

# Horsetz™



UBISOFT

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

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 television screen or while playing video games, including games played on the PlayStation 2 console, 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, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video 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.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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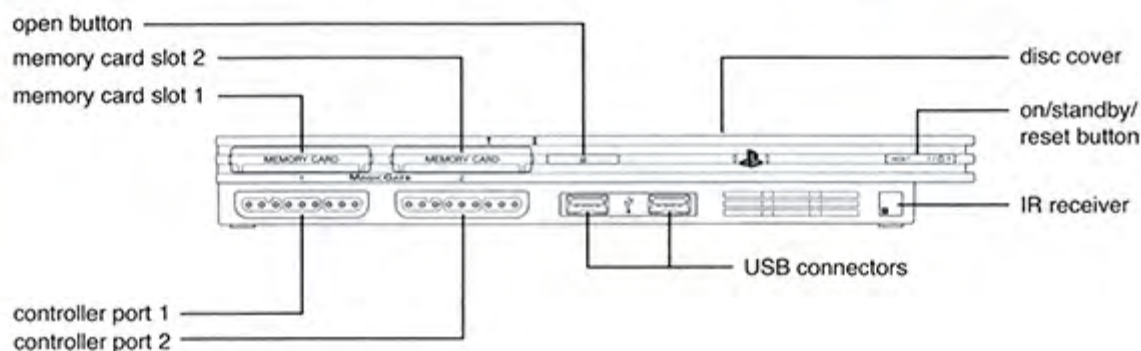
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# GETTING STARTED

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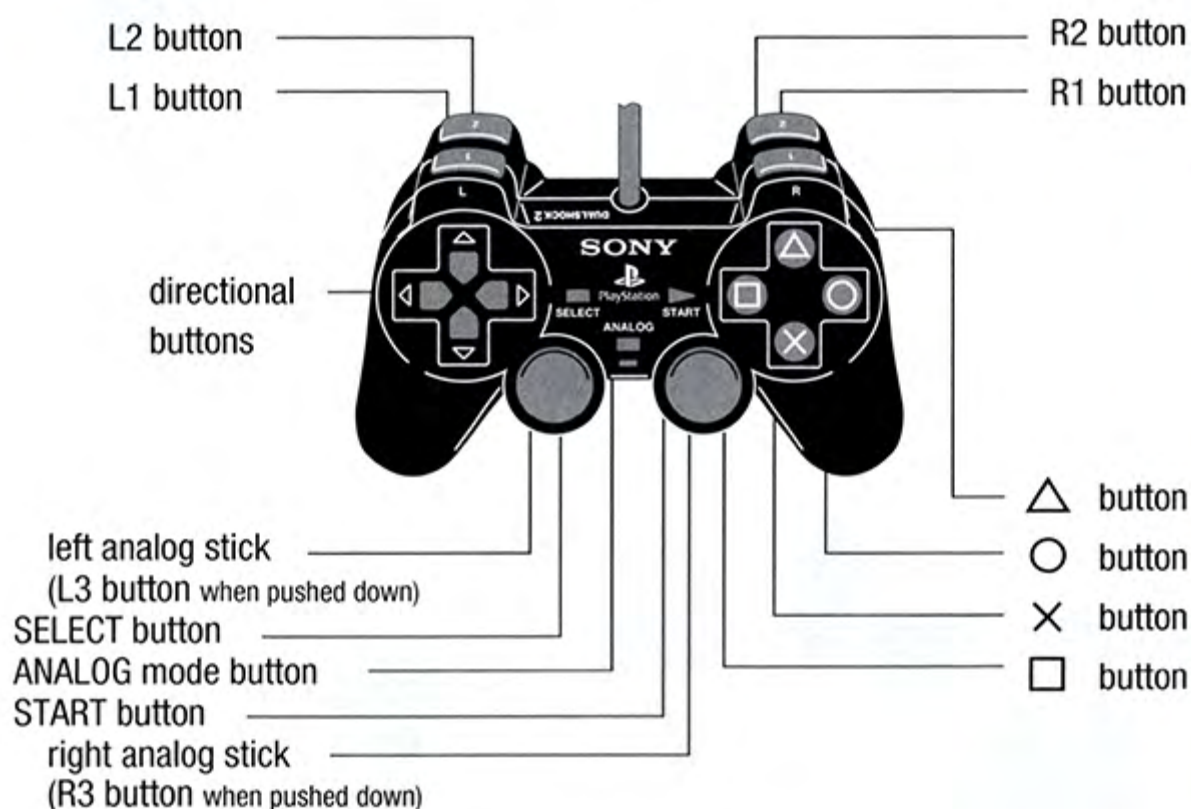
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Horsez™ disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

## MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



## GAMEPLAY CONTROLS

These are the basic commands for the default controller configuration (controller setting 1).

### ***JADE'S CONTROLS***

<b>ACTION</b>	<b>CONTROL</b>
Move Jade	Left analog stick
Run	Press and hold R1 button
Use	⊗ button
Open inventory	⊙ button

### ***JADE'S CONTROLS WITH THE HORSE***

<b>ACTION</b>	<b>CONTROL</b>
Move the horse/Increase the pace	⊗ button
Turn the horse left or right	Left analog stick
Slow down/Stop the horse	Left analog stick down
Action (training or competition jumping)	⊞ button

### ***CAMERA CONTROLS***

<b>ACTION</b>	<b>CONTROL</b>
Take a picture	⊗ button
Move the camera	Left analog stick
Switch camera on/off	⊙ button
Zoom in/out	R1 button/L1 button

# INTRODUCTION

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Congratulations! You have been selected to join the prestigious Sycamores Equestrian Academy in Scotland! You will experience a thrilling adventure together with students who are just as passionate about horse riding as you are.

Playing as Jade, you will get to take part in trials and prestigious competitions. To succeed, you must have perfect control of your horse and learn everything you can about the horse world.

Surrounded by other pupils who will be both your friends and competitors, you will have the privilege of being taught by talented teachers. Between lessons, in your free time and at competitions, you will soon realize that being a champion is not an easy life.

Prepare for lots of exciting competition at the riding academy!

## OBJECT OF THE GAME

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At the riding academy you will experience the daily life of a student at an equestrian school. Every weekday, you can select from four different activities. But choose wisely! You'll be tested at the end of the week, and your teachers will only let you take part in the competitions in Scotland, Morocco, and the United States if you do well. If not, you will have to take a remedial week.

But there is more to school than lessons and competitions. The other students could also hold a few surprises for you.

In addition, you will have to develop a real relationship with your horse. Take good care of him and he will become closer to you, have more self-confidence, and help you win competitions.

# MAIN MENU

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## **ADVENTURE**

Start or continue the Adventure mode.

## **TRAINING**

Choose the circuit, the trial, and the number of competitors, and start a quick game.

## **LOAD GAME**

Load a previously saved game.

## **OPTION**

Set different game options like difficulty level, controls, screen position, sound effects, voices, and music.

## **FOAL**

Access the Foal mode.



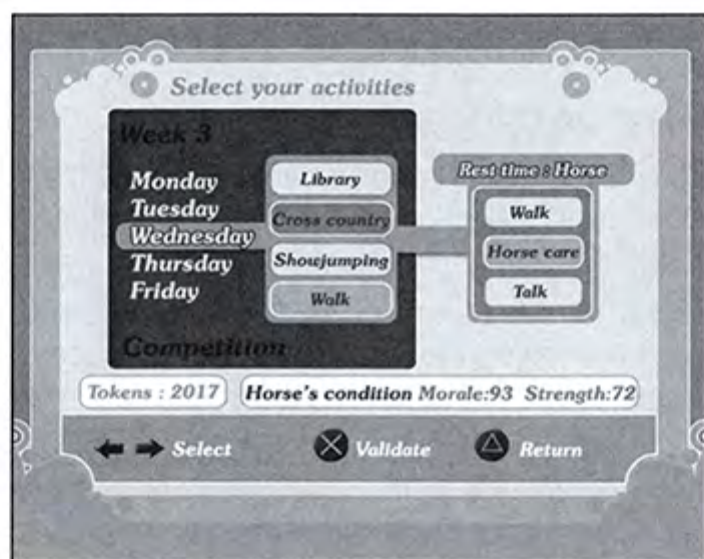


# CALENDAR

The calendar is the heart of your day. You are free to arrange your weeks just as you please, but you must choose four activities. Enter your selections on the calendar. It will be displayed whenever a new day starts.

Plan your days well. You'll be tested at the end of each week to see if you can take part in equestrian competitions in Scotland, Morocco, or the United States.

## ACTIVITY CATEGORIES



## TRAINING

You can train for cross-country, jump, or dressage trials.

## PERSONAL FREE TIME

**Library:** Visit the library to learn dressage figures and read about how to take care of your horse. The answers to some of the riddles in your adventure can also be found in books.



**Bedroom:** Go to your room when you want to rest or change clothes. You can also use the computer to access the Bootik and use the tokens that you have won to buy new things. Some items will allow you to improve your popularity. You can find the items you have bought in the Bootik by activating the chest.

In your bedroom you can also read postcards that your friend Julie has sent and flip through your photo album by activating the camera.

**Student Center:** This is where you can get to know the other students in your group. You will quickly discover that you cannot spend time at an equestrian academy and keep to yourself. Don't overlook your popularity and relationships with Ginger, Esteban, Kiew, and Spike.

### ***FREE TIME WITH YOUR HORSE***

**Walking:** Away from all the stress of school, you can make the most of being with your horse and develop affection for him. You can also take photos to send to your brother or to put in your personal album.

**Upkeep of the Horse:** You are completely responsible for your horse's well-being. You can brush your horse, wash him, clean out his shoes, and wash his stall. If you take good care of your horse, his confidence and your popularity will go right up.

**Dialogue:** In this activity, you will learn to communicate with your horse and better understand his needs. But remember – you cannot work out everything by yourself. You will need to visit the library if you want to learn everything about your horse.

## **CHARACTERISTICS**

Your horse will develop alongside you and become more and more confident and competitive. Observing your horse's characteristics will allow you to follow his development. You can also check which dressage figures you have mastered and which you still need to learn.

## **SCORES**

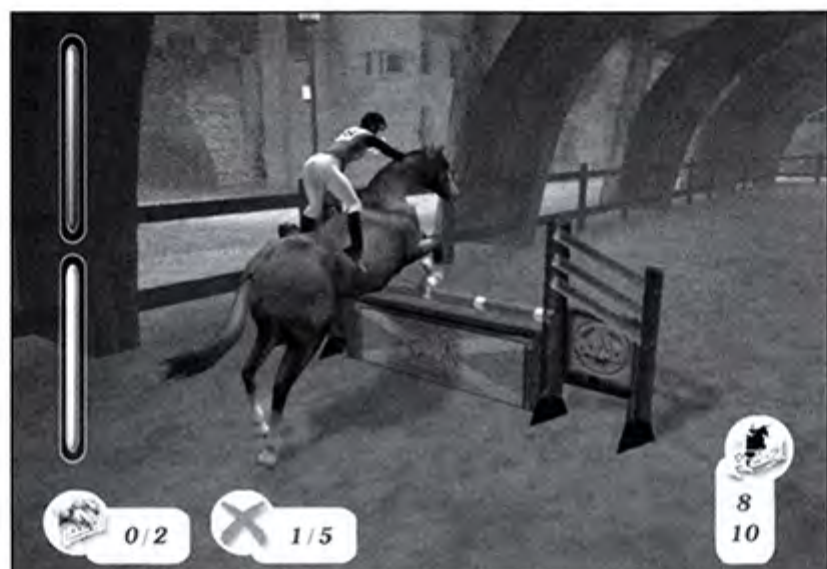
Here you can find the average of the marks you have achieved at the various trials. Your popularity will increase each time you look after your horse, when you buy clothes at the Bootik, and when you chat with the other students in the student center.

**NOTE:** You must train at least twice a week for each part of the competition. You will score a zero in the test for each course that you miss.

# EQUESTRIAN COMPETITION TRIALS

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## JUMP COURSE



The rider who incurs the fewest faults and penalties wins. If riders have the same number of faults, time will be used to determine the winner. To exit a course, press the START button.

**NOTE:** You do not have a lot of time, so anticipate the obstacles.

**TIP:** Slow down before a jump and you will record fewer faults.

### ***TIREDNES GAUGE***

A gauge at the top left indicates your horse's physical condition. When the gauge falls too low, this means that your horse is tired. The horse automatically stops when the gauge is at its minimum setting.

### ***MORALE GAUGE***

This gauge to the lower left shows your horse's morale. This gauge is useful for successfully completing jumps.

To successfully complete your jumps you must choose the right moment. The higher your horse's morale, the likelier it is you will complete the jump successfully.

Take good care of your horse before competitions to increase your chance of winning.

## **TRIAL AND JUMP REGULATIONS**

### **Penalties**

- Obstacle knocked over during a jump: 4 faults.
- First disobedience: 4 faults.
- Second disobedience: 6 faults.
- Fall of horse or rider: 8 faults.
- Exceeding the allotted time (by second commenced): 1/3 fault.

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

### **Elimination**

- Not crossing the start line within 60 seconds of the signal (start bell).
- Third disobedience.
- Crossing obstacles before the start.
- Not crossing the start line before jumping the first obstacle.
- Jumping obstacles in the wrong order.
- Exceeding the time limit (double the allotted time).
- Jumping an obstacle in the wrong direction.
- Second fall.

## **CROSS-COUNTRY TRIAL**

The rider who incurs the fewest penalties wins. Blue banners indicate the start and finish lines. The chevron panels show the course direction.



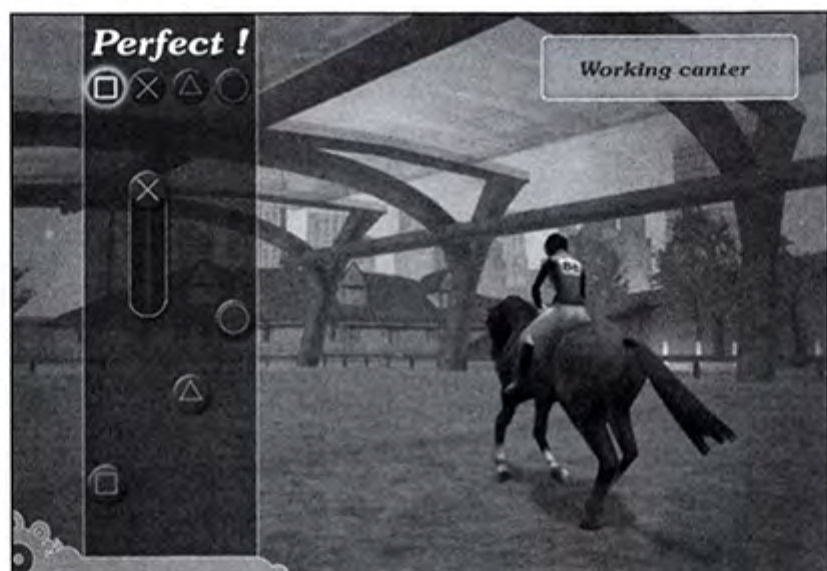
## **CROSS-COUNTRY TRIAL REGULATIONS**

### **Penalties**

- Penalties awarded as faults for time in excess of the allotted time.
- Retaking an obstacle already crossed.

## DRESSAGE

In this competition, you must complete various required figures by pressing the correct buttons within the time limit. At the beginning of the competition, the horse does a required movement by default. Then, the controller buttons you need to press will scroll down the left-hand side of the screen to the rhythm of the music. Scores are calculated according to the mistakes made in each movement. Your final score will be an average of the scores for all the movements.





# DIALOGUE WITH YOUR HORSE

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Developing a harmonious relationship and a partnership with your horse is vital if you want to succeed together. Take time to observe your horse's needs, so that you can better understand the messages your horse is sending to you. Based on your observations, you can select from four basic needs:

- **Food:** Is your horse hungry or thirsty?
- **Care:** Something is bothering your horse, but what is it trying to tell you?
- **Emotions:** Just like humans, your horse expresses emotions, and it is up to you to give it what it wants.
- **Activities:** Go out, play – your horse also needs to keep busy. So, it is up to you to work out what your horse needs.

## OPERATING THE DIALOGUE MODE

Press the  button to make the four response categories appear. Choose a category with the left analog stick and your options in that category will be displayed. For each icon, the action will be described at the top of the screen. To go back to the previous screen, press the  button.

When your options are displayed, choose what you think is the best response. If you have correctly understood what your horse wants, an animation will appear that will allow you to see the effect of your action. If you make the wrong choice, you will hear an error sound.

To learn the relationship between requests and actions you need to go to the library and study books. Do not ignore this stage – getting to know your horse is vital.

**NOTE:** Horse care in the game does not correspond to real life. In the real world, you should always seek the advice of a qualified professional.

# HORSE UPKEEP

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**NOTE:** The upkeep mini-games are designed to be fun, but do not reflect how to take care of a horse in real life.

## BRUSHING

Put the brush on the horse and press the **X** button to start the brushing. Let go of the **X** button to move the brush.

If dust falls from the brush, the brushing is effective. You can tell that brushing is finished and your horse is groomed when the gauge at left is full.



## WASHING

You can wash your horse's legs every day, but be careful not to spray the horse's head; this can make it ill.

Press the **X** button to turn the hose on. Use the left analog stick to aim the hose.


## MUCKING OUT

Use the left analog to stick to carefully clean your horse's shoes and hooves.

Use the pitchfork to remove the dirty straw and muck and then put down fresh straw. Move the pitchfork with the left analog stick, and press the **X** button to remove the dirty straw and put it in the wheelbarrow.

When the stall is empty, spread the new straw. Press the **X** button to pick up the new straw and then put it on the floor.

## THE PADDOCK

When it is time for your horse to rest, let it out in the paddock. To return it to the stall, press the  button.



## THE FOAL

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At the very beginning of the adventure, a bonus game mode is available in the Main Menu that lets you look after your very own foal. Through different mini-games, you will get to brush, feed, and pet your foal and clean out its stall. Take good care of your foal, so that he does not fall ill.



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Thanks,  
The Ubisoft Team

## Horsez™ Proof-of-Purchase



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Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

### Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems:

<http://support.ubi.com>.

### Contact Us by Webmail

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From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

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You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

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### Contact Us by Standard Mail

If all else fails you can write to us at:

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### IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

**Within the 90-Day Warranty Period:** Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

**After the 90-Day Warranty Period:** Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

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Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

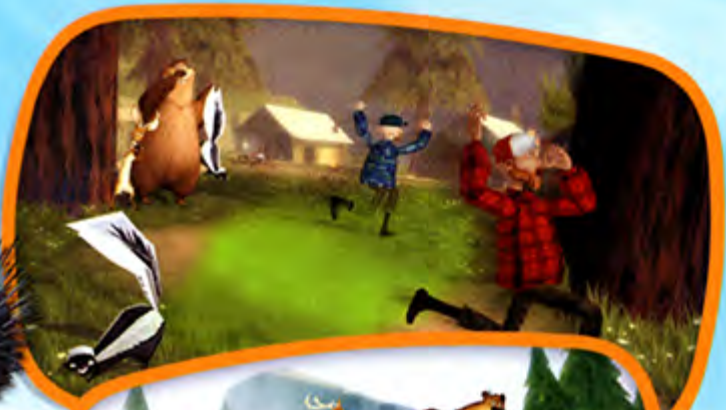
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