

# Petz<sup>®</sup> Harsez 2<sup>®</sup>



UBISOFT<sup>™</sup>

**⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES**

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

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

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**Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
  - Avoid large screen televisions. Use the smallest television screen available.
  - Avoid prolonged use of the PlayStation 2 system.  
Take a 15-minute break during each hour of play.
  - Avoid playing when you are tired or need sleep.
- 

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 system 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.

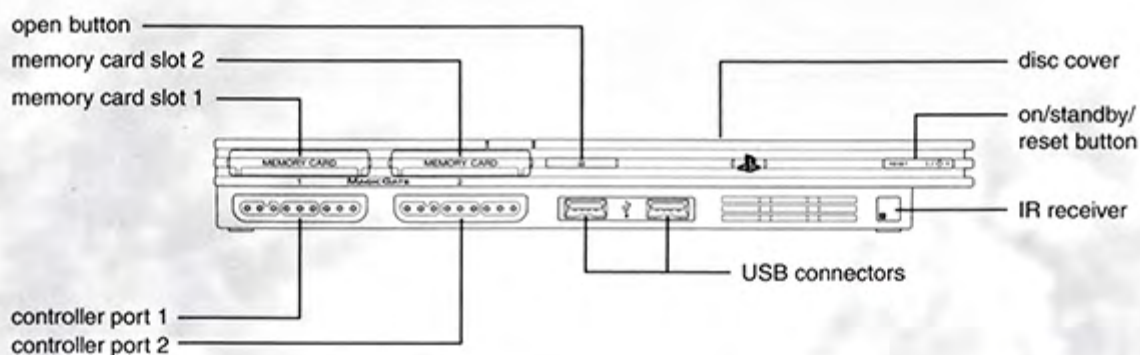
**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- 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.
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- 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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# GETTING STARTED



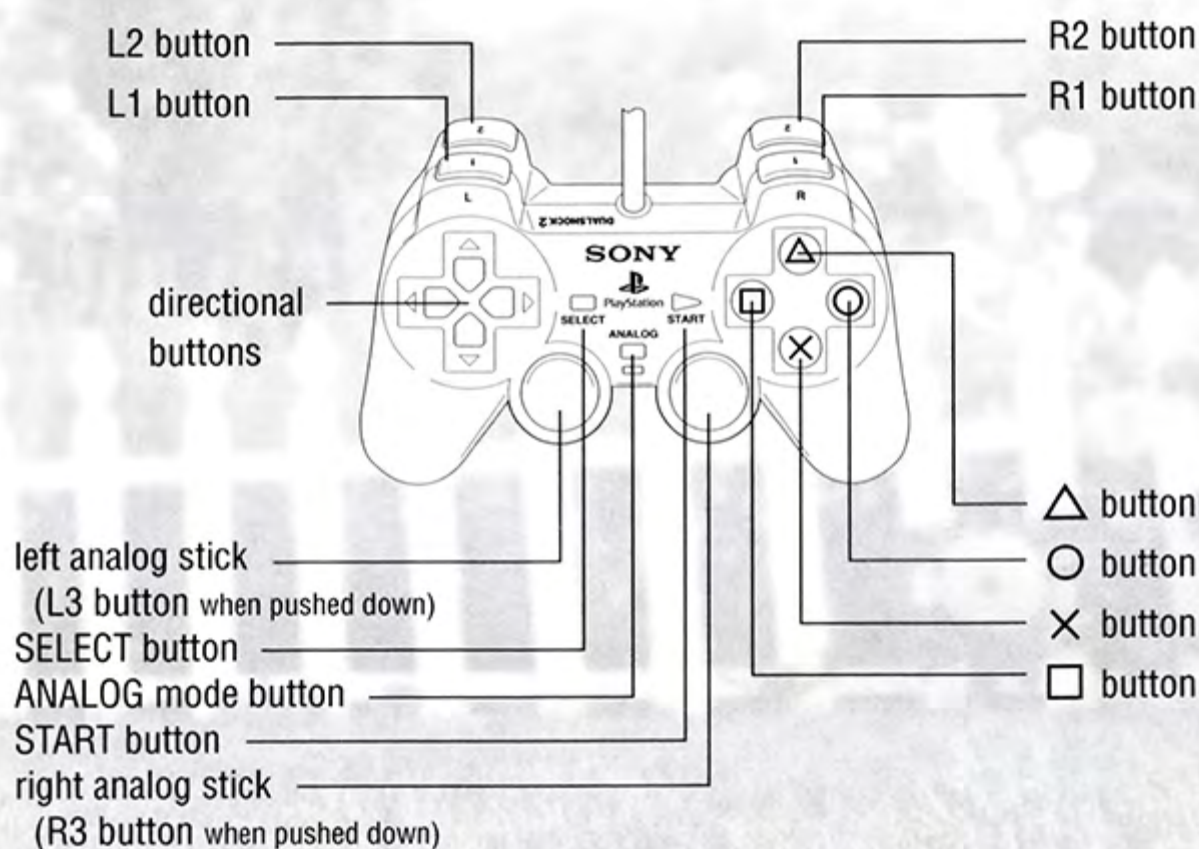
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Petz® Horsez® 2 disc in the system with the label side facing up. Attach game controllers and other peripherals 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



### Basic Menu Controls

- Use the left analog stick to browse or cycle through the different options.
- Press the **×** button to select an option, go to the next screen, or change the current option.
- Within any submenu, press the **△** button to return to the previous screen.

## Game Controls

- **button:** Accelerate
- △ **button:** Display/Hide map
- **button:** Display/Hide current objective
- × **button:** Talk/Shout/Look/Take/Brush etc.

**Right analog stick:** Move camera

**Left analog stick:** Stealth walk/Run

**L1 button:** Boost

**R1 button:** Center camera behind heroine

**START button:** Display Pause menu

## 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



When the title screen appears, press the START button to access the Main Menu.

Move the left analog stick to the right or left to select New Adventure, Load Game, or Options and then press the (X) button to confirm.



## New Adventure

Choose this to start a new game from the beginning. Select a MEMORY CARD slot or play without saving, then choose a name for your mare. Select letters using the left analog stick and confirm using the (X) button. Once you have entered your name, press the (O) button to confirm.



## Load Game

Load a saved game to resume gameplay.



## Options

Change certain game settings. Press the (X) button to view or change the settings to enable the game to run optimally.

# SAVING A GAME

The game will be saved automatically, so you do not need to save the game yourself. You can disable Autosave in the Options menu. If Autosave is disabled, you will be asked at key moments in the game if you wish to save your game manually. The message "Would you like to save your game?" will appear on-screen. If you select Yes, the adventure will be saved in the MEMORY CARD slot selected when the game was created, or written over the game you have loaded.

# THE GAME SCREENS

## The Main Screen



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

## Map Screen



Press the  $\Delta$  button while in the Game 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 left analog stick to move around on foot. Change speed by moving the left analog stick to a greater or lesser degree.

## Contextual Actions

The  button will trigger various actions, depending on the situation. These include Talk, Open, Watch, Use, Pick Up, and Reassure.


## Controlling Your Mount

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

**Turn left:** Move the left analog stick left to make your horse turn left.

**Turn right:** Move the left analog stick right to make your horse turn right.

**Slow down:** To slow your horse down, pull on the reins by moving the left analog stick down.

To slow down abruptly, move the left analog stick down while pressing the  button.

**Move backward:** To make your horse move backward, call it to a halt and move the left analog stick down.

**Speed up:** Press and hold the L1 button 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 L1 button.

You can jump over obstacles at this speed. (Note that 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.

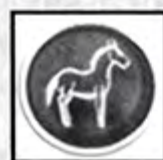


**The Reception Box:** When a foal born as a result of the breeding program becomes an adult, it is moved into a reception box.

## Identity Card



Select this icon to view a horse's identity card, which 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 local and international 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](http://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 (e.g. bandaging, 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 reception box. The horses in the reception boxes are horses from the breeding stable. Select this option if your reception 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 or near to a water source so that it can drink.

## 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 left analog stick and then press the  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 the  button.

To slow your horse's gait, move the left analog stick down.

# 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 bandage 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 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.

## Bandaging



Brush your horse's coat to remove all the parasites. Use the left analog stick to move the brush. To bandage your horse, press and hold the  $\otimes$  button.

## Washing



Clean your horse's coat using the hose. Use the left analog stick to aim the jet of water, and press and hold the  $\otimes$  button to squirt the water. Monitor your water supply; the more you use the hose, the more quickly your reservoir will empty. Press the  $\odot$  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 left analog stick. Press the **X** button to pick out the hoof.

## Cleaning the Box



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

# THE EQUESTRIAN DISCIPLINES

**Training** → **Local Competitions** → **international Competitions**

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

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 courses of one or several breeds; you must therefore approach the organizer responsible for your horse's breed.

You can take part in the available local 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



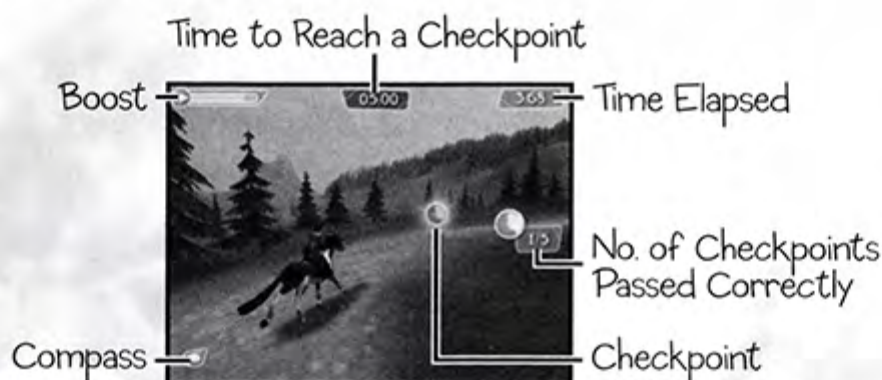
You must jump the obstacles in the correct order; an arrow marks the next obstacle to jump. The jump indicator appears on the arrow, and your jump is perfect when the indicator enters the green zone. Press the  $\otimes$  button to jump. If you press when the indicator is not in the green zone, your 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.

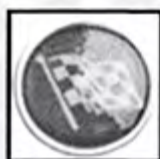
## The Steeplechase Course



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.

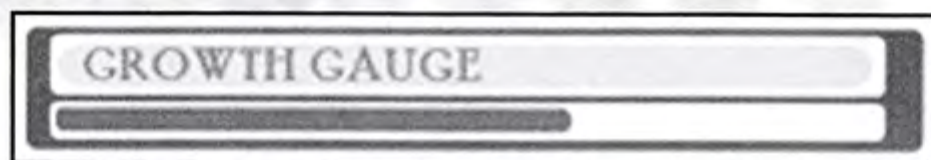
When the foal becomes an adult, it is automatically placed in a reception box. To run the breeding program, there must be a free foal box. There are two reception boxes on the ranch.

# THE FOAL

To take care of your foal, you must use 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 bandage 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 reception 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 the  $\otimes$  button 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.



Chicken Counter

Contextual Action (Shout)

## 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 **X** button to shout.

To play this mini-game as many times as you want, interact with the pen gate at Edie's place.



Time Elapsed

Sheep Counter

Contextual Action (Shout)

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It's simple: Go to [UbiReg.com](http://UbiReg.com) and register your product, and you'll be eligible to win great prizes including Ubisoft games and NEXT GEN CONSOLES! You can also get exclusive game updates, participate in surveys (actually help us develop new games!) and win other great Ubisoft swag! Look for the details on [www.ubi.com](http://www.ubi.com).

Thanks,  
The Ubisoft Team

**Petz® Horsez® 2  
Proof-of-Purchase**



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## TECHNICAL SUPPORT

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

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com>.

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.

### Contact Us by Phone

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).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

### Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

### Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

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# NEW PETZ<sup>®</sup>

## NEW WAYS TO PLAY!



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PlayStation 2

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UBISOFT



Comic Mischief  
Mild Fantasy Violence

323716-MNL

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