Riding Star

EVERYONE

E

CONTENT RATED BY ESRB

VALCON GAMES

⚠ 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.

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.
- 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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INTRODUCTION

Welcome to the world of International Equestrian Competitions. In Riding Star you'll prepare three horses for Show Jumping, Dressage and Cross-Country competitions across Europe. You'll need to care for and train your horses in order to get the best out of them. A horse that respects its rider and is well groomed will outperform a better trained horse that is not well looked after.

Riding Star uses an autosave feature, so make sure your memory card (8MB)(for PlayStation®2) is inserted into MEMORY CARD slot 1 when you start the game. If this is your first time playing Riding Star, you'll be able to create a new Profile when you start a Career.

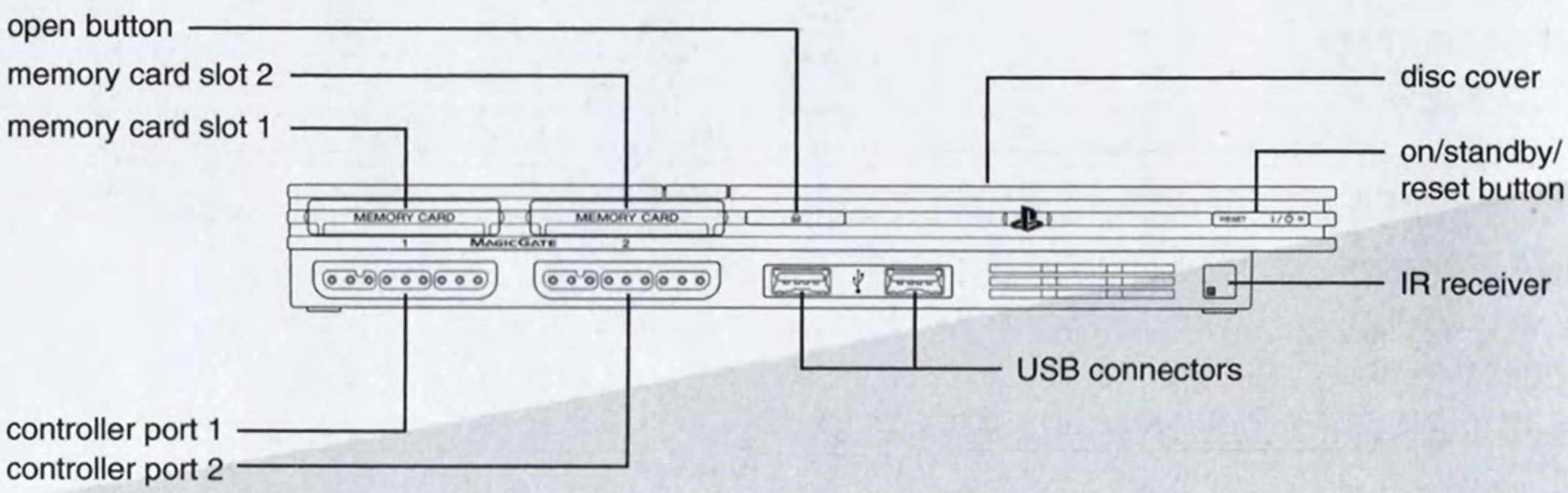
From the Main Menu you can select one of the following items:

Quick Game: Just select an event type, a location, and then ride

Career: Start a new Career or continue with a previously saved one

Options: Adjust various game options, including language, and review the controls

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 RIDING STAR 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.

YOUR CAREER

You begin a new career as a professional rider by first creating a new player profile.

GAME CHARACTER

Once you have created a player profile, you arrive in your rider's changing room. Here, you can decide the name, appearance and gender of your rider.

THE COURTYARD

Once you have created your rider, you arrive in the inner courtyard of your horse farm. From here, you can select your horses (provided you have some horses available), enter the office or quit the game and go to the main menu. You only have one horse available at the start of your career and you choose with which horse, and therefore with which discipline, you want embark on your career as a rider. Additional horses and disciplines will gradually be unlocked as you become more successful.

THE OFFICE

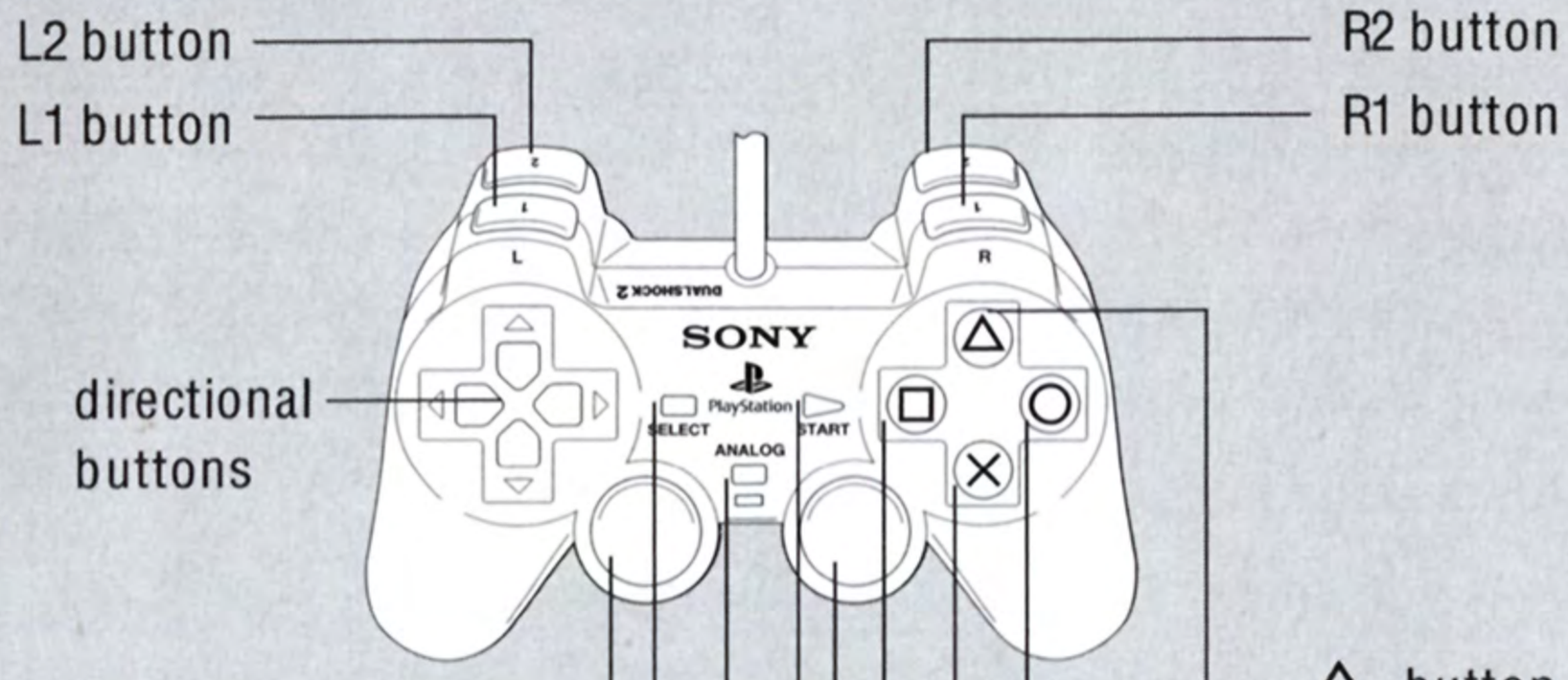
Here, you can follow your career progress, revel in your successes and trophies or change your rider's clothing.

YOUR FIRST HORSE

If you select a horse box, your horse will walk out of its stall and enter the care area of the courtyard. At the start of your career you can choose the name and appearance of your horse first and then you can begin a tutorial.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Directional buttons	Menu selection
Left analog stick	Steer horse
× button	Praise horse/confirm
△ button	Change camera/back
L1 button	Pan camera left

Right analog stick	Dressage special figure/gait
R1 button	Pan camera right
L2 button	Halt/Slow gait
R2 button	Jump/Faster gait
START button	Pause menu

YOUR CAREER (CONTINUED)

TUTORIAL

Riding Star contains a full tutorial that will help you become accustomed to the rules of each competition and the game controls.

If you don't want to play the tutorial right at the start of your career, you can either begin the discipline tutorial directly above your horse's box, or play the whole tutorial independently from the "Career" menu item in the main menu.

THE CARE AREA

The care area is considered a place in the game where you can look after your horses, clean them, stroke and feed them. Your horse's parameters are listed in the top left corner of the screen.

PERFORMANCE PARAMETERS

Speed: Indicates how fast the horse can run.

Power: Indicates how high the horse can jump.

Stamina: Indicates how long the horse can run at a higher speed without getting tired.

Motivation: Indicates how precisely the horse carries out the commands given by the rider.

Obedience: Indicates how anxious your horse is and if, for example, it tends to whinny or fidget during a competition.

CARE PARAMETERS

Cleanliness: Indicates how clean and well looked after your horse is.

Hunger: Indicates if your horse needs some food.

Thirst: Indicates if your horse needs some water to drink.

Health: Indicates if your horse is in good physical health, if it is fit and resilient and if it feels well.

You will see the available actions for the horse in the top right corner of the screen.

AVAILABLE ACTIONS

Care: You can care for your horse here; you can brush, comb, stroke and feed your horse, pick out its hooves and also give it water and treats.

Adorn: You can select from a range of saddles, covers and bandages to place on the horse as separate accessories. You can also choose the style of bridle and mane.

Training: Here you arrive in the training area where you can get your horse fit for the next tournament.

Tournament: Select a tournament in which you would like to take part.

Ride out: Ride out freely through woods and fields.

Tutorial: If you have any queries on the game, you can view the disciplines tutorial at any time.

TOURNAMENTS AND TRAINING

The tournaments in Riding Star correspond to the real tournament classes in equestrian sport.

N: Novice class (easy)	M: Medium class (medium hard)
H: Advanced class (hard)	P: Professional class (very hard)

Before you can take part in a tournament in a particular class, your horse must first fulfil the necessary conditions, i.e. you must train and care for your horse.

Your horse is not trained at the start of your career and belongs to class E (the lowest one). However, your first competition is one in class N. You must therefore train your horse in the training area and look after it in the care area until your horse's parameters in the relevant disciplines have increased to achieve the higher level in class N.

Each discipline relies on different parameters, as shown below:

Dressage: Obedience, Motivation

Show Jumping: Power, Speed, Stamina

Cross Country: Stamina, Speed, Power.

You train Power by jumping frequently with your horse.

You train Speed and Stamina by riding for as long as possible at high speed.

You train Motivation through intensive and repeated changes of gaits and collections.

You increase Obedience through the meticulous care of your horse.

To attend to your horse's Health, you must be careful not to overwork your horse, to avoid collisions in the training area and to ensure you do not neglect the care of your horse. If your horse should become so ill that the normal care to heal it is insufficient, nurse it back to good health by a few extra portions of food and additional tender loving care.

Tournament: A tournament consists of 3 Grand Prix (Cross Country, Show Jumping and Dressage). To qualify for the next tournament level above, you must achieve the top 3 scores overall in all three Grand Prix and be placed among the top 3 overall.

Tournament score: The overall score in a tournament is the sum of the 3 places the player achieves in each discipline. Penalty points and the time required to complete each course do not affect the overall calculation of points.

To enter the tournament in Aachen, you must win the previous tournaments in class M in Newstead and have trained your horse to the required level.

THE DISCIPLINES

DRESSAGE

Dressage is the equestrian discipline in which the horse's natural strength and grace is enhanced and refined by gymnastic training. The objective is to perform the required movement precisely using minimal aids and signals from the rider. It is not a question here of conditioning the horse to obey certain commands, but of making the horse more graceful and responsive by increasing its power, suppleness and mobility.

A Dressage task consists of a number of lessons for which points are awarded from 0 (unclassified) to 10 (excellent). The rider must ride along a pre-set straight or curved path in the required gait (walk, trot, canter), forwards, sideways or backwards and in the correct collection (collected, medium, extended). The collection influences your horse's bearing and this is achieved by subtle control of the reins. More complex sequences of movements are added (special figures) in the higher classes.

See the back page of the manual for more information on controlling your horse during Dressage events.

Special figures are different from the standard figures and a specific indicator will appear under the horse when you are required to perform a special figure. The inner segment of the circle shows you in which direction you must guide your horse, or around which axis your horse must perform the turn movements. An indicator left and right shows you the rhythm or "tact" you must maintain with your horse.

The segment will appear in blue if you are in harmony with the horse's rhythm, but it will appear in red if you are not.

SHOW JUMPING

Show Jumping is an equestrian discipline in which horse and rider must clear a number

of obstacles in an existing course and in a set order. The various obstacles could be high jumps, wide jumps or rustic jumps (ditches, water jumps, etc.) and appear as individual obstacles, distance jumps or as combinations of several different obstacles.

In Show Jumping, horse and rider basically ride at the correct speed and as squarely as possible at an obstacle and the player then presses the R2 button for the rider to spur the horse on at the precise moment.

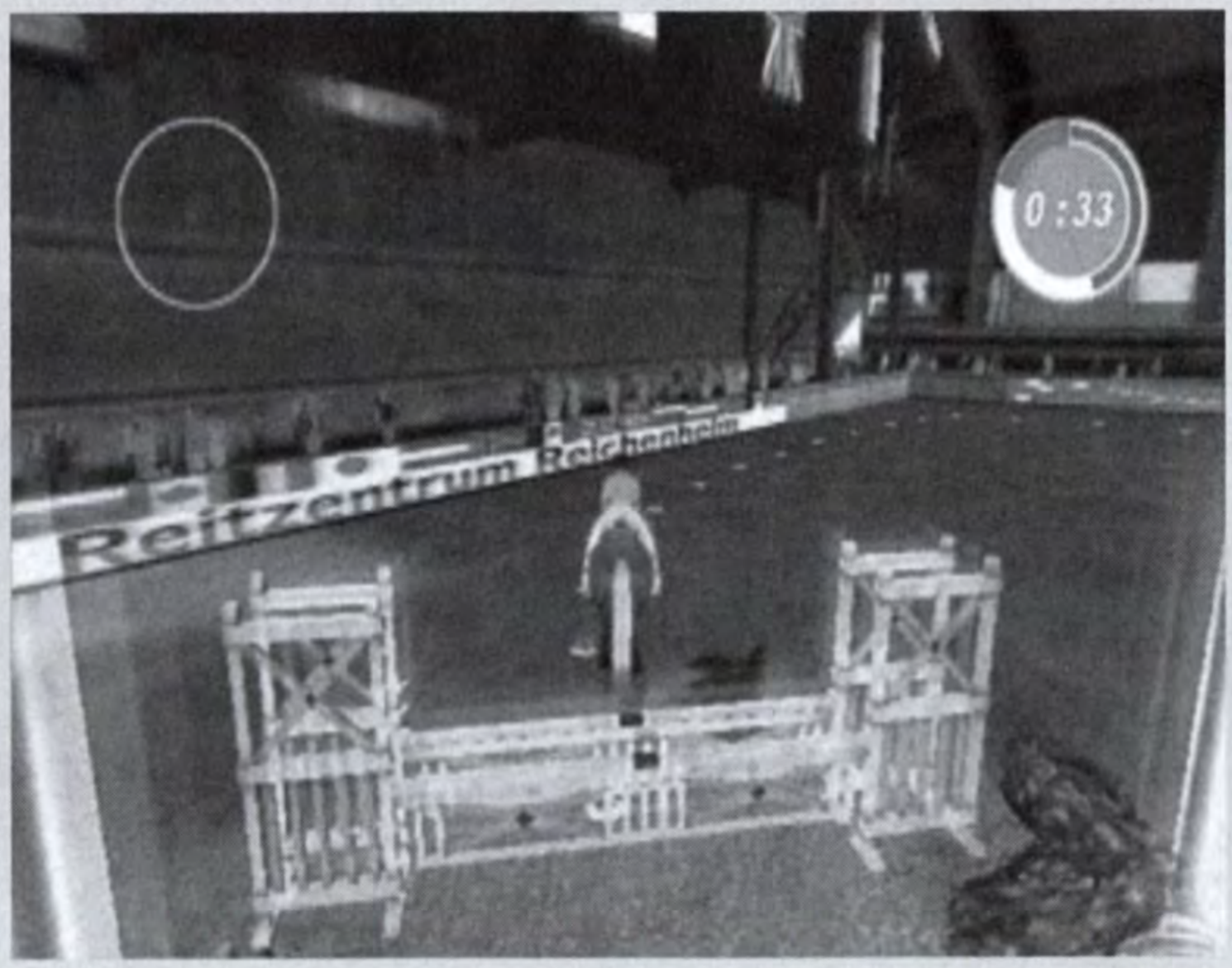
The correct way around the course will be indicated by a moving route on the ground; the next obstacle to jump will be marked by a column indicator. The choice of approach speed depends on the obstacle you have to jump and the minimum speed is the gallop.

If horse and rider jump too early, the horse will demolish the obstacle. Demolishing an obstacle means that the horse has either knocked one or several bars off the jump or it has stepped in the water of a water jump.

You should always approach an obstacle square on, otherwise the horse will either refuse the jump or will veer off to one side of the obstacle. The horse will not jump outside the jumping area, i.e. when there is no obstacle nearby.

DISPLAYS

The stamina gauge is in the top left corner of the screen. If the gauge is at maximum and fills with color, it means that the horse is exhausted and will automatically move at a slower gait.



The clock is displayed in the top right corner of the screen and shows your current riding time in seconds.

There is a white and a red time segment around the clock. The white area indicates the time limit, i.e. the time you should ideally take to complete the course. The red area shows the time exceeded. You will receive a penalty point for each additional second over the time limit.

SPEED

The correct use of speed and stamina are significant factors in Show Jumping. Here, it is important to reduce and increase speed at the right moment to clear the obstacles without incurring penalties.

The rider should reduce the approach speed when a series of jumps are close together, otherwise the horse will refuse the jump.

RULES

Faults, Penalty points

Basically, two elements are scored in Show Jumping: first, faults (demolishing an obstacle) and second, time taken to complete the course.

The tournament winner is the rider who can complete the course knocking down the lowest number of obstacles and in the fastest time. You must therefore ride through the course as quickly and faultlessly as possible.

The player will incur penalty points if the horse knocks down an obstacle or steps in a water jump or if horse and rider exceed the time limit set for the course.

ELIMINATION

Elimination means that you must quit the current course and start it again. You will be eliminated if your horse refuses an obstacle three times, if you exceed the maximum time for the course, if you approach an obstacle from the wrong direction or if you jump the obstacles in the wrong order.

CROSS COUNTRY

Besides Dressage and Show Jumping, Cross Country is the third discipline in equestrian sport. Cross Country is the event that takes place in open countryside, through woods and fields and at an extended gallop, as horse and rider jump natural, rustic obstacles.

The height and width of the Cross Country jumps are lower compared to the Show Jumping arena. The difficulties in Cross Country arise from the visibility level of the obstacles (i.e. tree trunks, obstacles that are well camouflaged, etc.), and from the additional unevenness of the terrain or from unexpected landings as you jump the obstacles; this will place particular demands on your horse's obedience. The stamina of horse and rider and your judgement of time will also be put to the test! Although you must adhere to a set time limit and the time taken to finish the course will be counted, it is crucial to jump all the obstacles.

TECHNIQUE

The same applies to the Cross Country as to the Show Jumping discipline; horse and rider must complete the course as quickly and faultlessly as possible.

The jumping technique is identical to the Show Jumping; the approach speed you select should be as fast and the direction in which you must ride the course and the direction from which you approach the jump are shown in the same way.

RULES

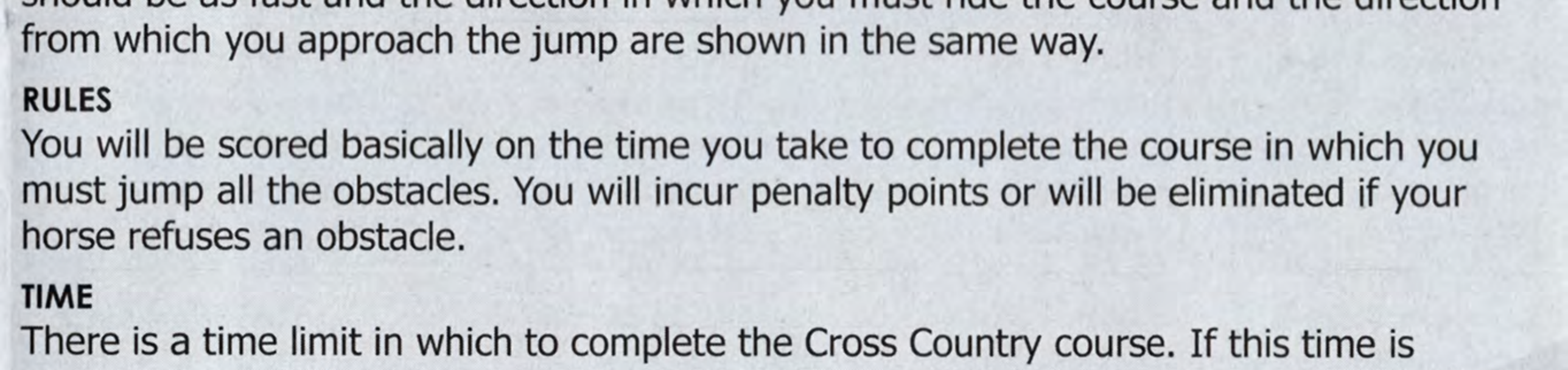
You will be scored basically on the time you take to complete the course in which you must jump all the obstacles. You will incur penalty points or will be eliminated if your horse refuses an obstacle.

TIME

There is a time limit in which to complete the Cross Country course. If this time is exceeded, you will receive a penalty point for each additional second over the time limit. There is also a maximum time for the course and you will be eliminated if you reach or exceed this time.

SCORE

The rider will incur penalty points if the horse refuses a jump: you will receive 20 penalty



points for the first refusal and 40 penalty points if the horse refuses the same jump a second time. You will be eliminated if the horse refuses the same obstacle three times.

ELIMINATION

You will be eliminated if you exceed the time limit, if you jump the wrong obstacle or approach it from the wrong direction or if the horse refuses an obstacle three times.

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To receive this warranty service:

1. Notify the VALCON consumer service department of the problem requiring warranty service by using our support website at www.valcongames.com/support or via email at support@valcongames.com referencing RIDING STAR warranty in the subject line.

2. If the VALCON service technician is unable to solve the problem by email, he/she will instruct you to return the entire GAME DISC to VALCON freight prepaid at your own risk of damage or delivery. We recommend sending your GAME DISC certified mail. Please include your sales slip or proof-of-purchase within the 90-day warranty period to the address given to you by the service technician.

This warranty shall not apply if the GAME DISC has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

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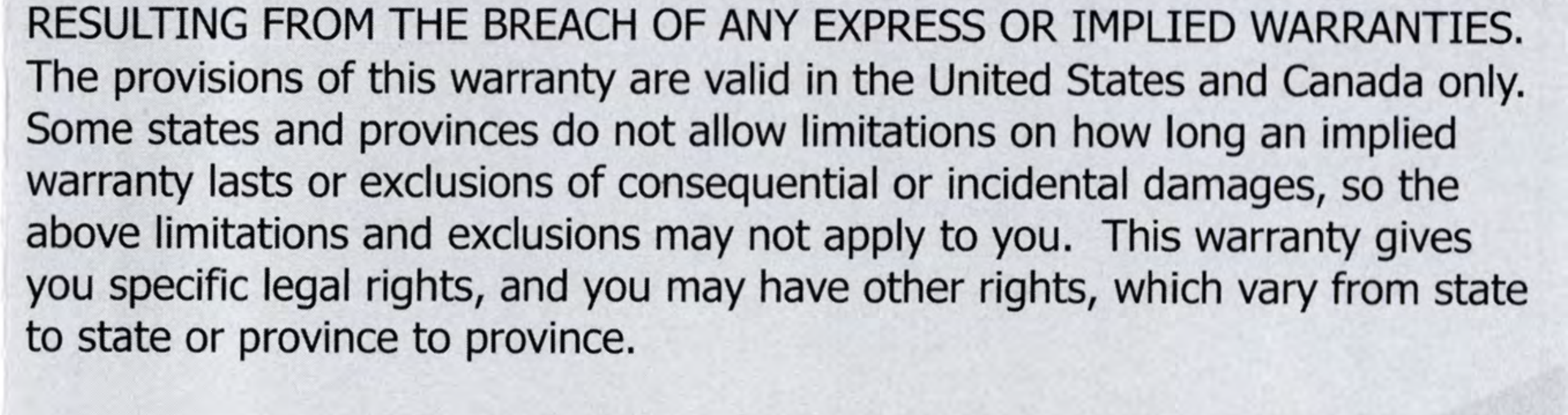
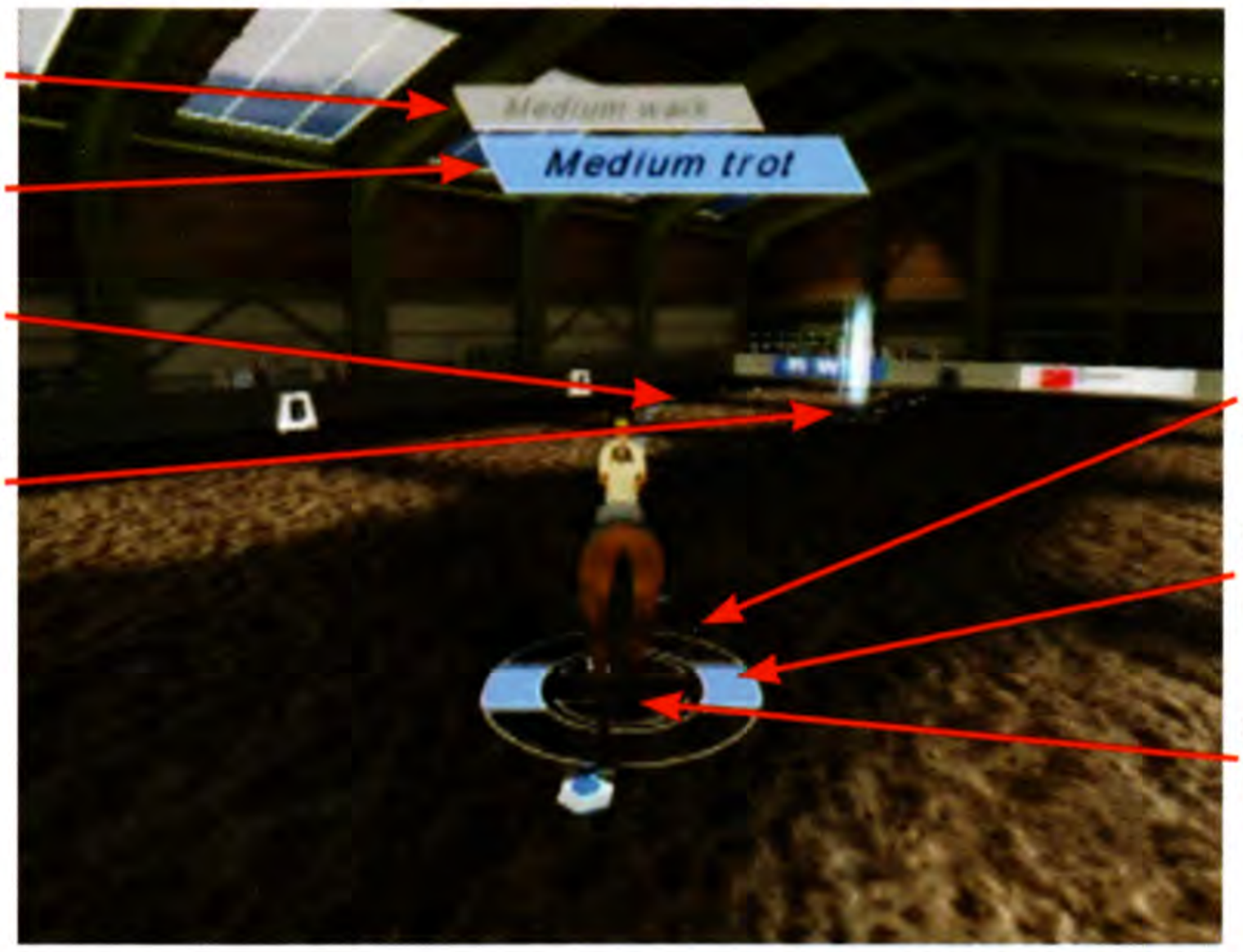


DRESSAGE GAME SCREEN AND DISPLAYS



During a Dressage event, you will see a display similar to that shown above. Notice the Current Required figure and the Next Required Figure displays. The Next Required Figure indicates the figure you'll need to switch to when you reach the next marker.

You also need to follow the indicated path in the Current Required Figure closely in order to score maximum points.

Beneath your horse is the Dressage Indicator. The outer circle represents the gaits: walk (rear segment), trot (central segment) and gallop (front segment). If an area is shown in white, it means that you must now select the relevant gait. The white segment turns blue when you select the correct gait. If you select the incorrect gait speed, the segment will turn red.

COLLECTIONS

The collections are shown by the inner segments of the circle.

Front segment white	Perform the figure at an "extended gait" by pressing and holding the right analog stick forwards until you select another collection.
Rear segment white	Change to the "collected gait" by pressing and holding the right analog stick backwards.
No segment highlighted	The horse should move at a "medium gait" and in this case it will happen automatically with the right analog stick in the neutral position.

Don't forget, you can always access the tutorial for each discipline if you are not sure how to best control your horse.

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