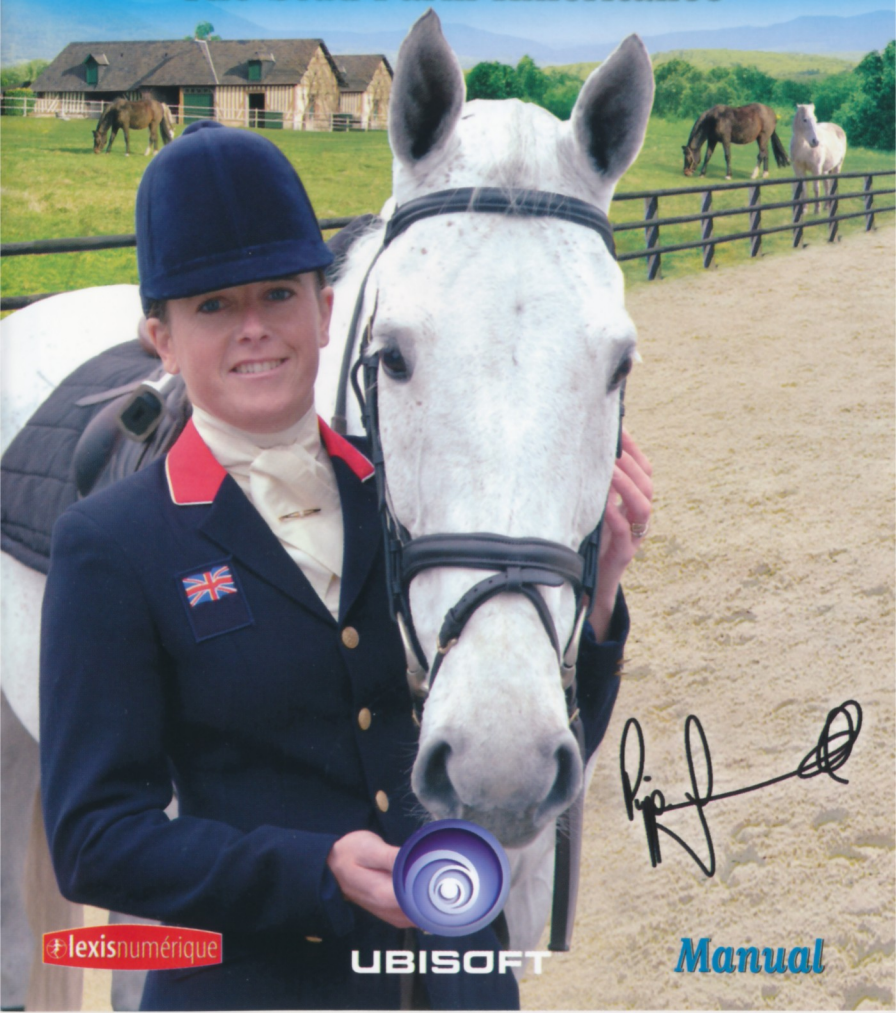


Pippa Funnell

The Stud Farm Inheritance



Pippa Funnell

lexisnumérique

UBISOFT

Manual



I'm always very happy to be associated with horse products, especially now because this new game offers an action packed adventure! I'm sure it will soon be your favourite game!

There are endless hours of game fun in store for you, because it's possible to continue managing your stud farm after the adventure is over!

So train your horses to turn them into real champions, and don't forget to take care of them: they'll be very sensitive when you show them affection.

So here it comes, at full gallop — a wonderful adventure!

*Kind regards,
Pippa Funnell*



Pippa Funnell's list of awards:

In 2003 Pippa participated in many cross country events and her many wins include Lexington, Burghley, Badminton and Blenheim. In 2004 however, Pippa went onto win Chatsworth and Blenheim again and achieve a team silver medal and an individual bronze medal at the Olympic Games in Athens.



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Denial of responsibility

This CD-Rom and the accompanying materials are for computer game use only. They do not endeavour to provide veterinary advice or advice relating to the treatment of horses or horse-riding techniques in any particular situation. Nor do they attempt to recommend strategies for organising or constructing a show jumping course, with fences or hedges, either for horses or horse-riders. You are strongly advised against acting in accordance with the information provided in or with this game before taking prior advice from a qualified and competent professional.

Game system configuration

Pippa Funnell

Minimum configuration

- Windows® 98/Me/2000/XP
- Pentium® II 450Mhz
- 3D video card with a minimum of 32 MB RAM
- 64 MB RAM
- Windows-compatible sound card
- DirectX version 9
- CD-Rom 4x drive
- 800 MB of free hard drive space

Recommended configuration

- Windows® 98/Me/2000/XP
- Pentium® III 800Mhz
- 3D video card with a minimum of 32 MB RAM
- 128 MB RAM
- Windows-compatible sound card
- DirectX version 9
- CD-Rom 4x drive
- 800 MB of free hard drive space

Installing Pippa Funnell

- 1 : Insert the CD-Rom in the drive.
- 2 : A new window appears. Click on Install, then follow the on-screen instructions.
- 3 : If your system does not have Direct X9, you will be asked if you want to install it. It is recommended to install it for optimum performance of the game. The computer will automatically re-start.

Launching the game

- 1 : Insert the CD-Rom in the drive.
- 2 : Click on Launch in the new window. You can also launch the game by clicking on Start/All Programs/Ubisoft/Lexis Numerique/Pippa Funnell.

Miscellaneous

Register: click on Register to register your software with Ubisoft.

Internet site: this button provides access to the official game site (www.ubi.com)

ReadMe: click on this button to read the ReadMe file: it is recommended to read it before using the software.

Posters: with this button, you can create and print posters. You can personalise your posters by choosing a horse and a background, then writing a text.



Introduction...

In this adventure, you play the role of a young heiress. You have just been summoned to the solicitor's office in the village of Appleton. Your great aunt has bequeathed a stud farm to you. Unfortunately, you soon realise that it is in very poor condition. The clauses of the legacy are clear: you can only extend your stud farm if you demonstrate your love of horses and your skill as a rider. So you have to choose the improvements you want to make to your farm and win the competitions and events suggested by the solicitor. But your passion for horses alone won't be enough! Somebody else seems to have their eye on the property, and they'll do everything they can to ensure that you fail!

Main Menu

Training

From the "Training" menu, you can choose your outfit and your horse (but only from those you have won in the course of the adventure). You can train on the courses and with the horses you have unlocked during the adventure.

Level of difficulty: In free training, you can set your level of difficulty at Easy, Normal or Hard.

Multiplayer

Using this submenu, several players can re-do events that you previously unlocked in Adventure Mode.



Adventure

The "Adventure" menu enables you to access the game and play the part of the heroine. From this screen you can choose what you want to do:

- ➔ To begin a new game, enter your name in the place of the "New" text, then click on "Launch".
- ➔ To continue your game, use the arrows to find it in the list, then click on "Launch".
- ➔ To delete your old games, use the "Delete" button.
- ➔ Difficulty setting: for each game, you can set your level of difficulty at either Easy or Normal.

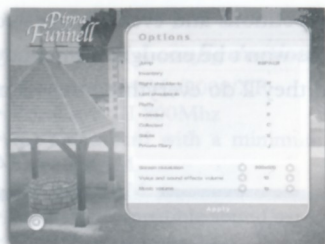
Options

This menu enables you to select the screen resolution and the choice of keys.

- At the Easy level, the time-limit is longer and caring for horses is easier.
- At the Hard level, the time-limit for a course is shorter. The horses are more difficult to mount.

The default key configurations are:

- Jump: Space Bar
- Inventory: i
- Dressage figure: Salute: s
- Dressage figure: Right Shoulder-In: r
- Dressage figure: Left Shoulder-In: l
- Dressage figure: Extended: e
- Dressage figure: Collected: c
- Dressage figure: Piaffe: p
- Private journal: j
- Display resolution:
 - 1024x768
 - 640x480
 - 800x600
- Voice volume: 0 to 20
- Music volume: 0 to 20



Game Controls

⇒ On foot

To move the character, use the keyboard arrows:

Up: move forward (release to stop).

Right: turn right.

Left: turn left.

To run: press quickly twice in succession on the “Up” arrow.

⇒ On horseback

To move a character on horseback, use the keyboard arrows:

Up: by pressing successively, the horse shifts from walking to trotting, then to the different cantering/galloping speeds.

Down: by pressing successively, the horse slows its pace until, in the end, it moves backwards.

Right, left: to turn the horse.

Space Bar: to jump. Please note: the horse may refuse a jump if the request is made too late or if the jump is impossible. An icon at the top middle of the screen indicates when the jump is possible. When the icon is red, the jump is impossible.

During the adventure...

Doors

When you position yourself in front of a door, a green or red arrow appears. If it is green, it means that you can enter. If it is red, entry is not allowed. Depending on the progress you have made in the adventure, these doors can be unlocked. To enter, press the Space Bar.

Objects

Objects can be seen in different locations. When you stand in front of them, a yellow arrow appears. By pressing the Space Bar, you can take them and add them to your inventory. To open your inventory, press the "i" key. Once in your inventory, click on the object to select it, then click on "Observe" or "Use". "Observe" enables you to look closer at objects you can read: a letter, a visiting card, a newspaper cutting, etc. "Use" enables you to use the object at a particular location. For example, to put your belongings into the wardrobe, position yourself in front of the wardrobe: a red arrow appears. Tap the "i" key to go into the inventory. Click on the parcel. An orange frame appears around the parcel's box. Lastly, click on "Use". When an object has a red indicator above it, you cannot take it. It may be freed later in the adventure, when you will have to come back to look for it.


Characters

When you approach other characters, a blue arrow appears and you can talk to them.


Private Journal

Throughout the adventure, what you have done and what remains for you to do are written down in your Private Journal. Press on the "j" key to make it appear.

Saves

To save your game, press the top left key of your computer. Then click with your mouse on . Caution: there are times when you cannot save (e.g. during a competition).

Quitting the current game

When you press on the  key, a menu appears. Click on "Quit" to quit the game.

At the solicitor's

When you have successfully completed certain events, the solicitor will suggest improving your stud farm. To do this, you have to go to his office. Next position yourself in front of his computer. He will then suggest several improvements. Select by clicking on the arrows. Then click on "Acquire" when you have made your choice. Take care when you choose your improvements: each improvement has its own particular characteristics: a dressage course will allow you to get into training; a stable will enable you to accommodate more horses, etc.

In the shops

You will find shops in the village. They open as you go along in the game, depending on your popularity in the village: see the gauge at the top right. Each shop sells specific articles. At Molly's grocer's shop, for example, you can buy food for your horses. There is a town clothes shop so you can change outfits, a shop that sells horse-riding outfits, and a saddlery which also sells saddle-cloths and gaiters. It's up to you to make them open up. When you enter a shop, the sales assistant will suggest several articles. Click on the arrows to select, then click on "Buy" to purchase. But watch out! Each article has its price in credits. If you don't have enough credits, you won't be able to buy what you've selected! You receive credits regularly, but Davy – the groom – takes some for caring for the horses. If you take care of your horses yourself on a regular basis, you will save credits. You can also earn credits from sponsors who reward you when you win competitions.

When on horseback...

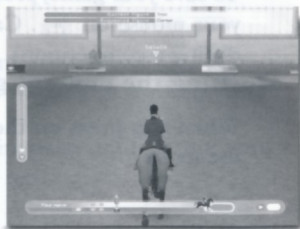
PLEASE NOTE: to make the game easy to play and handle, the dressage, cross-country and show jumping courses are not totally faithful to real events. Some inconsistencies in relation to real situations may be observed.

1) Exploring the stud farm surroundings

A gauge at the bottom left indicates how tired the horse is. When the gauge rises too high, it turns red and the horse automatically slows down when the gauge reaches its maximum level.

2) Dressage


The winner is the one who has provided the best performance of the requested figures. You move the horse in the same way as when exploring. The aim is to follow the course correctly using the requested figure. Each section is scored out of 10. The better the route and the figure are respected, the higher the score. At the end of the course, an overall score is provided as a percentage.



To perform certain figures, you need to press on particular keys:

- For the salute, you must come to a halt and press “s”.
- For the extended walk, trot or canter, you must be moving along at the correct pace and press “e” at the same time.
- For the collected walk, trot or canter, you must be moving along at the correct pace and press “c” at the same time.
- To move left shoulder-in, start trotting, then press the “l” key.
- To move right shoulder-in, start trotting, then press the “r” key.
- For the piaffe, press “p”.

These keys can be configured in the Options menu.

To quit a course, press on the  key.

Official rules for the dressage competition

Elimination:

- Any competitor who has not entered the track within 60 seconds following the starting signal.
- Refusal of a horse during 20 seconds.
- Any external interventions (voices, signs).
- Leaving the track in the course of an event.

Penalties:

- Fall of rider.
- All “course errors”, whether or not they are indicated by a bell ringing, must be penalised:

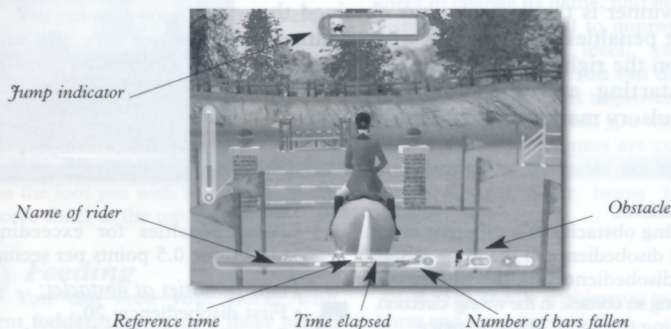
2 points, the first time;


4 points, the second time;

8 points, the third time.

On the fourth occasion, the competitor is eliminated, but they may continue the course and scores will be attributed regularly until the end.

3) The show jumping course



The winner is the one who has committed the fewest faults and has the fewest penalties. Time may be taken into consideration to decide between competitors with equal scores. To quit a course, press the  key.

At the top middle, there is the jump indicator. The black curve represents the jump that your horse can perform. The rectangle represents the obstacle. Beware: the more you try to take an obstacle sideways, the wider it will be for your horse. When the obstacle is in the white curve, this means you can jump. Both sides of the indicator turn green.

You should then press on the Space Bar. But watch out: you do not have a lot of time! Try to anticipate obstacles correctly. If your horse passes a level, you can improve your jumping curves.

Official rules for the show jumping competition

Elimination:

- Failure to cross the starting line within 60 seconds after the signal (starting bell).
- Third disobedience.
- Clearing an obstacle before the start signal.
- Failure to cross the starting line before clearing the first obstacle.
- Jumping obstacles in a different order.
- Exceeding the time limit = twice the ideal time.
- Clearing an obstacle in the wrong direction.
- Second fall.

Penalties:

- Fallen bar while jumping: 4 points.
- First disobedience: 4 points.
- Second disobedience: 6 points.
- Fall of rider or horse: 8 points.
- Ideal time exceeded (per started second): 1/3 point.

The penalty for a fall is added to other penalties incurred for all faults committed at the same time.

4) Cross-country course

The winner is the one who has obtained the fewest penalties. The red and white pennants (red on the right, white on the left) designate the starting and finishing lines and the compulsory marker-points on the course.



Elimination:

- Jumping obstacles in a different order.
- Third disobedience at the same obstacle.
- Five disobediences on the whole course.
- Jumping an obstacle in the wrong direction.
- Jumping the same obstacle twice.
- Falls at obstacles.
- Jumping obstacles before the start.

Penalties:

- Point penalties for exceeding the ideal time: 0.5 points per second.

Point penalties at obstacles:

- First disobedience: 20.
- Second disobedience at the same obstacle: 40.
- Fall of rider or horse: 60.

Horse Care

IMPORTANT: the horse-care simulations in this game do not reflect reality. In order to make horse care more fun, we have made choices that would not apply in the real world.

1) The horse indicators

The horse's experience. The more successful the horse is on courses or in competitions, the more experience it acquires. When it has reached a certain level of experience, it acquires a new level. Do not hesitate to train your horse a lot to increase your level of experience.

The horse's level. Each time a horse goes up one level, it can learn new dressage figures, increase its stamina or improve the height and length of its jumping.

The stamina gauge. The faster the horse runs, the more quickly it tires. When the gauge reaches its maximum level, the horse slows down.



2) Actions to perform in the stable

When going out on horseback in the surrounding area to accomplish the missions, you must carry out thorough care actions on your horse. Whenever a horse care action is successfully completed, this means that Davy – the groom – will not have to do it, thereby saving credits..



Brushing

To brush a horse, just click on the button (without releasing it) and move the mouse around, then release the button and start again. Brushing is effective when you can see dust coming off the brush. The horse is groomed when the brushing is thorough: the gauge must be at the maximum level and the small lozenge above it must be flashing.



Washing

You can wash your horse's legs every day. But take care to avoid spraying the horse's head, because this could make him sick and your horse will lose experience.



Shoe Cleaning

You can clean your horse's hooves. Choose the foot you wish to clean from the four horse-shoes at the top right.



Feeding

You can feed your horse with different fodder, to provide a more varied and pleasurable diet. But please note: this is a game and, of course, not like real life.



Stall

You must clean the stall every day. First remove the dirty straw and manure with the pitchfork, then replace it with fresh straw.



Putting to pasture

Putting your horse to pasture enables him to rest.



Information Sheet

You can use the horse's information sheet to change its name, find out about its history, and above all to improve it. Each time you win a level, you obtain improvement points. You can divide these points up on different improvements. But take care to choose what you want to teach him or her: some figures are compulsory, and sometimes obstacles are too high or too long for your horse in certain competitions.



Saddle

The saddle enables you to mount the horse and leave the stud farm.



Quit

This button enables you to go back inside the stable.

Credits and Thanks

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Nicky Baker
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TECHNICAL SUPPORT...

NEW: To serve you better, UBISOFT is now providing full ONLINE support, to solve your gaming problems quickly and efficiently.

Simply go to www.ubi.com/uk/ and visit the UBISOFT Frequently Asked Questions first! By visiting our **FAQ** database, you can find exactly the same answers that are available to you by calling or sending web-mail to our support representatives. This service is free and available 24/7! If for any reason you do not find the answer to your question, you can click on the Ask a question link in the **FAQ** to send us an email, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have internet access, our support representatives can assist you from 9:00 am until 7:00pm, Monday – Friday (excluding Bank Holidays) on **Telephone:** 0905-482-0109 calls cost 30p per minute. Please be at your system when calling UBISOFT for support.

Australian technical support

Technical Support Info Hotline

1902 262 102

(calls are charged at \$2.48 per minute including GST. Higher from public and mobile phones).

HINTS & TIPS

Looking for cheats to go up to the next level? Call us for Hints and Tips Telephone Number: 0906 643 0200, available hours 9.00 am until 7.00 pm Monday – Friday (excluding Bank Holidays) to speak to one of our representatives. Calls cost £1.50 per minute, please ask permission from the person who pays the phone bill.

WARNING: READ BEFORE PLAYING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen, or while playing video games, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer game -- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions -- IMMEDIATELY discontinue use and consult your physician before resuming play.

WARRANTY

Ubisoft offers a Technical Support service which details are indicated in the text of the manual relative to Technical Support.

When you (the "User") contact Technical Support, please be as specific as you can be about the problem you are experiencing and have the below details available:

- The name of the manufacturer of your computer system
- The brand and speed of the processor
- How much RAM you have
- The version number of windows you are using (if you aren't sure, right-click on the my computer icon on your desktop and select 'properties')
- The manufacturer name and model number of your video card, modem, and sound card.

Ubisoft guarantees to the original buyer of the multimedia product that the compact disc (CD) supplied with this multimedia product shall not show any fault during a normal-use period of one hundred and eighty (180) days from the invoiced date of purchase, or any other longer warranty time period provided by applicable legislation.

Please return any defective multimedia product by registered letter to: Technical Support together with this manual and your registration card if you have not already sent it to us. Please state your full name and address (including postcode), as well as the date and location of purchase. You may also exchange the multimedia product at the place of purchase.

If a disc is returned without proof of purchase or after the warranty period has expired, Ubisoft will choose either to repair or to replace it at customer expense. This warranty is invalid if the disc has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

The User recognises expressly that he uses the multimedia product at his own risk.

The multimedia product is provided as is, without any warranty other than what is laid down above. The User is responsible for any costs of repairing and/or correcting the multimedia product.

To the extent of what is laid down by law, Ubisoft rejects any warranty relating to the market value of the multimedia product, the User's satisfaction or its capacity to perform a specific use.

The User is responsible for all risks connected with lost profit, lost data, errors and lost business or other information as a result of owning or using the multimedia product.

As some legislations do not allow for the aforementioned warranty limitation, it is possible that it does not apply to the User.

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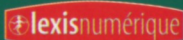




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