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Warning to players

This CD-Rom and accompanying materials are to be used solely for playing purposes. The elements contained in the CD-Rom are in no way meant to act as a substitute for veterinary advice, or advice regarding horse care or for specific horse riding techniques. Additionally, the game does not claim to recommend specific strategies on how to build or lay out an obstacle course involving fences or barriers; for the horses' or riders' sake alike. We strongly advise players against applying any of the information contained in the game without prior consultation of a qualified professional.

Ubisoft Entertainment and Lexis Numérique would like to express their warmest thanks to Alexandra Ledermann for her horse riding advice during the production of the game. However, Ubisoft Entertainment and Lexis Numérique wish to specify that Alexandra Ledermann did not take part in the technical realisation of the game itself.

SYSTEM REQUIREMENTS

Minimum Configuration

- Windows 98/Me/2000/XP
- Pentium III 850 MHz
- 3D video card with a minimum of 64 Mb Ram
- 256 Mb Ram
- Windows compatible sound card
- DirectX 9c
- DVD drive
- 3.5 Gb hard drive space

Recommended Configuration

- Windows 98/Me/2000/XP
- Pentium IV 1,5 GHz
- 3D video card with a minimum of 128 Mb Ram – supporting pixelshader 1.1
- 512 Mb Ram
- Windows compatible sound card
- DirectX 9c
- DVD drive
- 3.5 Gb hard drive space



Installation

Installing Pippa Funnell – The Golden Stirrup Challenge

- 1 Insert the CD-ROM in your computer's CD-ROM drive.
- 2 From the menu, click Install, then follow the on-screen instructions
- 3 If your operating system does not feature DirectX 9c, you'll be asked to install it.

It is recommended you install DirectX 9c for optimum game performance. Once the installation is completed, your computer will reboot automatically.

Launching the game

- 1 Insert the CD-ROM in the CD-ROM drive.
- 2 From the menu, click Start. You can also launch the game from the CD's root directory "Start/Programmes/Ubisoft/Lexis Numérique/Pippa Funnell/Pippa Funnell".

Miscellaneous

Saving: click on Registration to register your software with Ubisoft.

Website: this link takes you to the game's official website (www.alexledermann-lejeu.com).

Read Me: click here to read the "Read Me" instructions (It is highly recommended you read the contents of this file prior to using the software.)



Introduction...

It's the hottest idea around: horse specialists everywhere have been setting up riding schools based on the same guiding principle and one of them has developed a reputation for ruthless efficiency: the Beachwood academy. Under the guidance of its mysterious, unassuming director, Beachwood has crushed its competitors one by one due to its massive financial clout which has enabled it to buy out smaller schools and purchase the finest thoroughbreds.

Meanwhile at the Sycamore Academy in Italy, Jade and Patrick have a new intake of students, including Flora, a mischievous girl with a strong character who inhabits the village by the ancient abbey nearby. Flora and her teammates set out to finish first in the world Academy rankings and bring glory to the school to guarantee its radiant future as the late director Birdy would have wanted. The battle of the Academies will take no prisoners.

Principle of the game

In the Gold Stirrup Challenge, you will live the everyday life of a riding school student. Each day of the week you'll work on four activities of your choice. Watch out though! Your teachers will assess your work on a weekly basis, and only if they judge your level up to par will they allow you to participate in competitions in Italy, Alsace or even China.

Obviously, your life at the Academy is not all hard work. Your friendships with other students may hold surprises.

The other great event of this new Pippa Funnell adventure is the birth of a foal. You will have to take care of the foal and build a genuine relation with him. Gain his trust and your competition results will improve.



Main menu

New Game

Start a new game or create a new player profile. Enter your player name, select your favourite horse and name him. Click Enter on the bottom right of the screen to launch the game.

Load a game

Resume a game where you left off.

Use the arrow keys to find your game in the list and then click Enter on the bottom right of the screen to launch it.



Training

Train on the courses unlocked during the adventure. You will also be able to choose your outfit as well as your horse (however, only from a selection that you'll have previously earned during the adventure). In training mode, you may train for your riding exams with other students.

Options

Set the game's difficulty levels and customise the keyboard keys for the game controls. You can also set the game's graphic and sound options.

Easy level means more allotted time to complete a course

Difficult level means less allotted time.



Default key configuration:

<i>Adventure</i>	
Inventory	I
Photo mode	CTRL
Take a picture	SPACEBAR
Open Photo Menu	F
Open Notebook	N
Dismount	Right CTRL
<i>Showjumping</i>	
Jump	SPACEBAR
<i>Dressage</i>	
Control	Right CTRL
<i>Learning</i>	
Pull up	SPACEBAR
Widen circle	LEFT arrow
Reduce circle	RIGHT arrow

Exit

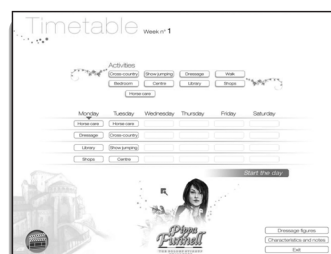
Click here when you want to exit the game.

Timetable

You are free to organise your weeks as you wish using the timetable which appears at the start of each day.

Each timetable box can only be filled with one activity. It is possible to fill up a day however, with the same activity repeated several times.

Bear in mind that you will be assessed on a weekly basis, so think carefully before you choose your activities. Remember that according to your results, you will or will not be allowed to participate in competitions in Italy, Alsace or China.





Activities are divided into three types:

Training

You can train as much as you want for cross-country, showjumping and dressage tests.

Free time - individual

Library: in order to learn new dressage figures or understand how to respond to your horse's needs, you'll have to spend some time at the library. What's more, books will help you solve some of the adventure's puzzles.

Tip: think of taking notes or you'll soon forget what you've read.

Bedroom: the place to put your feet up, change clothes or look at the pictures you've taken. By activating the boxes, you'll find objects you've collected.

Student centre: this is where you socialise with your fellow students. You'll soon learn that, in a riding school, you won't get anywhere by keeping yourself to yourself. So don't neglect your popularity rating!

You have free access to a computer where you can check information regarding the past week or week in progress. You'll also find fact sheets about upcoming competitions, the weather report's website, etc.

You can play and choose music from the stereo set. You can also replace the game's default CD and play your own instead.

Shopping: stroll through the shopping gallery and buy items with the tokens you've earned.

Free time - horse farm

Walks: in a stress-free environment, you'll be able to spend quality time with your horse and get to know him better. While out walking, make sure you photograph things you see, using your camera.

General horse care: you are in complete charge of your horse's well-being. Here, you will be able to brush and wash him, scrape his hooves, clean his box or put him out to graze.

Dialogue with your foal: this activity will help you learn how to communicate with your foal and better understand his needs.

Learning: teach your foal the different gaits in the training paddock.



When the timetable for the day is full, click on "Start the day." Each exercise is introduced by a title screen and follows on in turn. You don't return to the timetable until the following day.

Games are saved automatically at the end of each task and week. These saves may be loaded in the main menu.

Characteristics and scores, dressage figures

Your horse develops as you do and will grow in confidence and ability. The Characteristics section enables you to follow his development. At any moment, you can check your score average obtained in different challenges.

Moreover, you'll be able to see which dressage figures you've mastered and which ones you still need to work on.

Game controls

On foot

Use the arrow keys to move around:

Move forward (release to stop):	Up arrow
Turn right:	Right arrow
Turn left:	Left arrow
Run:	Press the "Up" arrow or "Shift" twice in quick succession
Display notebook: press "N" key	

On horseback

To move on horseback, you need to use the Arrow keys:

Up:	Press the up key in succession and your horse's gait will accelerate from a walk to a trot, canter and gallop.
Down:	Press the down key in succession and your horse will slow down a gait, and then finally turn round.
Right, Left:	To turn your horse round.
Space bar:	To jump. Be careful, the horse may refuse a fence if you ask him too late or if the jump is not feasible. Green marking before a fence shows you when it is possible to jump. If you fall, quickly press the "Up" key to gather momentum before jumping the fence again.



During the adventure

To open a door or go climb up stairs	Spacebar
To take an object	Spacebar
To access a menu	Spacebar
Inventory	When you see the cog icon, open your inventory with the "i" key. Click on an object to select it and take a closer look. Then, click on "Use" or "Exit".
Characters	When you approach other characters, a speech bubble appears and you can talk to them. When the speech bubble has three suspension points it means the character has something to say; if a cross appears, it means the character has nothing left to say. Press the spacebar to skip a line.
Photo mode	During the adventure, you can take photos of your friends and the countryside. To enter camera mode, first press the left control (CTRL) key then the spacebar to take pictures. Zoom in by clicking the left mouse button and zoom out by clicking the right mouse button. You will also be asked to photograph specific objects whenever the viewfinder takes the shape of a cross. View the pictures you've taken by pressing the "F" key.
To dismount	Right "CTRL" key
To exit an activity	Whenever you see this agenda icon, press the spacebar to exit an ongoing activity.



Competitions and tests

Dressage

The aim of the dressage test is to execute the requested figures. The closer to perfection the figures are executed, the higher your score will be.

Coloured discs with arrows will scroll horizontally on the screen. When a disc crosses the central target, you'll have to press on the requested key.

Controls:

Right arrow



Right arrow (salute)



Right arrow (hold)



Left arrow



Left arrow (salute)



Left arrow (hold)



Make sure to keep close control of your horse! The control points are there to test your control. Whenever you see a point go by, use the Right CTRL key, otherwise your horse will lose morale points.

Right "CTRL" key



As soon as the replay gauge at the top of the screen fills up, a video of the correctly executed figures will play automatically.

Whenever you try out a new figure, the horse will slow down. You will have to research into this figure in the library before attempting the figure again.

Warning: only the right "CTRL" key may be configured in the options menu



Replay gauge

Morale gauge

Press the "ESCAPE" key to leave a course.

Show jumping



Number of fences correctly jumped

Number of refused fences

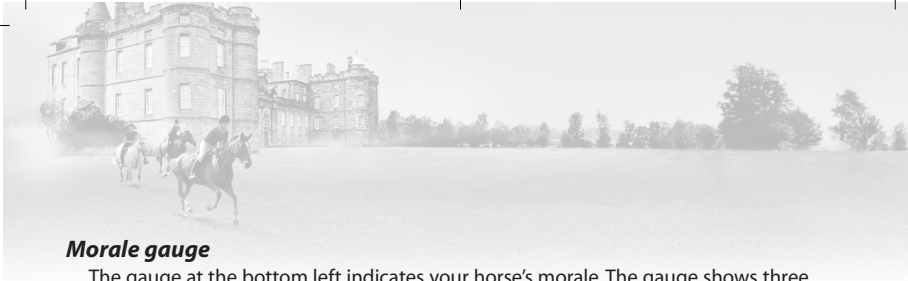
Number of falls

Morale gauge

Player name

Time elapsed
Reference Time

Score obtained



Morale gauge

The gauge at the bottom left indicates your horse's morale. The gauge shows three zones: neutral, confidence and harmony. A cursor will go up and down depending on the horse's gait. In order to execute a perfect jump, two conditions must be met: the cursor must be up in the harmony zone, and your jump must take off from the green zone in front of the fence.

The winner is the one who collects the fewest penalties. Time may be a decisive factor in case of a draw. Keep in mind you don't have much time, so make sure to anticipate each jump correctly.

Press the "ESC" key to exit a course.

Showjumping rules*

Penalties

Fence knocked over while jumping:	4 faults
First refusal:	4 faults
Second refusal:	6 faults
Rider or horse fall:	8 faults
Overtime (per second started):	1/4 fault

The penalty for falling will add up to all penalties incurred for simultaneous faults.

Elimination :

- Failure to cross the line 60 seconds after the bell
- Third refusal
- Failure to cross the starting line before jumping the first fence.
- Jumping fences in the wrong order
- Going overtime (= taking twice as long as the allotted time)
- Jumping a fence backwards
- Second fall

* These rules apply to Pippa Funnell – The Golden Stirrup Challenge but are not the official competition rules.



Morale
gauge



If you make a perfect jump while your cursor is in the harmony zone, the gallop gauge will appear in the centre of the screen. Click on the "Up" arrow key to bring your horse to a gallop until the gauge empties.

Cross-country rules*

Penalties

- Penalty for exceeding the allotted time: 1 fault per second

Point penalties for fences

- First refusal: 20
- Second refusal before the same fence: 40
- Rider or horse fall: 65

Elimination

- Jumping fences in the wrong order
- Third refusal before the same fence
- Five refusals around the whole course
- Jumping a fence backwards
- Jumping a fence a second time
- Falling at fences

* These rules apply to Pippa Funnell – The Golden Stirrup Challenge but are not the official competition rules.



Dialogue with your foal



This new mode allows you to develop a close relationship with your foal. You will have to observe a number of actions before trying them yourself to answer his needs.

Click on a question mark on the left of the screen, then select a type of action among the following:

- **EDUCATION:** If, say, your foal does something that is a danger to him, you have to scold him to stop him doing it again.
- **PLAY:** Your foal needs little to be amused; he's even happier when you play with him.
- **CARE:** Is your foal hungry or thirsty?
- **AFFECTION:** Stroking him or playing with his mother is essential to your foal's development.

Each action comprises several tasks. Throughout the game, you learn about new actions by going to the library.

If you click on "play again", you can replay scenes with Flora and the foal.

Warning: the foal's attitude in Dialogue mode does not correspond to reality. In order to make this mode as attractive as possible, we've opted for features that do not correspond to real-life situations. We strongly advise players against acting according to the information herein without prior consultation of a qualified professional.



Teaching your foal

This exercise consists of training your foal in the different gaits: walk, trot, and canter.

You have to teach him to respect a succession of instructions which appear on the top of the screen:

- Rotation direction
- Length of tether (orbit)
- Gait

The lap counter increases by one every time a white circle is completed.

You control your foal's gait with the "Up" and "Down" arrow keys and the length of the tether with the "Right" and "Left" arrow keys.

The trick is to keep the cursor in the radar zone while collecting the green bonus marks and avoiding red penalty marks. When the set direction of rotation changes; hold down the "Down" arrow key until the foal comes to a halt, then press the "Down" key again to make him turn around.

Collecting green bonuses will make the "Foal understanding" gauge go up.

Beware of collecting too many red penalty marks otherwise the understanding gauge will drop below a level where your foal loses confidence in you. To push the gauge back up, pay attention to his heart rate. When the heart indicator turns green, press the spacebar to scold your foal. Do this until he starts cooperating again.



Horse care



WARNING: None of the following mini-games correspond to reality. In order to make horse care as fun as possible, we have included activities which have nothing to do with real-life situations.

Brushing

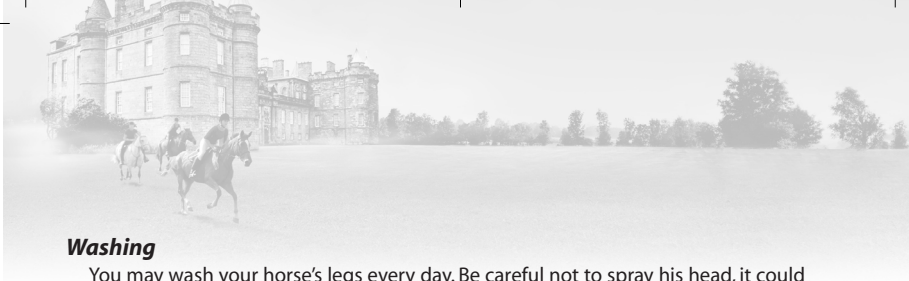
To brush a horse, click and hold your mouse button, then drag the mouse and release the button before repeating the procedure. Brushing is effective when dust falls from the brush.

There are three models of brush:

- The hard brush for excessive mud and grime, used when the horse is very dirty
- The medium brush for cleaning the horse without injuring him, used for brushing dust from his coat
- The soft brush for finishing, grooming and relaxing your horse

By pressing one of the rotation icons, you can make a full turn around the horse.

After you've finished brushing your horse you can groom him, providing his morale gauge is full.



Washing

You may wash your horse's legs every day. Be careful not to spray his head, it could make him ill and make his strength gauge drop.

When you press on the rotation button, your horse turns around.

Scraping

You have a hoof scraping tool to help scrape your horse's hooves. Handle it carefully, as wrong moves could affect your horse's morale.

Meadow

Putting your horse to graze will help him rest. Remember to buy things to decorate the paddock; his morale gauge will fill up.

Horsebox

Using your fork, muck out your horsebox and add fresh straw. A clean box will help your horse's morale gauge go up.

Advice and tips

Train your horse regularly: he will gain experience and improve more quickly.



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 <http://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 a web-mail, 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 8:00 am until 10:00pm daily (excluding Bank Holidays) on Telephone: 0905 – 482 – 0109 Calls cost 30p per minute. Please be at your system when calling Ubisoft for support.

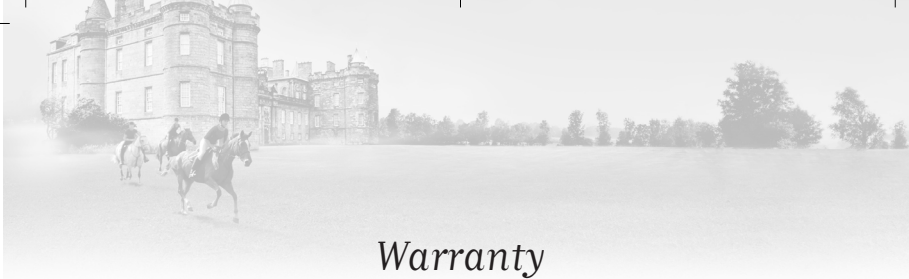
Australian technical support

Technical Support Info Hotline

1902 262 102

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

Looking for cheats to go up to the next level? Call our 24 hour automated Hints line: 0906 – 646 – 8477. Calls cost £1.00 per minute. Please ask permission from the person who pays the phone bill before making the call.



Warranty

Ubisoft guarantees to the original purchaser of this computer software product that the compact disc (CD)/cartridge supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty compact discs/cartridges should be returned to Ubisoft at the below address, along with a dated receipt, location of purchase, a statement describing the fault, and all original packaging.

Where a CD key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.

