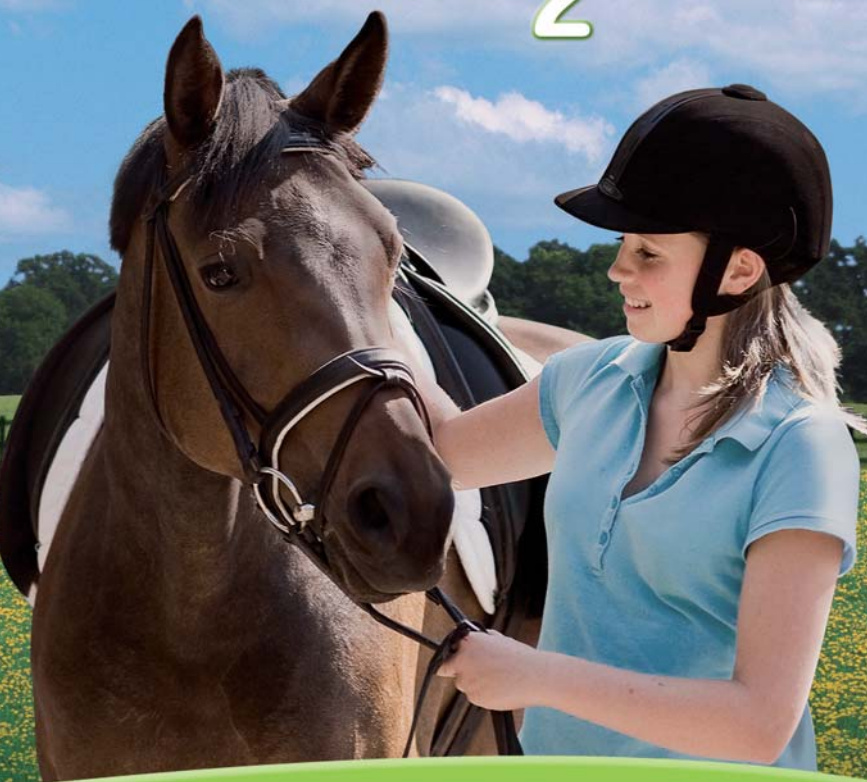


my
HORSE
& ME 2



ATARI

**The PEGI age rating system:
Le système de classification PEGI
El sistema de clasificación por edad PEGI:
Il sistema di classificazione Pegi
Das PEGI Alterseinstufungssystem**

Age Rating categories:

Les catégories de tranche
d'âge :

Categorías de edad:

Categorie relative all'età:

Altersklassen:



www.pegi.info



www.pegi.info



www.pegi.info



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Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays !

Nota: ¡Variará en función del país!

Nota: Può variare a seconda del paese!

Achtung: Länderspezifische Unterschiede können vorkommen!

Content Descriptors:

Description du contenu :

Descripciones del contenido:

Descrizioni del contenuto:

Inhaltsbeschreibung:



BAD LANGUAGE
LA FAMILIARITÉ DE LANGAGE
LENGUAJE INAPROPIADO
CATTIVO LINGUAGGIO
VULGÄRE SPRACHE



DISCRIMINATION
LA DISCRIMINATION
DISCRIMINACIÓN
DISCRIMINAZIONE
DISKRIMINIERUNG



DRUGS
LES DROGUES
DROGAS
DROGHE
DROGEN



FEAR
LA PEUR
TERROR
PAURA
ANGST UND SCHRECKEN



SEXUAL CONTENT
LE CONTENU SEXUEL
CONTENIDO SEXUAL
SESSO
SEXUELLER INHALT



VIOLENCE
LA VIOLENCE
VIOLENCIA
VIOLENZA
GEWALT

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter :

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

<http://www.pegi.info>

my HORSE & ME 2

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THE README FILE

MY Horse and Me 2 has a ReadMe file that shows the License Agreement and updated information about the game. Please read this file to learn about changes made after this manual went to print, ways to optimise your gaming experience and solve many problems.

To view the ReadMe, click on the Start button on your Windows® taskbar, then on Programs, then on MY Horse and Me 2, then on the ReadMe file.

INSTALLATION

1. Start Windows® XP/Vista. Exit all other applications.
2. Insert the MY Horse and Me 2 Play/Install disc into your DVD drive.
3. If AutoPlay is enabled, a title screen should appear. Click on the Install button.
If AutoPlay is not enabled, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK.

Note: If your DVD drive is assigned to a letter other than D, substitute that letter.

4. Follow the remainder of the on-screen instructions to finish installing MY Horse and Me 2.
5. After installing the game you will be offered the choice to view the ReadMe and play the game.

Note: You must insert the MY Horse and Me 2 disc into your DVD drive in order to play.

Installation of DirectX®

The MY Horse and Me 2 DVD-ROM requires DirectX® 9.0c or higher in order to run the game. The DirectX® 9.0c is bundled with the game disc and installs automatically.

CONTROLS

Menu Functionality	
Navigate through the menu	Use the mouse cursor to navigate through the menus.
Make a selection / Confirm	Press the Spacebar or the left mouse button.
Pause	Press Esc
Enter name	Use the mouse to select a letter and confirm your choice with the Spacebar or the left mouse button.
Grooming	
	When in the grooming part of the game, select a grooming tool by pressing the Spacebar or left mouse button. Other grooming tools are then disabled. To remove dirt from the horse, point at the horse with the mouse cursor, hold down the Spacebar or left mouse button and move the tool over the horse. You cannot stop the grooming event once you start to play it. You have to finish it.

Horse Riding Functionality	
Accelerate	Accelerate by pressing the up arrow key in all the difficulties.
Brake/reverse	Brake by pressing the down arrow key. This way you can make sharp turns. If you press the down arrow key when the horse is already standing still, the horse will walk in reverse.
Turn right	Press the right arrow key. When you hold the right arrow key the horse will keep turning. When you go to default the horse will stop turning. The Horse will turn slowly when it walks slowly, and turn faster when it walks faster.
Turn left	Press the left arrow key. When you hold left arrow key the horse will keep turning. When you go to default the horse will stop turning.
Look around	Use Numpad 8, Numpad 4, Numpad 6 and Numpad 5 to look around. The camera will automatically reset its position when you move your character.
Jump	Press the Spacebar
Pause	Press Esc during any contest or a mini game to pause the game.
Avatar Walking Functionality	
Walk/Run	Move the arrow keys
Action	Press Spacebar

NOTE: All controls are based on the default controls.

SADDLE UP!

You arrived to your uncle's ranch dreaming about starting horse racing. But as you meet the staff, you quickly start to understand that the situation isn't going very well. No horse has won for a few seasons and even worse, some are falling sick. As the story unfolds you realise that the ranch and your uncle are in big trouble. It seems that the only way to get the ranch out from its financial problems is to win the final race in Kentucky. You're not so self confident at the very beginning and also have many doubts about your ability to take equestrian challenges. But when it turns out that the money may save you uncle's ranch, you decide to fight! With the help of your new friends you start to take some first successful steps in competitions.

First of all if you just joined, you have to select the New game option from Main Menu and create a new profile in any slot. Define an avatar and a name for your horse and yourself. You can define the colour of avatar's skin, eyes and hairs and horse's skin and hair colour. You start with default avatar's clothes and, horse's gear, but you will be able to customise many things while progressing in the game.



New Game (Career)– This is the main part of the game featuring story, career of horse rider and taking care of the horse plus some extras!

Fun Games – Extra games loosely connected to the horse riding experience unlocked in career mode.

Load game - you can load any previously defined profiles.

Multiplayer – This mode allows playing horse riding contests with friends.

Options – define the volume of sound and music.

Credits - view the game credits.

Exit – exits to Windows.

THE RANCH "GREEN VALLEY"

The ranch consists of several hotspots corresponding to particular places: where you live, train, groom your horse and from where you leave for the contests:



The Paddock – Join training lessons.

The Stables – Take care and customise the horse.

The Horse Trailer – Choose following contests.

The House – Customise your character and check the results here.

Free Ride – Have a free ride around the ranch and play the Fun Games.

Moving near particular hotspots (house, paddock or others) and pressing Spacebar will transfer you to the corresponding location.

CUSTOMISATION



My Horse and Me 2 offers full customisation of both, the rider and the horse. During the game you may unlock different clothes for your character and different equipment for your horse.

LAPTOP



A laptop is available in the House. You can check your results and view the unlocked cinematic. The laptop menu consists of 5 different options:

Champion Riders Ranking

This is your current ranking in championships. To qualify to the Finals you need to have at least 305 points which is 20th position in the ranking.

Your competition results

Information about your results in competitions (medals, contests, scores).

Your achievements

List of the unlocked and locked achievements.

Your statistics

Statistics with your score information (number of medals, trophies, best times in fun games, and stars collected).

Your videos

Unlocked cinematic.

TRAINING LESSONS

Trainings contain lessons in which you will have to learn how to: accelerate, brake, turn left and right, turn back, jump, change gait speed, ride exactly along the path and react on reflex gesture. During the lessons you collect stars (collectible objects). There are five kinds of coloured stars that correspond to different gait.

- **Walk**
- **Trot**
- **Canter**
- **Gallop**
- **Any gait**

Note: Stars need to be picked up with a proper gait. Gold star can be picked up with any gait.

GROOMING AND NUTRITION



In the stable you can groom your horse. There are different activities available. These activities are divided into three different categories:

1 HAPPINESS

Petting

You can pet the horse in three spots: head, neck and back. There are three animations for the three petting options. The player has to press the action button continuously to keep the animation going further.

Shining

You can use the coat conditioner to make the horse's coat shinier.

Vet interventions

You can call for the Veterinarian to visit the horse. This is the best moment to take an active part in checking the horse's temperature, pulse, respiration or checking the horseshoes.

2 CLEANNESS

Cleaning the stall

You have to clean the stall regularly. You don't want to make your horse angry and disappointed. To do this you have to use the rake and replace the dirty straw.

Brushing

Use the brush to clean the dirt from the horse.

Washing

Use the hose pipe to clean the dirt from the horse. (You are able to select only one activity to clean the dirt; either brushing or washing activity)

Cleaning the hooves

From time to time you have to clean horse's hooves. To do this, you must use the hoof pick. The goal is to remove all visible stones by hitting with the hoof pick and clean dirty places using the brush. Watch out! There are fragile areas such as the central groove, collateral groove and heel.

3 NUTRITION

Feeding

To feed the horse you will have to prepare the food first. You put ingredients into a bowl. When the food is ready you take it to the feeding spot.

Watering

To water the horse you have to fill a bucket with water first. Then move the bucket to the feeding spot.



CONTEST

JUMPING

Ride your horse and jump over the obstacles in the correct order in a limited time. Each obstacle has two flags: a white flag on the left side and a red flag on the right. Watch the jump area for the correct order of obstacles.



Horse behaviour

A horse is a living creature with a mind of its own, which means that you occasionally have no control of the horse, or that it might do something unexpected. As an example your horse will refuse to jump if the conditions are not good, or will slow down if a turn becomes too sharp. So, do not forget that you and your horse are forming a team and are always working together...

Scoring

For each jumping contest there is a set time within which you must finish the course to get bronze, silver or gold medal.

You can get penalty seconds for:

- Refusal of the horse to jump.
- Knocking down the bar
- Exceeding the time limit

Obstacles

The height of obstacles depends on level. Difficulty changes by increasing obstacle height and reducing the jump area length between the courses.

Jump area – to do a perfect jump you need to perform it when the jumping area is completely filled with green colour.

Route line

The route line indicates the direction you have to ride. Riding along the route line is not mandatory.

DRESSAGE

Dressage is the harmonious development of the animal ability together with the rider's perfect guidance and control. Together, horse and rider perform a set of specific movements and are judged on their performance. Ride in the arena and perform the course that is a set of specific figures.

Gait Icons

Arrow key image
(Gesture)

Maximum score

Current score
(quality points)



Route

There are two ways to perform figures:

1. One based on usual riding controls where you have to turn and change the gait and follow the route marked with dots coloured with corresponding gait.
2. One based on performing reflex gesture – where figures are performed by the horse automatically when the gesture is performed in a correct sequence.

Scoring

For each figure you receive a score of quality points from 0 (lowest) to 10 (highest). Quality points (score) depend on three parameters:

1. Riding within a track
2. Watching for proper gait
3. Performing gesture in correct order

CROSS-COUNTRY

Cross-country is an equestrian jumping contest where you can discover the speed, endurance and jumping ability of your horse. Cross-country courses are held outdoors through fields and woods. Rules are the same as in jumping contest. The main difference is shape of the route and the variety of obstacles.

Gait Icon

Passed Obstacles

Jump Area

Time



Scoring

For each cross-country contest there is a set time within which you have to finish the course for bronze, silver and gold medal.

You can get penalty points (calculated to seconds) for:

- Refusal of the horse to jump.
- Falling of the rider.
- Skipping the obstacle means disqualification.

FUN GAMES

These are extra games loosely connected to the horse riding experience unlocked in career mode. To discover a fun game look for balloons in Free Ride area. For every three gold medals you win in Contests, one balloon will appear.

GATHER THE FOALS

You must send as many foals as you can into the pen in a limited time. Each foal stands still in one place or moves slowly. If you are close to the foal, the animal starts running in the same direction as you. By controlling speed and direction of the horse you must send the foal into the pen.



Score

Time

PLAY WITH A BALL

Ride your horse and push the big light ball with the horse's head along a track with poles (gates). You must go through all following gates with the ball from start to finish.



Time

BREAK IN THE BULL

Stay on a wild Bull as long as possible by moving controls in a correct way. Balance your body by using the arrow keys. If you make a mistake, you fall down and lose.

On the ring there is an arrow, which indicates a balance. If the arrow touches the outer edge of the ring the player falls down from the bull.



Time

RACE WITH KATELYN

Race with another horse on a track. Press the left arrow and the right arrow alternatively as quickly and evenly as possible.



Speed Bar

Position on track

Time

LABYRINTH

Exit from a labyrinth made with hedgerow.



Time

MULTIPLAYER (Up to 8 players)

You can, through the Multiplayer mode, play with multiple players against each other. Multiple players do not ride simultaneously, but in turns, after which the results are compared.

To set a multiplayer game, after defining number and names of players, you have to define a set of contests you want to play. In order to do this, choose Add Competition option and select any of available contests from the Contest Menu

REWARD AND UNLOCKED STUFF

The more you progress through the game, and win contests, you get more stuff, like clothing, saddles, etc. But there is a lot more to get!





O FICHEIRO README

O MY Horse and Me 2 tem um ficheiro ReadMe que mostra o Acordo de Utilização e informação actualizada sobre o jogo. Por favor, lê este ficheiro para ficares a saber das alterações efectuadas depois de este manual ter sido impresso, das formas de optimizares a tua experiência de jogo e como resolver muitos problemas.

Para ver o ficheiro ReadMe, clica no botão Iniciar na tua barra de tarefas do Windows®, depois em Programas, seguidamente em MY Horse and Me 2 e, finalmente, no ficheiro ReadMe.

INSTALAÇÃO

1. Inicia o Windows® XP/Vista. Fecha todas as outras aplicações.
2. Introduz o disco Jogar/Instalar do MY Horse and Me 2 na tua drive de DVD.
3. Se o AutoPlay estiver activado, deverá aparecer um ecrã do título. Clica no botão Instalar.
Se o AutoPlay não estiver activado, clica no botão Iniciar na tua barra de tarefas do Windows®, depois em Executar. Escreve D:\Setup e clica em OK.

Nota: Se a tua drive de DVD tiver atribuída uma letra diferente de D, substitui essa letra.

4. Segue as restantes instruções do ecrã para terminares a instalação do MY Horse and Me 2.
5. Depois de instalares o jogo, terás as opções de ver o ficheiro ReadMe ou jogar o jogo.

Nota: Tens de introduzir o disco do MY Horse and Me 2 na tua drive de DVD para jogares.

Instalação do DirectX®

O DVD-ROM do MY Horse and Me 2 necessita do DirectX® 9.0c ou superior para poder correr o jogo. O DirectX® 9.0c vem incorporado no disco de jogo e instala-se automaticamente.

COMANDOS

Funcionalidade do menu	
Navegar pelo menu	Usa o cursor do rato para navegares pelos menus.
Fazer uma selecção / Confirmar	Prime a barra de espaços ou o botão esquerdo do rato.
Pausa	Prime Esc
Introduzir o nome	Para navegar pelas letras, usa o rato e selecciona as teclas com o botão esquerdo do rato.
Cuidados de tratamento	
	Aponta para o cavalo e prime o botão esquerdo do rato ou a barra de espaços para usar o utensílio seleccionada. Não poderás parar o utensílio de tratamento uma vez que tenhas iniciado a jogá-lo. Deverás terminá-lo.



Funcionalidade de andar a cavalo	
Acelerar	Acelera premindo a tecla da seta para cima em todos os graus de dificuldade.
Travar/Andar em marcha-atrás	Trava premindo a tecla da seta para baixo. Desta forma poderás fazer curvas apertadas. Se premires a tecla da seta para baixo quando o cavalo já estiver parado, ele começará a andar em marcha-atrás.
Virar à direita	Prime a tecla da seta para a direita. Enquanto manténs premida a tecla da seta para a direita o cavalo continuará a virar. Quando voltares à posição definida por defeito, o cavalo parará de virar. O Cavalo virará devagar quando andar devagar e virará mais depressa quando for a andar mais depressa.
Virar à esquerda	Prime a tecla da seta para a esquerda. Enquanto manténs premida a tecla da seta para a esquerda o cavalo continuará a virar. Quando voltares à posição definida por defeito, o cavalo parará de virar.
Olhar em volta	Usa o 8, 4, 6 e 2 no Painel Numérico para olhares em volta. A câmara reiniciará a sua posição automaticamente quando o jogador largar as teclas.
Saltar	Prime a barra de espaços
Pausa	Prime Esc durante um concurso ou um mini-jogo para colocares o jogo em pausa.
Funcionalidade de marcha do Avatar	
Andar/Correr	Move as teclas das setas
Ação	Prime a barra de espaços

NOTA: Todos os comandos se baseia nos comandos definidos por defeito.

NOTES





Customer Service Numbers

Country	Telephone (You may be charged for calling.)	Fax	Email/Websites
• Australia	1902 26 26 26 (\$2,48 Minute. Price subject to change without notice.)		support.australia@atari.com
• Österreich	Technische: 0900-400 654 Spielerische: 0900-400 655 (€1,35 Minute) Mo. - Sa. 14.00 - 19.00 Uhr		www.de.atari.com
• Belgique	-	-	nl.helpdesk@atari.com
• Danmark	+44 (0)870 850 1958 10:00 to 16:00 Monday to Friday (except Bank Holidays)	-	uk.helpline@atari.com
• Suomi	+44 (0)870 850 1958 10:00 to 16:00 Monday to Friday (except Bank Holidays)	-	uk.helpline@atari.com
• New Zealand	0900 54263 (\$1,99 Minute. Price subject to change without notice.)		www.atari.com.au
• France	Technique: 0825 15 80 80 (0,15 € /min du lundi au samedi de 10h-20h non stop) Support Technique Atari BP 80003 33611 Cestas Cedex		fr.support@atari.com www.atari.fr
• Deutschland	Technische: 0900-1-771 882 Spielerische: 0900-1-771 883 (€1,24/Min aus dem dt. Festnetz) Mo. - Sa. 14.00 - 19.00 Uhr		www.de.atari.com
• Greece	301 601 88 01	-	gr.info@atari.com
• Italia	-	-	it.info@atari.com www.atari.it
• Nederland	-	-	nl.helpdesk@atari.com
• Norge	+44 (0)870 850 1958 10:00 to 16:00 Monday to Friday (except Bank Holidays)	-	uk.helpline@atari.com
• Portugal	+34 902 10 18 67 Segunda a Quinta: 9:00 às 18:30 - Sexta Feira: 09:00 às 15:00	-	stecnico@atari.com www.pt.atari.com
• Israel	+ 09-8922912 16:00 to 20:00 Sunday - Thursday	-	il.service@atari.com www.il.atari.com
• España	+34 902 10 18 67 Lunes a Jueves: 9:00 -18:30 - Viernes: 09:00h-15:00	-	stecnico@atari.com www.es.atari.com
• Sverige	08-6053611 17:00 till 20:00 helgfri måndag till fredag	-	se.support@atari.com
• Schweiz	Technische: 0900-929 300 Spielerische: 0900-770 780 (2,50 CHF/Min) Mo. - Sa. 14.00 - 19.00 Uhr		www.gamecity-online.ch
• UK	Technical Support: 0870 8501958 10:00 to 16:00 Monday to Friday (except Bank Holidays)		uk.helpline@atari.com www.uk.atari.com

Wrong number?

As some changes might have been done after this manual went to print, you can still access all updated technical support numbers at:

Come and join the community!

To register and get the most out of your new game, send e-cards to your friends, download wallpapers or get access to lots of other free stuff, visit us and choose a country at:

www.atari.com

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