

Spirit: Stallion of the Cimarron™ — Forever Free

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INTRODUCTION

Thank you for purchasing Spirit: Forever Free on PC-CD ROM. With this game you will explore the world of the Dreamworks' film Spirit: Stallion of the Cimarron™. Gameplay will start in Snakefinger's Pit, a wild-horse sanctuary in the American West frontier. You will play as Spirit, an untamed stallion, who must outsmart and out maneuver rustlers to rescue his friends. You will encounter some familiar friends from the film like Rain along the way.

One day, Spirit has left Homeland to gather fruit for the other horses, but when he returns, things are not as he expected. Homeland is empty and there are signs of human footprints all over the land. While Spirit explores Homeland, horse rustlers spring forth to capture him. Spotting Rain, who had already been captured by the men, Spirit struggles to break free but is overpowered. Spirit's journey is now ready to begin. Explore five areas as you nurse Rain back to health and rescue the other horses.

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SYSTEM REQUIREMENTS

Processor	Pentium II 266 Mhz
Operating System	Windows™ 98/ME/XP
RAM	64 MB
Hard Drive Space	100 MB Free
CD-ROM	8X
Video Card	8 MB
DirectX 8.1	Required & Included

DirectX-compatible Sound Card and Video Card capable of 800 x 600 resolution in 16-bit color

These specifications will ensure smooth, seamless game play, including rich animation, music and sound effects.

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INSTALLING SPIRIT: FOREVER FREE CD-ROM

1. Insert the Spirit: Forever Free CD-ROM disc into your drive.
2. If you have the Auto insert notification feature enabled for your CD-ROM, just left click on the install button and skip the next two steps.
3. Select Start and then Run from the Windows Taskbar.
4. Type d:\setup (d refers to your CD-ROM drive. If your CD-ROM drive is not d: type the appropriate drive letter.)
5. Follow the instructions that appear on your screen.

After installation is complete, you can find an icon for Spirit: Forever Free in the Spirit menu item within Programs under the Start Menu in the Windows Taskbar.

Installing Direct X

If your computer does not have Direct X 8.1 installed, you will be prompted to install it. The computer will need to be restarted after installing Direct X 8.1

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RUNNING SPIRIT: FOREVER FREE CD-ROM

Anytime you want to run the Spirit: Forever Free game, you must place the Spirit: Forever Free CD-ROM disc into the drive before you start the program. Insert the Spirit: Forever Free CD-ROM into your drive and perform the following:

1. If you have the Auto Insert notification feature enabled, just left click on the Play button.
2. You may also select Start from the windows Taskbar and search through Programs for the Spirit: Forever Free menu.

UNINSTALLING SPIRIT: FOREVER FREE CD-ROM

1. If you have the Auto Insert notification feature enabled, just left click on the Uninstall button.
2. You may also uninstall the program by using the Add/Remove Programs Control Panel or from the Start Menu – search through the listed Programs for the Spirit: Forever Free Uninstall.

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MAIN MENU



The Main Menu has three options to select from:

- Play** Begin or continue your adventure as Spirit. Rescue your friends and nurse Rain back to health.
- Options** Change the music and sound effects volume and graphics.
- Exit** Leave the game.

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SIGNING IN



Once you select Play from the Main Menu, you will be brought to the sign in screen. From this screen you can do one of three things: **ADD** a new player, **ERASE** a player, or **EXIT**. By adding a new player, you allow the computer to keep track of your progress. The game can save the progress of up to twelve different players. Changing players allows you to switch between multiple people in your household that each have a saved game in progress. Erasing a player will give you the opportunity to clean up the saved game file of a player who will no longer be playing, while exiting will return you to the Main Menu.

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GAMEPLAY

Movement

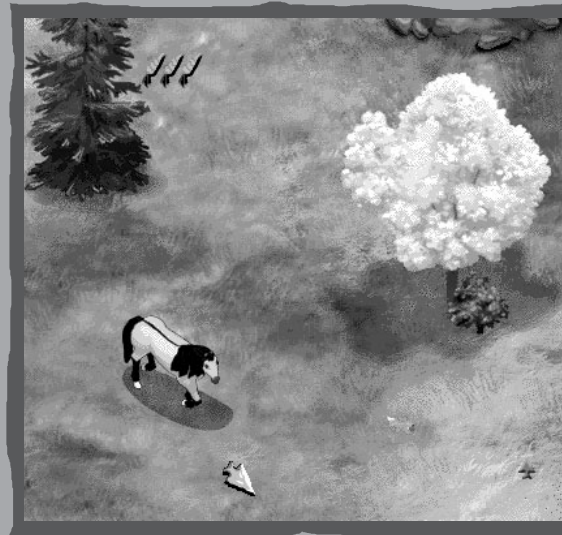


To move Spirit around the environment, use the mouse to move the arrow around the screen. With one mouse click, Spirit will walk in the direction you've told him. Left click and hold the mouse button to make Spirit run faster. You must click and hold, or Spirit will stop moving.

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SPIRIT TIP - Carrots



With each carrot you find in the game, Spirit can run a little bit faster. You can get additional carrots by catching the rabbit.

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Kicking

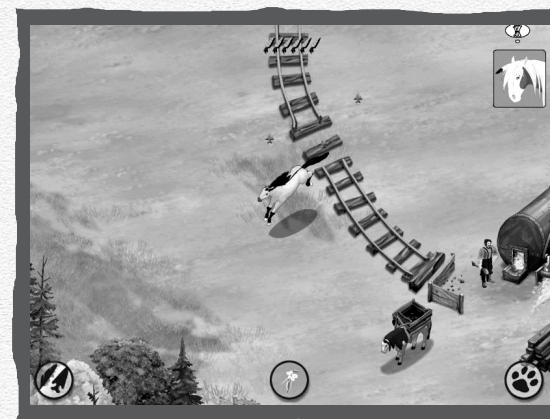


When Spirit is standing still, he can kick backwards. Right click the mouse to help knock down fences or free his friends.

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Jumping



Spirit can jump over rivers or other obstacles. Get Spirit running with repeated left clicks of the mouse. When you are ready to jump, right-click the mouse. As you travel from level to level, you will find jumps that are marked with carrot icons. These tell you how fast you need to be running to clear the jump.

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Picking up objects



Place the arrow on top of an object and press and hold the left mouse button to pick it up. In the beginning, Spirit can carry one item at a time. While still holding the left mouse button, move the arrow to the item location (located on the bottom of the screen) to carry it. Later in the game, you can use arrowheads to purchase additional carrying cases from Eagle Eye, the Kickapoo Trader.

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Interacting



There are several characters you can interact with during the game, whether they are people or other animals. Move the arrow on top of the character and left click the mouse to interact with them.

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CHARACTERS



Rain

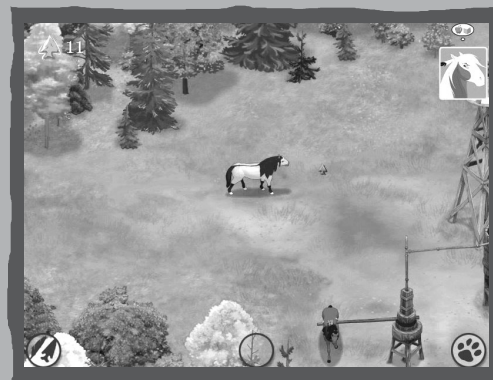


Rain is a mare and is Spirit's special lady friend. The only paint in the herd, Rain is not only a head-turner around Homeland, but she's also one of the fastest horses. While escaping, Rain became exhausted and unable to move very well. Spirit must help rain regain her energy by bringing her food and water. If he tends to her well, she will recover and join the rest of the herd. If he fails, Rain will become weaker and Spirit will have pay more attention to her which will prevent him from rescuing his other horse friends.

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SPIRIT TIP



From time to time, Rain will need food and water. Spirit must nurse her back to health by responding to these needs. When Rain needs something to eat or drink, an icon will appear in the upper-right corner telling Spirit what she needs.

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Sheriff Gregor Alvis



Not only the sheriff, Alvis is the town boss too. He prides himself on keeping a very quiet town. Alvis is decent when all's well, but when things turn sour, look out! While generally fair, he sometimes jumps to conclusions for the sake of maintaining tranquility in his little frontier town.

Little Brook



A Lakota girl, this young woman sometimes could use a dose of fear. Instead, she's likely to charge into any situation without considering the consequences. Though her mother has warned her to stay away from Harrigan City, Little Brook has defied her and made her way into town on more than one occasion.

Jake "Snakefinger" Riely



A Cavalry soldier gone AWOL, a foul-tempered horse thief, and a kicker of cats, Snakefinger makes his living nabbing wild horses, breaking them, then selling them to locals. He came out West from Chicago, where he worked in a meat packing plant. After an accident took off the tip of his left thumb, he spit in the meat hopper then headed to the frontier. In the Cavalry, Snakefinger wasn't much of a soldier, but he excelled at picking the pockets of his superiors much to the amusement of his friends. It gained him a nickname and more than one visit to the hot house. Weary of his time in the stockade, he slipped

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off from the fort and never returned. Holed up in a miserable shack, he assembles motley crews of rustlers to scour the land for wild horses like Spirit. In his spare time, he carves wooden figurines of the vice presidents.

Walter Holcombe



As a clerk in Virginia, Walter ached for adventure and fortune on the frontier. While toiling for his cruel boss, Mr. White, Walter set off for the West. Having sold his meager possessions to finance his trip, he arrived with little more than what it costs to buy a pick and shovel. After years of strenuous work and some good fortune, Walter managed to pull himself up, save some money and start a family. Riches have never come his way, but he's proud of what he's accomplished.

Harold Blank



A second-generation saw hand, Blank takes immense pride in his work. Scoffing at the foolish prospectors who rush from claim to claim, often returning home with little more than broken tools and strained backs to show for it, Blank prefers the steady work of the saw mill. "Fools chase gold, while wise men build houses," he often says. That's why he cuts the wood that makes the houses, the banks, the saloons, and everything else in town. Sooner or later, everyone needs wood, and that's why Blank is one of the wealthiest non-miners in town.

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Carrie Nation



Carrie Nation is infamous for busting into saloons with an axe in hand and busting apart the spigots and the bar. Thuggish cowhands aren't nearly as gruff with her when she has her trademark axe in hand.

Little Creek



An intrepid young man with a nose for adventure, Little Creek relishes the outdoors, hunting, fishing, and animals - especially horses.

Chief Snoring Bear



A barrel-chested man, the Chief cuts an impressive figure. Not easily angered, he does grow agitated when his people, and especially his family, are in harm's way. Having reached a temporary equilibrium with the nearby settlers and Cavalry, despite their near constant encroachments onto Lakota land, his intentions of late have focused on raising his son and teaching him the ways of the Lakotas.

Shaman



Weathered by age, the Shaman doesn't get around much these days. Sitting outside his teepee, he still waves his arms with vigor as he discusses his craft. A trusted elder of the tribe, he is viewed as the last hope for the ill and diseased.

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Eagle Eye, the Kickapoo Trader



Always found ambling around his wagon piled high with junk, the Trader has a friendly greeting for man and animal alike. If you want something, chances are he has it, but it's going to cost you arrowheads.

Walter Jr.



When Walt Jr. isn't helping his dad in the mines, he's wandering off and getting into trouble. One of his favorite places to explore is the abandoned mine north of camp.

Farmer



The Farmer is the latest arrival in Harrigan City. But plowing the fields is hard enough when your ox is home. What happens when your ox wanders off? If you're the Farmer, you use an available horse, one of Spirit's friends captured from Homeland, until your beloved ox, Betsie, returns home.

SPIRIT TIP

One of the many items you can get from Kickapoo Trader is a gourd. You can buy the gourd (with arrowheads) to bring water to Rain.

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ITEMS

Apples



Pick up the apples which are scattered throughout the Homeland level to feed Rain. She needs food, water, and tender loving care to come back to her old self.

Arrowheads



Scattered throughout the worlds are 25 special Gold Arrowheads, each of which is worth 10 regular arrowheads. Pick them up and use them as a form of currency. You can exchange them with Eagle Eye, the Kickapoo Trader to purchase items or to buy his help.

Feathers



Each time you help an animal in need, or beat the eagle in your first race, you will be awarded with a feather. Collect these feathers as proof of your kindness toward others.

SPIRIT TIP

There are several other objects scattered throughout the levels. These objects are used specifically to complete particular puzzles.

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SPIRIT TIP - Racing the Eagle



You can race the Eagle. Click on the Eagle to begin the race. Run as fast as you can to the icon on the screen. When you reach the icon, the next one will appear. Keep racing until the icon with the feather appears. This is the finish line. If you can beat the Eagle to this location, you'll receive a feather the first time you win and the eagle's heartfelt congratulations for subsequent races.

SAVING

The game will automatically save your progress as you play the game.

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Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

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After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$15.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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