse's speed. Once your horse is going at a full gallop, the boost gauge will gradually drop. The boost gauge will gradually fill up once you release the Alt key.

You can jump over obstacles at this speed. (Note that once you are galloping the horse will the horse will automatically jump over obstacles when you are out on a ride or during a cross-country event.)

THE STABLE



The ranch stable represents the central point in the game; it allows you to manage and look after your horses... Once you are in the stable, use the stable board to access the different categories listed below.

Select a Horse

The first step is to choose the horse you want to look after. All the horses you have can be found here. There are three types of box:



The Box: Horses you win during the game will be automatically placed in this type of box.

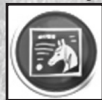


The Maternity Box: When you obtain a new foal, it will be placed directly into this maternity box.



The Foal Box: When a foal born as a result of the breeding program becomes an adult, it is moved into a foal box.

Identity Card



Each horse has an identity card that contains detailed information about it:



Description: The breed, sex, and temperament of the horse you have selected.



Abilities: Your horse's ability level in jumping and speed.



Health: Your horse's morale, along with its care schedule.



These icons show which care activities you have carried out and what you still have to do. This icon also shows you when your horse has been broken in.



Breaking In: Your horse's breaking-in schedule. The training program you must carry out is described here.



Web Code: Each horse has its own web code. This code contains the following information: the name of the horse, its breed, coat color, mane and tail color, sex, number of competitions won (including tournaments and competitions), and its abilities. To view it, first select a horse, select its identity card, and then select the web code. You can enter your horse's code at this address: www.petz.com. Your horse's profile will then be accessible on the Horsez website so you can

show your horse's skills to your friends.

Breaking In



Select this icon to break your horse in. It is important to do this, as you cannot ride a horse that has not been broken in (see the Breaking In section on page 11 for more details).

Care



Select this icon to access the different care elements (i.e., brushing, washing, picking out the hooves, and cleaning the box). Note that hoof-picking is not required when looking after a foal (see the Looking After the Horses section for more details).

Training



Training the horse to jump over obstacles is carried out in the ranch manege. Enter the stable and select the horse you would like to train with, then choose this icon. If your horse has not been broken in, you cannot train with it.

Place with Edie



This icon is only visible when you select a horse in a foal box. The horses in the foal boxes are horses from the breeding stable. Select this option if your foal boxes are full and you want to breed new foals. The horse selected will be placed directly with Edie. Once the horse is at Edie's you will no longer be able to see it or access it (see the Breeding Program section for more details).

Leaving the Ranch



You can only leave the ranch on horseback. To leave the ranch, first choose the horse you wish to ride and then select this icon. You will not be allowed to leave the ranch with your horse if it has not been broken in (see the Breaking In section for more details).

You can change your horse's tackle each time you choose to leave the ranch.

THE HORSES

Breeds



Six horse breeds are available: Mérens, Friesian, Anglo-Arabian, French Saddlebred, American Paint Horse, and Peruvian Paso. Each breed has its strong and weak points. Jumping and speed are the main features that characterize the various breeds. Your horse's abilities will increase every time you win a level by taking part in international competitions.

Gender

You can have a mare or a stallion for each breed. The horse's sex is an important factor in breeding (see the Breeding Program section for more information).



Mare



Stallion

Temperament

Each horse has its own temperament; it can be either docile or strong-willed. A quiet horse will be easier to break in and look after than a strong-willed horse.

Emotions

You must understand your horse to build a relationship of trust with it. Your horse may sometimes be frightened by certain places (caves, for example). You must therefore reassure it to encourage it to move forward. Feel free to stop near certain flowers so that it can graze.

BREAKING IN



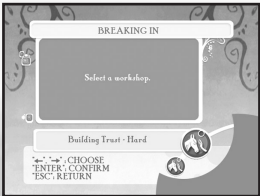
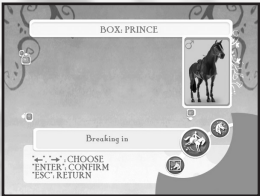
Note: The breaking-in mini-games do not reflect reality. To make the breaking-in process as enjoyable as possible, we have made choices that do not apply in real life.

Breaking-in is the first stage in your horse's education and you must break in your horse if you want to leave the ranch on its back. You will learn new breaking-in techniques during the game, and you must carry out the breaking-in exercise depending on your level. Each time you win a level, you must break in the horse you want to ride out with. To find out if your horse has been broken in, simply view its identity card. You will also see what breaking-in exercise you must carry out.



This icon tells you when your horse has been broken in. Once a horse is broken in, you can leave the ranch with it.

To break your horse in, you must interact with the ranch's stable board. First, select the horse you want to break in and then select the Breaking In icon. Once you are in the Breaking In menu, select the breaking-in exercise you want to carry out.



A page will be displayed before each breaking-in game detailing the objective and the controls you should use to achieve it.

Confidence Game



The aim of this breaking-in exercise is to show the horse that it has nothing to fear from you and to build its confidence. Stroke your horse's sensitive zones in the order in which they appear. Once you have completed a sequence, your horse's stress level will drop. You must therefore remove all your horse's stress within the time limit.

To stroke a zone, move your hand using the the mouse and then press the left mouse button.

Gaits Game



The aim of this breaking-in exercise is to teach your horse to maintain a certain gait and change gait at a precise moment. You must make your horse move at the required gait. There are three gaits: walk, trot, and gallop. You will see the required gait and your horse's current gait displayed on-screen. Each time you perform the required gait you will win Gait Points. You must obtain the required number of Gait Points within the time limit.

To increase your horse's gait, press ↑.

To slow your horse's gait, press ↓.

LOOKING AFTER THE HORSES

Note: The care mini-games do not reflect reality. To make looking after the horse as enjoyable as possible we have made choices that do not apply in real life.

You are responsible for your horse's welfare. You must brush and wash it and clean its box. Your horse will earn a morale star for each element of care you carry out. Your horse's morale is very important; a horse with low morale will be weaker and not able to compete in international competitions.

Your horse's morale will decline over time; it is therefore important to take regular care of your horse. Consult your horse's identity card to view its morale level. When you are on horseback, the morale of the horse you are riding will be displayed.

If you take good care of your horse you will form a strong bond with it.



Horse that have not been cared for (morale is low)



Horse that has been cared for (morale is high)

To look after your horse, you must interact with the ranch's stable board. First, select the horse you wish to care for and then select the Care icon. Once you are in the Care screen, choose the kind of care you want to give.



A page will be displayed before each care game detailing the objective and the controls you should use to achieve it.

Brushing



Brush your horse's coat to remove all the dirt and dust from its coat. Use the mouse to move the brush. To brush your horse, press and hold the left mouse button. You can change flank at any time by pressing the right mouse button.

Washing



Clean your horse's coat using the hose. Use the mouse to aim the jet of water, and press and hold the left mouse button to squirt the water. Monitor your water supply; the more you use the hose, the more quickly your reservoir will empty. Press the right mouse button to replenish it.

Picking Out Hooves



You must clean your horse's four hooves using a hoof pick. Move the hoof pick using the mouse. Press the left mouse button to pick a hoof out.

Cleaning the Box



You can use this high-pressure jet to hose all the soiled material in the box into the drain. Use the mouse to aim the jet of water, and press and hold the left mouse button to squirt the water.

THE EQUESTRIAN DISCIPLINES

Three types of discipline are represented: show jumping, cross-country, and steeplechase. The sequence of the equestrian events is as follows:

Training → **Local Competitions** → **International Competitions**
 You must first carry out all the training exercises in your level to take part in local competitions. You can train with any horse.

The show jumping training takes place at the ranch. Select a horse in the stable and then choose the Training item. Go to the trainers to carry out the cross-country and steeplechase training. To validate the show jumping or cross-country training you must complete the training within the time limit.

To validate steeplechase training, you must pass all the checkpoints on that particular course. You can train as much as you like in the show jumping, cross-country, and steeplechase disciplines.

Before you can enter an international competition you must first win federation points by taking part in local competitions. You win a point when you place in the top three.

To participate in local competitions you must approach the organizers located near the maneges. Each organizer manages the competitions for one or several breeds. However, you can turn up to an organizer with any breed you want. If the breed you are riding is the one eligible for the competition, then you can use it. On the other hand, if the breed you are riding is not eligible for the competition, then your mount will be replaced by the required breed (one of your horses from the stable). Once the competition is over, you will find yourself back on the horse you first turned up with.

You can take part in the available competitions as many times as you like, but you can only acquire a federation point when you win the competition for the first time.

You can enter international competitions once you have won the required number of federation points. Go and see Edie to participate in an international competition.

The Show Jumping Course



You must jump the obstacles in the correct order; an arrow marks the next obstacle to jump. The jump indicator appears on the arrow, and your jump is perfect when the indicator enters the green zone. Press the Space Bar or Enter key to jump. If you press when the indicator is not in the green zone, your horse will knock bars off and you will be penalized; extra seconds will then be added to your overall time. Your horse must approach the obstacle at a gallop to jump it. The winner is the rider who finishes the course in the shortest time.

The Cross-Country Course



You must jump the obstacles in the correct order. Follow the directions on your compass to see the next obstacle to jump; it will be shown by an arrow. Your horse must approach the obstacle at a gallop to jump it automatically. The winner is the rider who finishes the course in the shortest time.

The Steeplechase Course



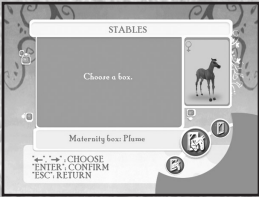
You must pass the checkpoints in the correct order as quickly as possible. You must reach a checkpoint within a certain time limit, and you will be eliminated if you have not reached the checkpoint within this time. The winner is the rider who passes all the checkpoints in the shortest time. This icon shows the finishing line.



THE BREEDING PROGRAM

There is a breeding stable on the ranch to enable you to breed foals. You must first choose a mare and a stallion from the horses on your ranch. You can then run a simulation that allows you to view the foal born from the union of the two horses you have selected, and then run the breeding program to give birth to the foal. The foal is automatically placed in a maternity box. The ranch only has one maternity box, which means that you must wait until the foal has grown up and leaves this box to run a new breeding program. When the foal becomes an adult, it is automatically placed in a foal box. To run the breeding program, there must be a free foal box. There are two foal boxes on the ranch.

THE FOAL



To take care of your foal, you must interact with the stable board on the ranch and select Maternity Box. You can then view the foal's identity card and care for your foal. You are responsible for your foal's welfare. You must brush and wash it and clean its box. Your foal's growth gauge will rise with each element of care you carry out. When the growth gauge is full, your foal will become an adult and automatically enter a foal box. Consult your foal's identity card to view its growth gauge.



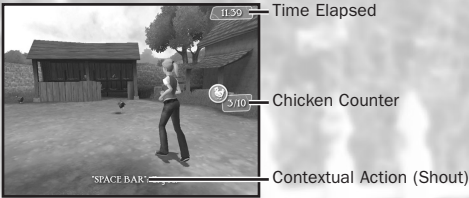
The foal's growth gauge

MINI-GAMES

The two mini-games described below will be unlocked during the adventure. Once they are unlocked, you can enjoy unlimited gameplay!

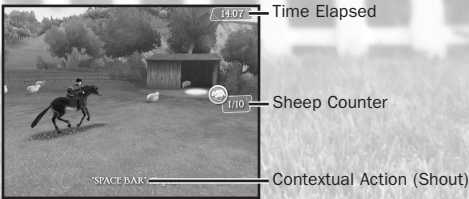
Return the Chickens

The aim of this mini-game is to return all the chickens on the ranch to the hen house in the time allocated. Press Space Bar or Enter key near a chicken to shout. To play this mini-game as many times as you want, interact with the hen house door on the ranch.



Return the Sheep

The objective of this mini-game is to return all the sheep to their pens in the time allocated. You are on horseback in this mini-game. Press the Space Bar or Enter key to shout. To play this mini-game as many times as you want, interact with the pen gate at Edie's place.



Register this game now and stay in the know!

NOTES

It's simple: Go to www.ubireg.com and register your product, and you will receive a coupon code good for 10% off your next purchase at the Ubisoft online store. You can also get exclusive game updates, participate in surveys, and win cool prizes! Look for the details on www.ubi.com!

Thanks,
The Ubisoft Team

Petz® Horsez® 2

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