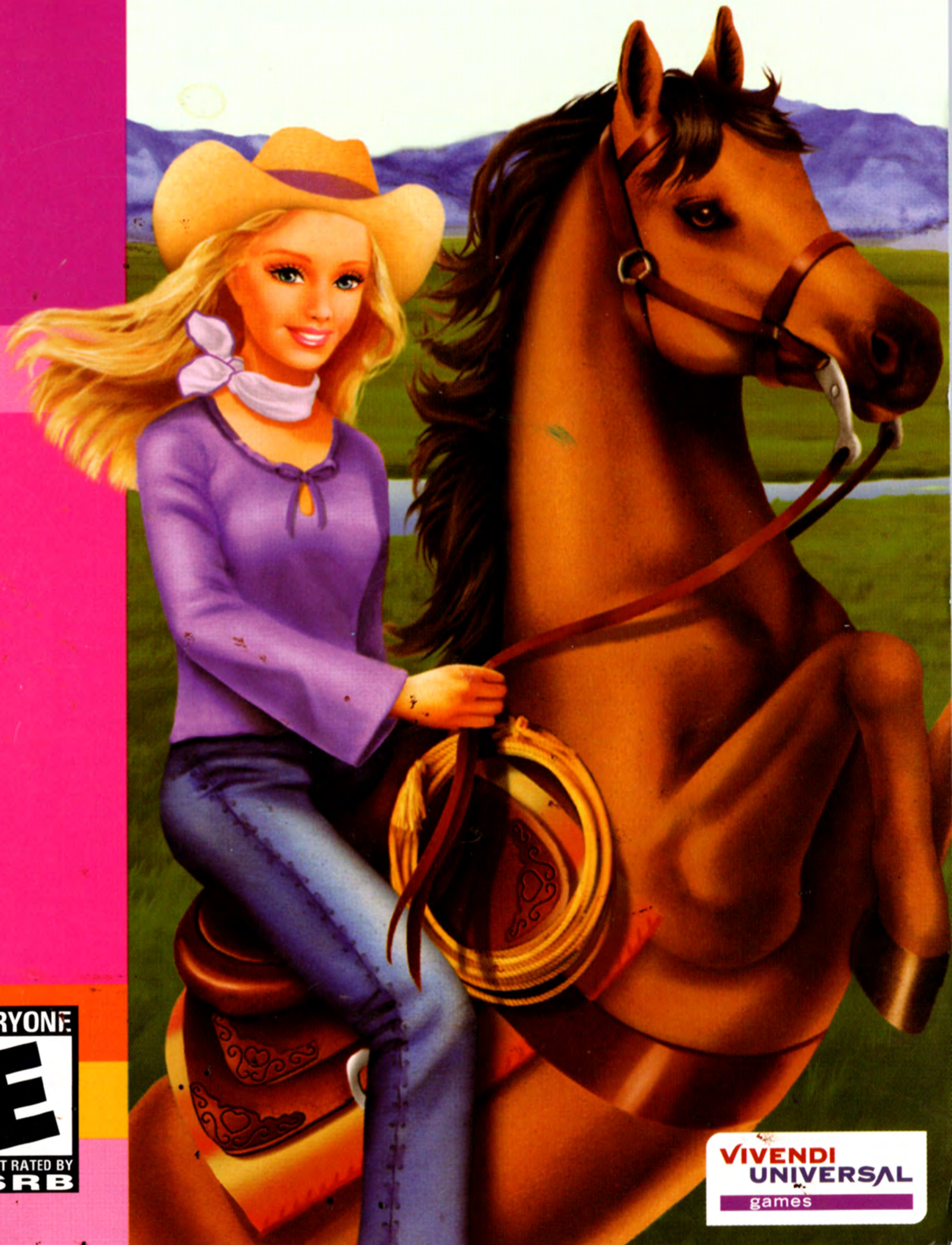


Barbie[™]
SOFTWARE

horse adventures[™]

Wild Horse Rescue



EVERYONE[®]
E
CONTENT RATED BY
ESRB

VIVENDI
UNIVERSAL
games

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

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.**

BARBIE™ HORSE ADVENTURES™

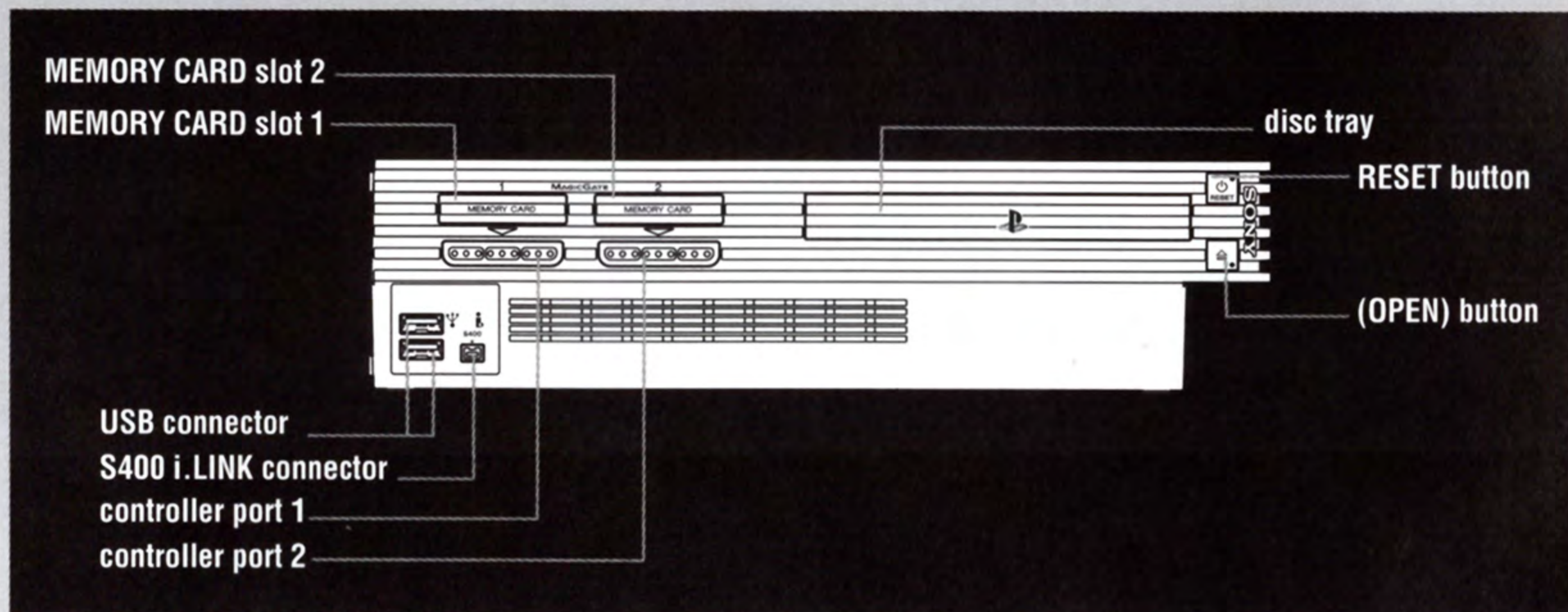
WILD HORSE RESCUE

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Getting Started

Setting Up Your PlayStation®2



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Barbie™ Horse Adventures™ Wild Horse Rescue* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

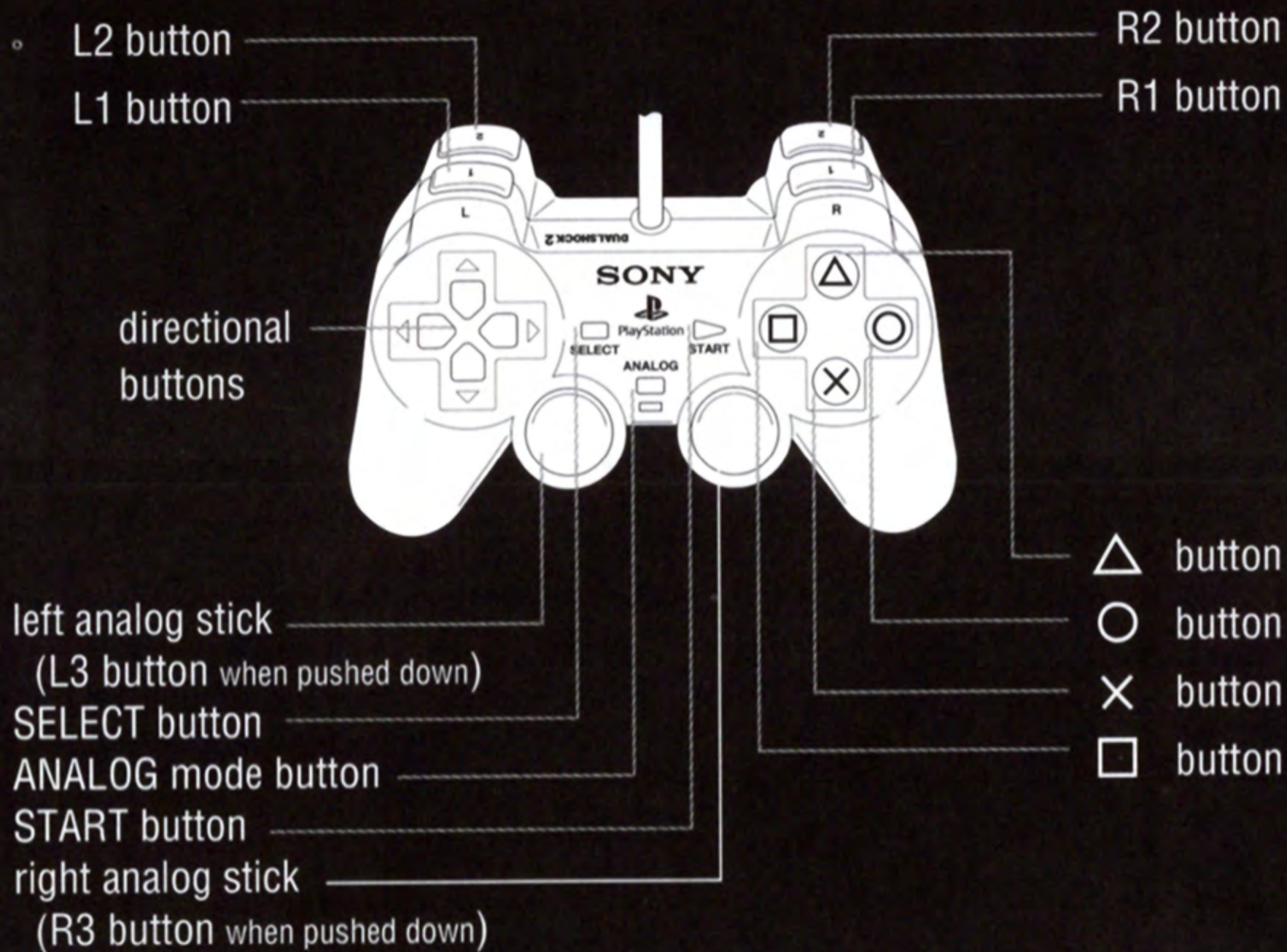
Memory card (8MB) (for PlayStation®2)

Barbie™ Horse Adventures™ Wild Horse Rescue lets you save games at their current level of play onto a memory card (8MB) (for PlayStation®2), and resume play on previously saved games. A memory card (8MB) (for PlayStation®2) is required. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 on the PlayStation®2 game console BEFORE starting play.

Important: Do not switch off the MAIN POWER switch, remove or insert a memory card (8MB) (for PlayStation®2), or Controllers while saving or loading games. Doing so could damage the game data.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Menu Controls

Confirm Choice	X button
Cancel/Go Back to previous menu	△ button

Game Controls

Walk Horse	Hold down the left analog stick or directional buttons.
Walk Barbie™	Hold down the left analog stick or directional buttons.
Run Barbie™	Hold down the left analog stick or directional buttons.
Run Horse	Hold down the left analog stick or directional buttons and press the □ button.

Mount/Dismount/Whistle for Horse	△ button
Gallop/Grab & Lead Horse	□ button
Pat Horse/Pat Foal	○ button
Lasso/Duck (on horse) & Use/Pickup/Open (on foot)	X button
Pause Menu	START button

Button graphics will appear on-screen at different times during the adventure to tell you which buttons you can use to do different things.

Introduction: A Horse Rescue

Help Barbie™ search for and rescue lost horses in an action-packed 3D horse-riding adventure!

Barbie™ and her friends Teresa™ and Christie™ are visiting the Silver Valley Riding School. One night, a huge storm rages around the stables and blows open the gates. All of the horses are scared off and run into the surrounding areas. Mrs. Hepburn, the owner of the riding school, is worried—she needs Barbie™ and her friends to help find the missing horses.

Join Barbie™ as she searches the Forest Lake, Snowy Mountains, and Shoreline trails for the lost horses and foals.

Get ready for your journey by choosing a horse, riding tack, and an outfit for Barbie™. Then, ride through beautiful areas, jumping over fallen trees, crossing rickety bridges, and avoiding other hazards! Along the way, help Barbie™ lead her horse along the edge of cliffs, and clear jumps and gaps in the trail. Barbie™ will have to dismount and explore the trails on foot—climbing ledges and cliffs, and more. Continue to search the trails for the horses, lasso them, and return them to safety!

Starting Your Adventure



To navigate the Main Menu, use the directional buttons or the left analog stick to highlight the option you want to select, and then press the X button.

When you're done, you can accept your changes or press the Δ button to return to the previous menu.

The Main Menu contains the following options:

NEW ADVENTURE – Select this option to start a new game.

LOAD ADVENTURE – If you want to continue a saved game, highlight the Load Game option. You will be taken to a new screen where you will see a list of all the saved games on your memory card.

- Use the directional buttons or left analog stick to highlight the saved game you want to play, then press the X button to load it.

Note: When a saved game is loaded, you will start at the stables, where you can choose an unlocked area to play.

MINI-GAMES – The Mini-Games Menu lets you play (alone or with a friend) the fun, action-packed mini-games that are separate from the Wild Horse Rescue Adventure. More information on the mini-games can be found on pages 12–13.

OPTIONS – Select this option to change game settings. Use the directional buttons or left analog stick to highlight the option you want to change, and then press the X button to enter the Options sub-menu.

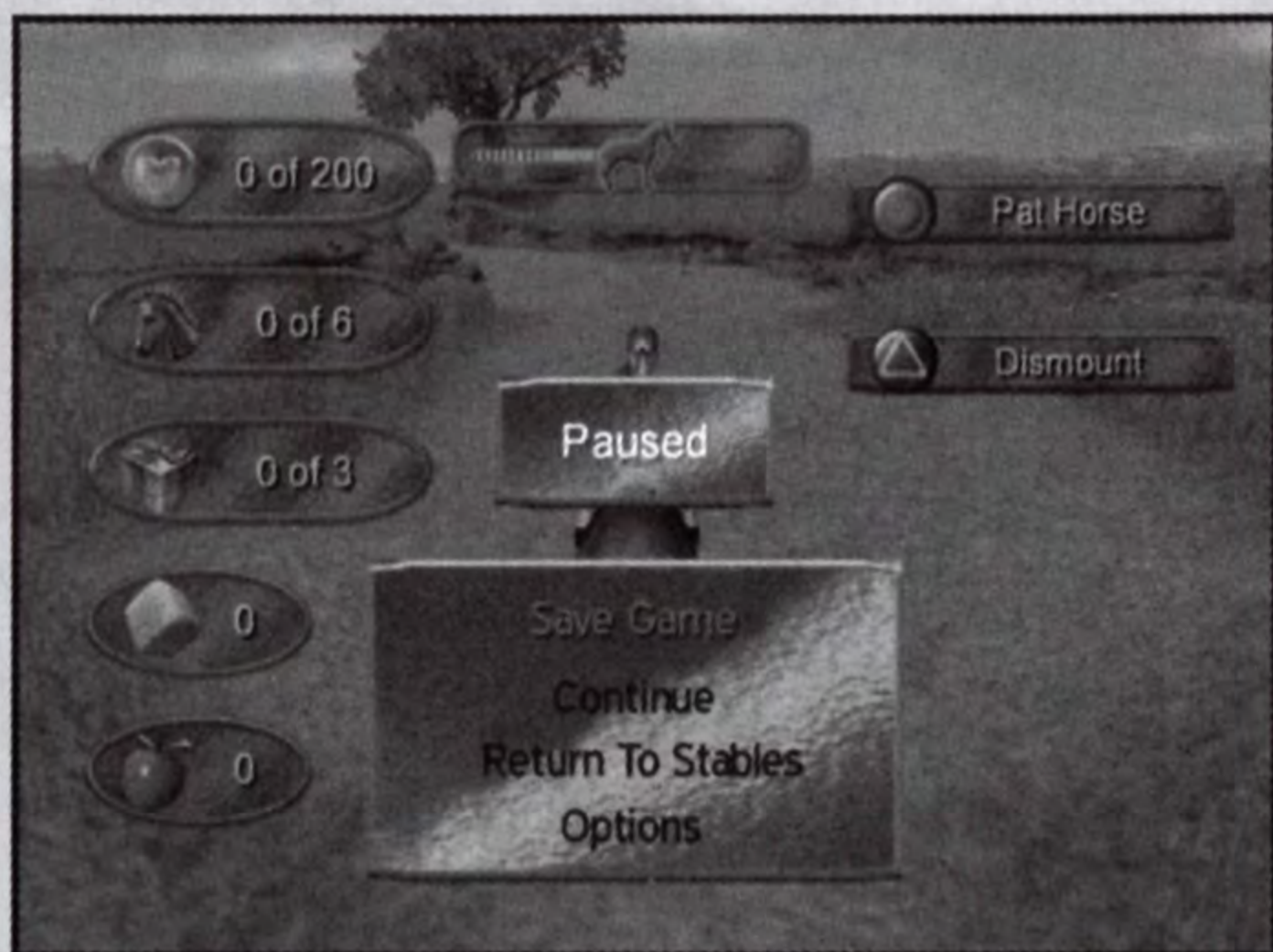
- **Sound Options** – Adjust the volume for music and sound effects.
- **Vibration Function** – Turn controller vibration on or off.

When you're done, press the Δ button to return to the previous menu.

Pause Menu

You can pause the game at any time by pressing the START button. A menu will be displayed with the following options:

- **Save Game** – Save the current game.
- **Continue** – Return to the current game.
- **Return to Stables** – Return Barbie™ and her horse to the stables (available only when on the trail).
- **Options** – Change the game settings.
- **Exit Game** – Quit the current game and return to the Main Menu.



The Pause Menu also shows you the Friendship Meter and the number of collectibles you have found on the trail.

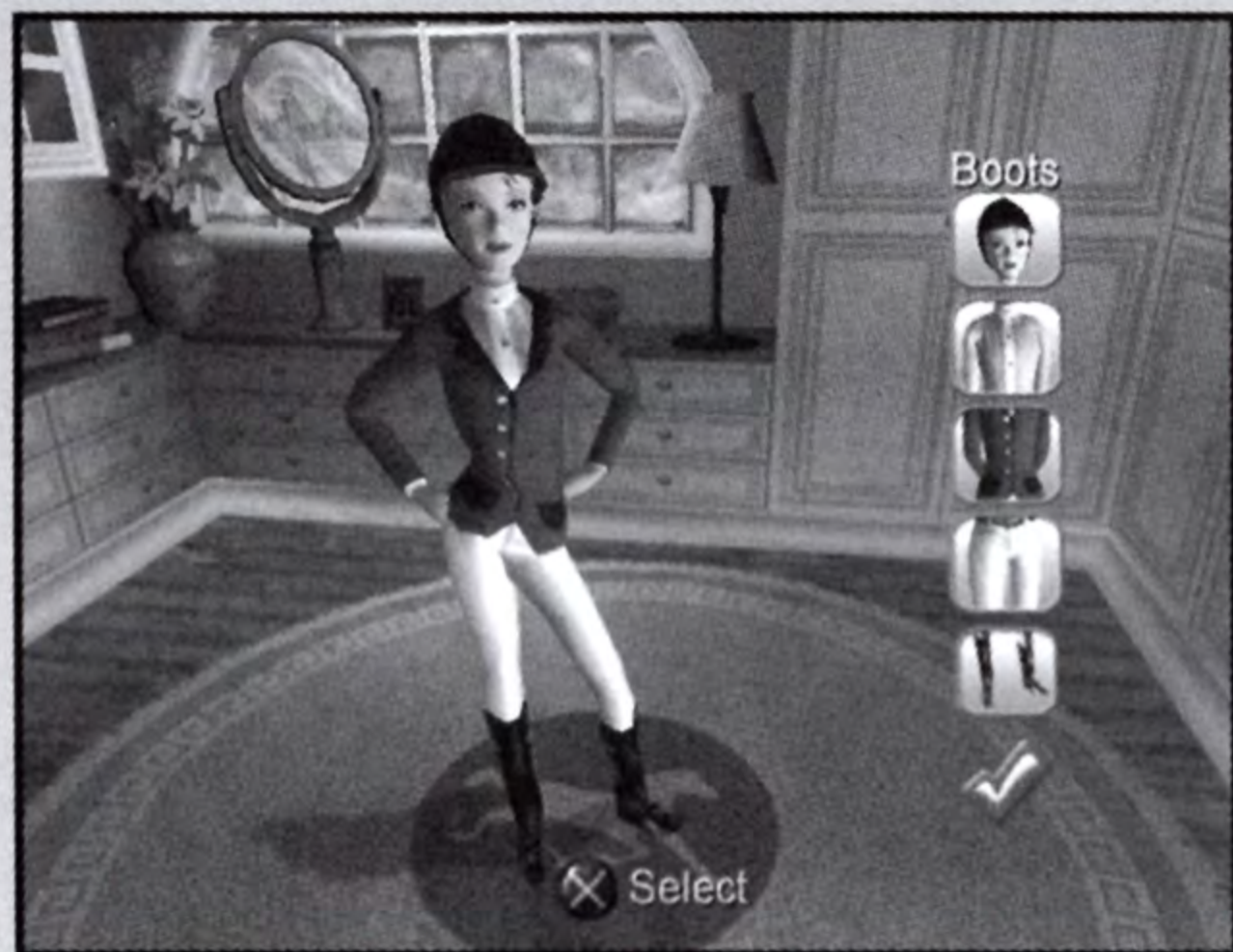
SILVER VALLEY RIDING SCHOOL

The Silver Valley Riding School is home base for Barbie™. In the courtyard, there are four areas Barbie™ can visit: the Dressing Room, the Stables, the Grooming Area, and the Progress Map. Follow the path out of the courtyard to the Fountain area to access the nine trail entrances. Most of the trails are locked when you start the game, but open up as horses are rescued.

The Dressing Room

In the Dressing Room, choose English or Western style hats, shirts, jackets, pants and boots for Barbie™ to wear on her adventure.

Select the clothing you want to change. Use the directional buttons or the left analog stick to see all the clothing options, then press the X button to make a selection.



Items that haven't been unlocked yet are covered by a lock. Look for coins and clothing bonuses throughout the trails—100 coins will earn a new outfit for Barbie™!

When you've picked out the perfect outfit, highlight the check mark and press the X button to return to the courtyard.

The Stables

In the stables, you can pick a horse to ride and change the way the horse looks by selecting the coat, mane, tail, and more! Pick out a saddle, blanket, and bridle for the horse too. You can also choose to ride any of the horses you have rescued.



Use the directional buttons or the left analog stick to see all the different options, and then press the X button to make a selection. Items that haven't been unlocked yet are covered by a lock.

Rescue all six foals and the horse at the end of every trail to earn additional coat colors for the horse Barbie™ is riding.

You'll also earn ribbons for completing clock challenges on the trails.

Grooming Area

Horses get dusty while riding the trails, so you'll need to help Barbie™ groom her horse.

Move the soapy brush over the horse using the directional buttons or the left analog stick.

To dip the brush, press the X button.



The cleaner you get the horse, the more trust is added to the Friendship Meter and the happier the horse is.

Progress Map

Near the entrance to the courtyard is a map of the Silver Valley Riding School area. It shows the horses you and Barbie™ have rescued, how many coins have been found, and how many foals are left on each trail.

Forest Trail 1	0 of 6	0 of 200	0 of 1
Forest Trail 2	0 of 6	0 of 200	0 of 1
Forest Trail 3	0 of 6	0 of 200	0 of 1
Snowy Mountains Trail 1	0 of 6	0 of 200	0 of 1
Snowy Mountains Trail 2	0 of 6	0 of 200	0 of 1
Snowy Mountains Trail 3	0 of 6	0 of 200	0 of 1
Shoreline Trail 1	0 of 6	0 of 200	0 of 1
Shoreline Trail 2	0 of 6	0 of 200	0 of 1
Shoreline Trail 3	0 of 6	0 of 200	0 of 1

X or press START to continue

Choosing a Trail – The Fountain Area

Barbie™ can search three areas for the missing horses: the Forest Lake, the Snowy Mountains, and the Shoreline. Each area consists of three trails, all of which start around the edge of the stable courtyard. You need to visit the trails in order.



At the beginning of the game, only Forest Lake Trail 1 will be open; the other trails will be locked. The second trail will open once you have completed the first trail, and so on. To enter a trail, simply walk Barbie™ and her horse through the gate.

Revisiting Trails

You might not find everything the first time you explore a trail, so you may want to return to it. Once you have completed trails or finished the game, the gates will remain open so you and Barbie™ can visit the trails again whenever you want.

Playing the Game

Help Barbie™ rescue all the missing horses. There are six baby horses (foals) and one horse on every trail. To continue to the next trail, you have to rescue the horse or win the race challenge at the end of every trail.

Each trail contains a number of obstacles to avoid, puzzles to solve, and collectible items such as coins and food pickups.

Every time Barbie™ or her horse does not successfully pass an obstacle, you lose trust on the Friendship Meter. If you let it drop to empty, Barbie™ and the horse will be set back safely at an earlier point on the trail.

Rescuing Foals

All along the trails, there are lost foals that need to be guided to safe points. Barbie™ can rescue these foals by dismounting from her horse, approaching the foals, and either patting or feeding them. Sometimes she will need to do other things to get the foals to follow her, like finding some apples to feed nearby animals so the foal can pass safely.

Rescuing Horses

To rescue the missing horse at the end of the trail, Barbie™ will need to use her lasso.

To do this, gallop after the horse; when Barbie™ is close enough, she will automatically begin spinning her lasso and a meter will come up on the right side of the screen.

When the lasso meter reaches the top and the horse is in range, press the X Button to throw the lasso, and the horse will stop.



The Friendship Meter



The relationship between Barbie™ and her horse is very important. Check the Friendship Meter to find out how happy her horse is. When the meter starts to go down, it means the horse needs some attention. She may be hungry, or may want to be cleaned or patted. If the meter becomes empty, Barbie™ and her horse will be set back to an earlier point on the trail. The Friendship Meter is increased in a number of ways:

Avoiding Obstacles – If Barbie™ or her horse hits an obstacle, the horse will lose trust and the meter will go down.

Cleaning the Horse – Barbie™ can clean her horse in rivers and lakes on the trails and also at the Grooming Area.

Patting the Horse – Barbie™ can pat and stroke her horse at any time to fill the Friendship Meter halfway.

Feeding the Horse – Carrots can be found on the trails. If Barbie™ runs through them, the horse will automatically eat them and the Friendship Meter will go up.

Collectible Items

There are many collectible items on the trails. Barbie™ will pick up an item as soon as she touches it.



Coins – Collect 100 of these to unlock a new outfit back in the Dressing Room.



Clothing Bonuses – When collected, clothing bonuses immediately unlock special outfits for Barbie™ in the Dressing Room.



Sugar Cubes – Use these to feed the foals you find on the trails.



Apples – Apples found on the trails can be fed to animals to distract them so you can pass by.



Keys – Keys are used to unlock gates on the trails.



Horseshoes – Found in the mini-games, horseshoes give your horse an extra speed boost.



Treasure Chests – These may contain food pickups, coins, horseshoes, or clothing bonuses.



Wood Planks – Use these planks to bridge gaps between you and a foal in order to rescue it.

Note: Barbie™ needs to dismount to open doors, gates or treasure chests. She also needs to be on foot to feed foals and drop food for animals, or to pick up keys and wood planks.

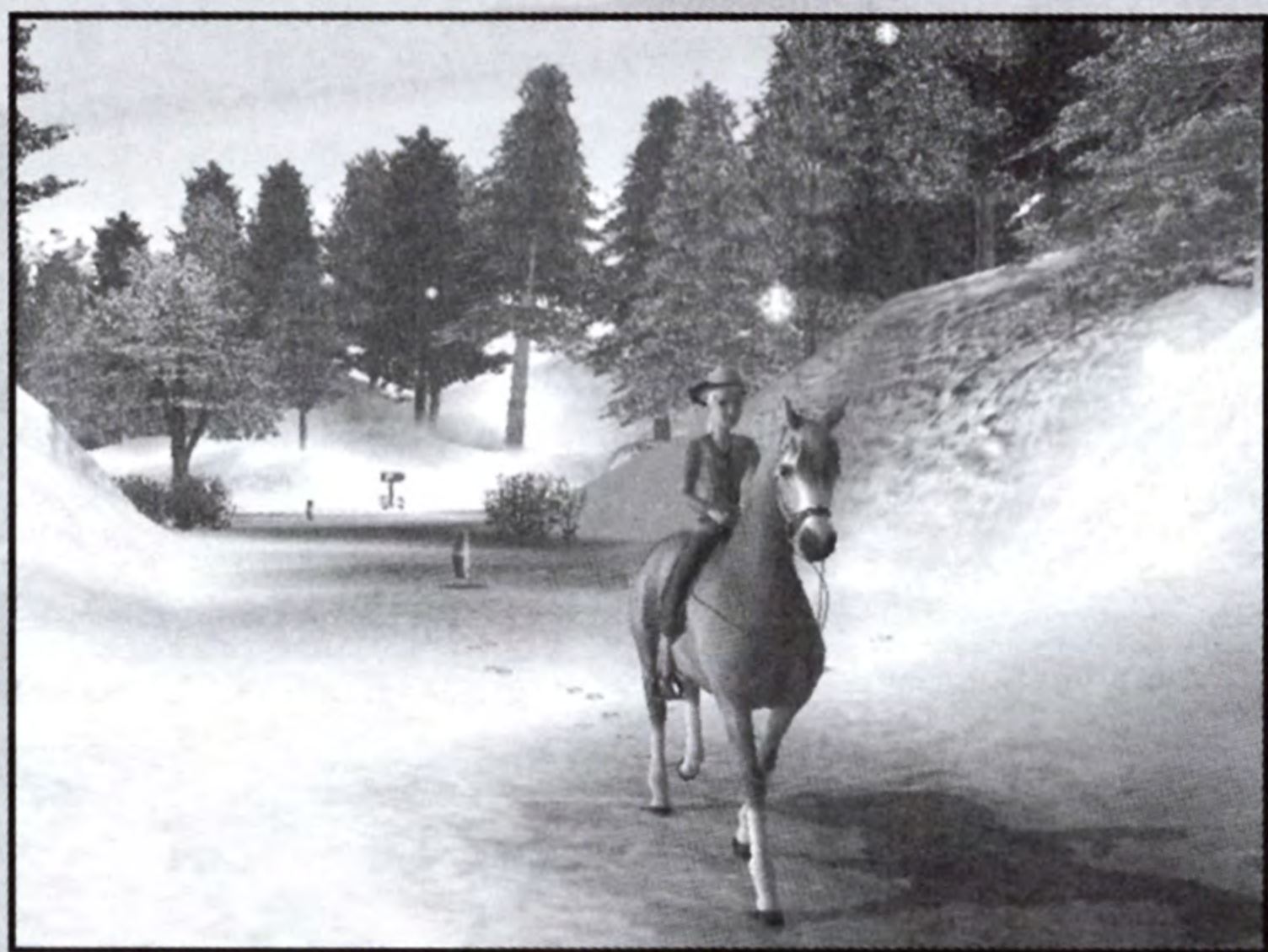
The Surrounding Areas

FOREST LAKE



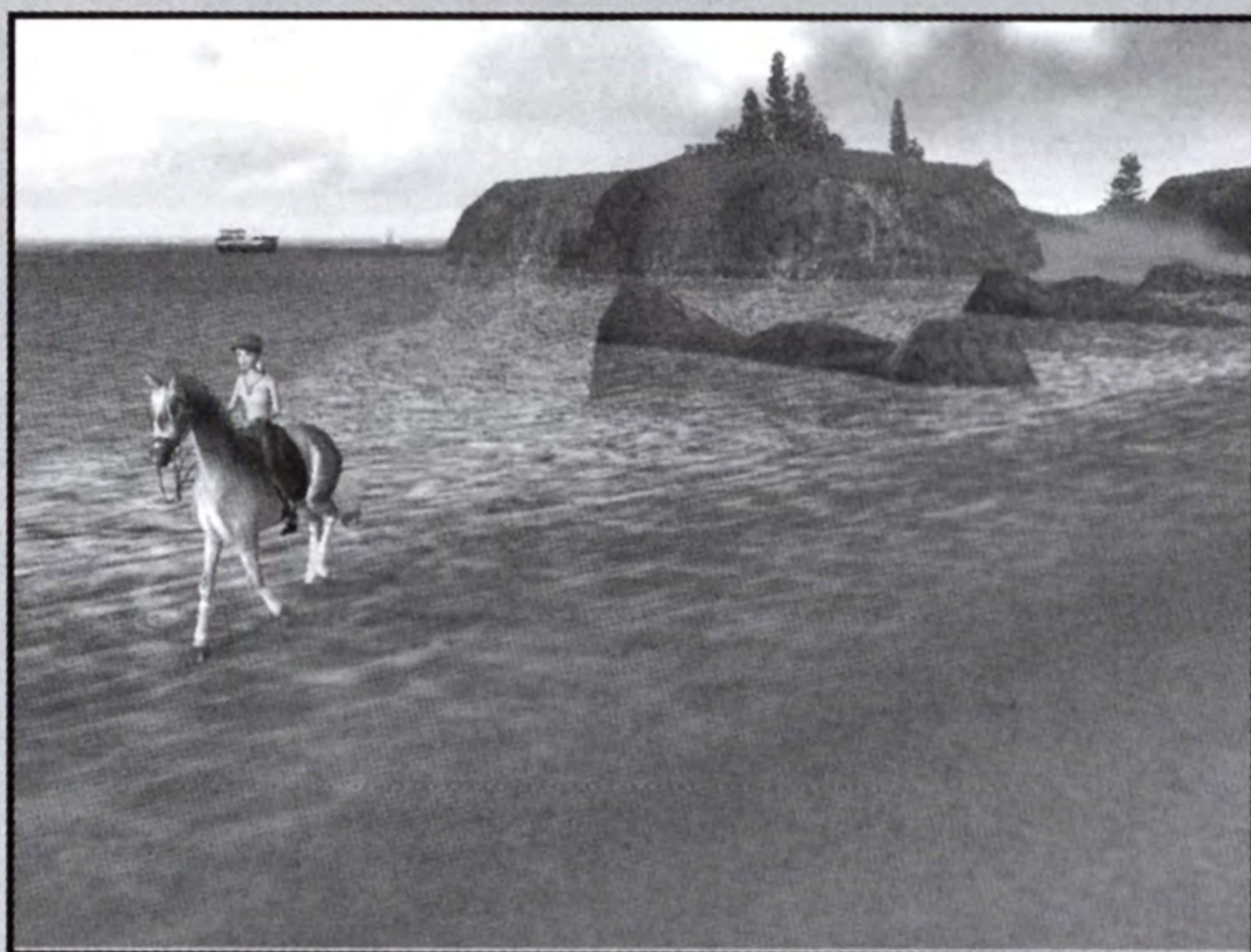
The Wild Horse rescue starts on a beautiful autumn trail. Learn the ropes of trail riding—running, jumping, avoiding wild animals, and more—as you and Barbie™ wind your way through dense woods to the first wild horse rescue. Meet up with Teresa™ on the second trail for a race before returning a missing horse to the stables. Finally, you'll come to a hill with logs rolling down it; you'll need to avoid those logs in order to rescue the last horse in the Forest Lake area.

SNOWY MOUNTAINS



The Snowy Mountains are full of sparkly snow flurries and beautiful crystal caves. Travel with Barbie™ up the mountain trail, avoiding fallen trees that block your path and snowballs dislodged by the storm. Meet up with Christie™ for a race before returning a missing horse to the stables. Explore the ice caves near the top of the mountain to find the final missing horse and foals.

SILVER VALLEY SHORELINE



Silvery sands and water meet as Barbie™ travels along the beach and up the high cliffs. Hidden within a secret cove are the Beach Caves. At the end of the second trail, meet up with Mrs. Hepburn for the last race before returning a horse to the stables. The beach passes along a harbor and a pier, then on past a lighthouse. A huge cave contains the final lasso challenge.

SILVER VALLEY GARDENS



This magical area within the Silver Valley Stables will be unlocked when all the horses have been rescued and all the foals have been found. Additionally, if you have collected all the coins on every trail, you will have completed the game.

Mini-Games

You can play fun, action-packed mini-games alone or with a friend—dash around racetracks, collect coins, lasso horses, and get flocks of birds flying!

Play as Barbie™, Teresa™, Christie™, or Mrs. Hepburn. In addition to having fun, you'll improve the skills you will need for the adventure.

Pick a game, then decide whether to play at Silver Valley Stables (easy), Snowy Peak (medium), or the Shoreline (hard).



THE RACES

Race your horse around one of three tracks to see who can finish three laps first. Pick up horseshoes to boost your speed in two-player mode.

- One Player – Race against Christie™, Teresa™, or Mrs. Hepburn.
- Two Players – Gallop as fast as you can against your friend to see who will win.

COIN ROUNDUP

There are coins of different colors scattered all around the field. Grab them as fast as you can. Be sure to get all the gold coins—they're worth more!

- One Player – Race against the clock to round up as many coins as you can before time runs out.
- Two Players Cooperative – Work with a friend to round up as many coins as you can and get the best combined score within the time limit.
- Two Players Competitive – Play against a friend to see who can collect more coins within the time limit.

LASSO CHALLENGE

With horses on the loose, it's up to you to lasso them.

- One Player – Lasso three horses as fast as you can!
- Two Players – The first player to lasso three horses wins!

SEAGULL BEACH

Run around to get all the birds in the air at the same time. But if you wait too long, they'll fly back!

- **One Player** – Get as many birds flying as you can within the time limit!
- **Two Players** – Play head-to-head and try to send as many birds as you can flying off your field and into your friend's field before time runs out.

Fun Horse Facts

Below are some fun facts and information about horses. You may have learned some of these things while playing Barbie™ Horse Adventures™ Wild Horse Rescue.

HORSE DEFINITIONS

- **Foal** – A baby horse
- **Colt** – A male horse under the age of four
- **Filly** – A female horse under the age of four
- **Mare** – A female horse over the age of four
- **Stallion** – A male horse over the age of four

HORSE COLORS

Horses have different colors and markings:

- **Bay** – A bay horse is brown to brownish red with black points. Points are the parts at the tip of the horse, like the tips of the ears, mane, tail, and legs. A bay horse's legs, mane, tail, tips of the ears, and nose are black. Often bay horses have white socks and face markings.
- **Chestnut** – A chestnut horse has a gold to a copper-colored coat with a mane and tail of the same color. Often chestnut horses have white socks and face markings.
- **Gray** – White horses are called gray because they often have darker hairs in their coat. A gray horse can look white or have brown specks of fur that make it look flea-bitten; these are known as flea-bitten grays. If a horse has dark rings of gray around white hair, its color is dapple gray.
- **Dun or Buckskin** – A dun-colored horse has yellow or bluish gray body color with black on the ears, nose, legs, mane and tail.
- **Palomino** – A palomino has a gold coat with a white or light cream-colored mane and tail.

- **Pinto** – A pinto is a bay, chestnut, black, dun, or palomino horse with big splotches of white on its body, or a gray horse with big splotches of bay, chestnut or palomino color on its body.
- **Black** – Black horses are all black except for occasional white marks on the legs and/or head.

TACK

Tack is the equipment used on a riding horse.

- **Halter and Lead Rope** – A piece of equipment made of leather or nylon that is slipped over the horse's head; the lead rope, which attaches to the halter, allows the rider to lead the horse around
- **Bridle** – A piece of equipment, made of leather and placed over the horse's head, which holds the bit in place; the reins attach to the bit at one end and are held by the rider at the other end
- **Bit** – A mouthpiece of metal or rubber that fits in a horse's mouth; the rider uses the bit to tell the horse what to do
- **Girth** – A piece of leather with buckles on it that holds the saddle in place
- **Saddle** – A piece of equipment made of leather that is placed on the back of a horse for the rider to sit on
- **Saddle Pad** – A blanket placed under the saddle to protect the horse's back
- **Stirrup** – Pieces of metal or leather attached to the saddle, in which the rider puts his or her feet

STYLES OF RIDING

There are many differences between English and Western (or American) style riding. The biggest differences are the equipment and tack, the way the rider sits in the saddle, and the rider's clothing.

Western riding was developed in the Americas and is based on the Spanish style of riding. Western riders keep the reins nice and long to allow the horse to relax and move naturally. They control the horse by the way they sit, and tell the horse where to go by gently placing the reins on the horse's neck. Western saddles keep the rider comfortable for long periods of time. The saddle has a horn, which real cowboys fasten roped cattle to, but beginning riders use to grab hold of!

Western riders wear cowboy boots, jeans, a comfortable button-up shirt, and a wide-brimmed cowboy hat. Sometimes they wear leather chaps on the trail to protect their legs from scratchy brush.

English riding was developed in Europe. The saddle is small so the horse can be controlled by the rider's legs and position in the saddle. There is no horn on the English saddle since English riding often involves jumping, which requires the rider to lean forward in the saddle.

There are two types of English riding: forward seat and dressage. Forward seat is used for riding through the countryside, jumping over fences, and jumping in the arena. In dressage, the rider and horse move in harmony with almost ballet-like grace! English riders wear tall boots, riding breeches—form-fitting pants that tuck into the boots—a light-colored, button-down shirt, a dark-colored riding jacket, and a velvet riding helmet.

GROOMING AND TACKING UP THE HORSE

Taking care of a horse is fun! If you want to ride, you first have to groom the horse. Horses love to be groomed!

1. Start by taking a hoof pick and cleaning dirt or pebbles out of the horse's hooves. Be sure to have a grown-up help you!
2. Next use a rubber or plastic currycomb and, with a circular motion, scrub dirt and loose hair off the horse's body. This feels really good to the horse! Be sure not to curry the horse's legs or face—the skin there is too sensitive.
3. Now brush the horse with a dandy brush. Its stiff bristles remove the hair and dirt you brought up with the currycomb. Then use a soft finishing brush to polish the horse's coat and brush off its legs and face.

Now you are ready to put the tack on the horse. To tack up a horse, you put on the saddle pad, the saddle, and then the bridle. Always be sure to put on a properly fitted safety helmet before you ride!

FEEDING HORSES

Horses eat up to 15 pounds of hay and drink 10 gallons of water a day! For horses to get all of their vitamins and minerals, they need to eat other things, like corn, wheat, barley and oats. Horses love vegetables and fruits too! Carrots and apples are favorites. Many horses love to eat watermelon, cantaloupe, and even bananas! Horses love sugar cubes, but eating too many will make them fat and ruin their teeth!

Credits

Vivendi Universal Games

Senior Producers – Dyan Douglas, Beny Levy

Director of Development – Cathy Siegel

Creative Director – Ben Badgett

Brand Manager – Melanie Bullock

Marketing Coordinator – Rebecca Rufener

Director of Marketing – Beckie Holmes

QA Lead – Ellen Williams

Associate Lead – Calvin Wong

Testers:

Jason Colmobbetti

Brian Douglass

Peter Elmore

Lena Hedgecoth

Ben Hines

Michael Kurilko

Michael Palomino

Stephen Yang

Takeshi Yoshino

Brian Kang

Noah Evans

Kevin Sodini

Configuration Lab:

Afolabi Akibola

Rob Gardner

Mark Jihanian

Jason Perry

QA Brand Manager – Igor Kritinsky

QA Director – James Galloway

Sr. Research Analyst – Irene Lane

Documentation – Cathy Johnson, Joe Skelley, Pamela Blanford

Casting and Voice Direction – Tom Keegan

Dialog Recording & Editor – Andrea Toyias

Director Sound and Video – Christian Johnson

Sound Design – Tom Zehnder

Music Supervisor – Andrea Toyias

Voice Talent:

Barbie™ – Anndi McAfee

Teresa™/Christie™ – Grey Delisle

Mrs. Hepburn – Kath Soucie

Special Thanks: Leslie House, Ed Zobrist, Kathy Bucklin, Suzan Rude

Mattel New Media

Senior Manager – Patricia Masai

Senior Vice President, Production – Amy Boylan

Special Thanks: Amy Patten, Chris Parker, Jim Balthaser,
Lucy Chapman, Ben Spayd, Lou Esposito, Hamlet

Developed by Blitz Games Ltd.
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Team – Team Banshee

Project Manager – Phil Drinkwater

Technical Manager – Martyn Ash

Creative Manager – Mark Hardisty

Assistant Creative Manager – Scott Davidson

Programming:

Chris Fry

Matthew Hayward

Rob Grant

Carl Warwick

Art:

Rehaan Akhtar

Heather Calder

Emma Ford-Hutchinson

Alan Paul

Mark Witts

Stephen Baskerville

Ollie Clarke

Rupert Lewis Jones

Gerry Udogaranya

Audio:

Gerard Gourley

John Guscott

Matt Black

QA:

John Jarvis

Adam Breeden

Mark Digger

Aron Tomlin

Wayne Gardner

Graeme Davidson

Richard Griffith

Core Technology:

John Whigham

Mathew Bailey

Tom Gaulton

Lyndon Homewood

Andy Slater

Richard Hackett

James Fingleton

Ashley Hogg

John Murray

Additional Support:

Simon Bennett Hayes

Sandro da Cruz

Chris Hamilton

Jonathan Scarcliffe

Jason Tassell

Phil Wilson

Steve Bruce

Jon Eckersley

Soo-Ling Lyle

Simon Smith

Bryn Williams

Special Thanks:

Philip Oliver, CEO/Managing Director

Andrew Oliver, CTO/Development Director

Nigel Davies, COO/Commercial Director

Susie Davies, HR Director

Darren Wood, Development Manager

Alex Bowden
James Corrigan
David Hale
Katy McClure
Penny Oliver
Jackie Pinnock
Caroline Thornicroft

Martin Broughton
Natalie Griffith
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Annelise Timms

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Janet Martinez

The two horses Remo and Troy

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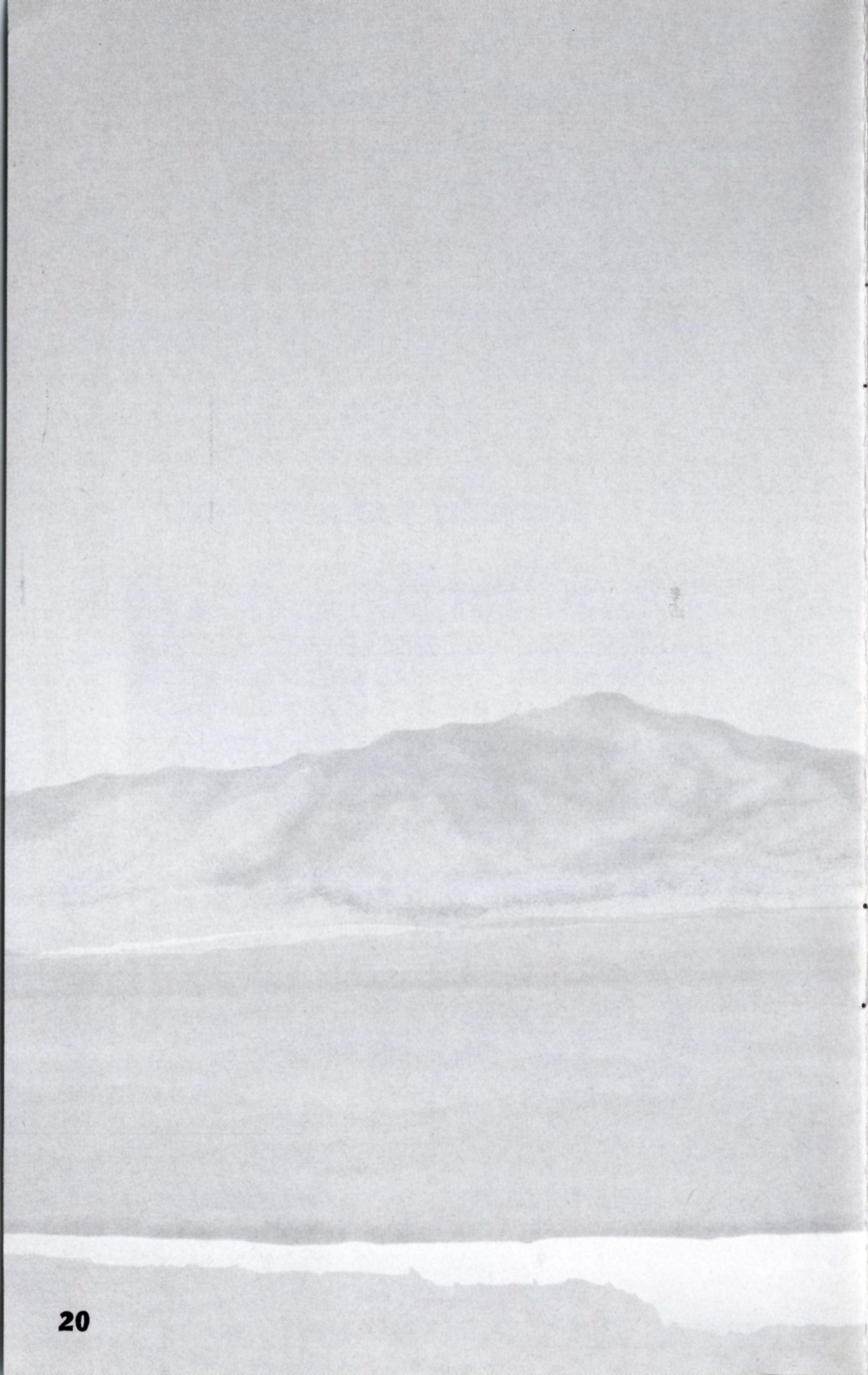
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Fax: (310) 258-0755

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Fresno, CA 93725



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