

Let's Ride!



Silver Buckle Stables™



EVERYONE
®
E
CONTENT RATED BY
ESRB

VS^E
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.

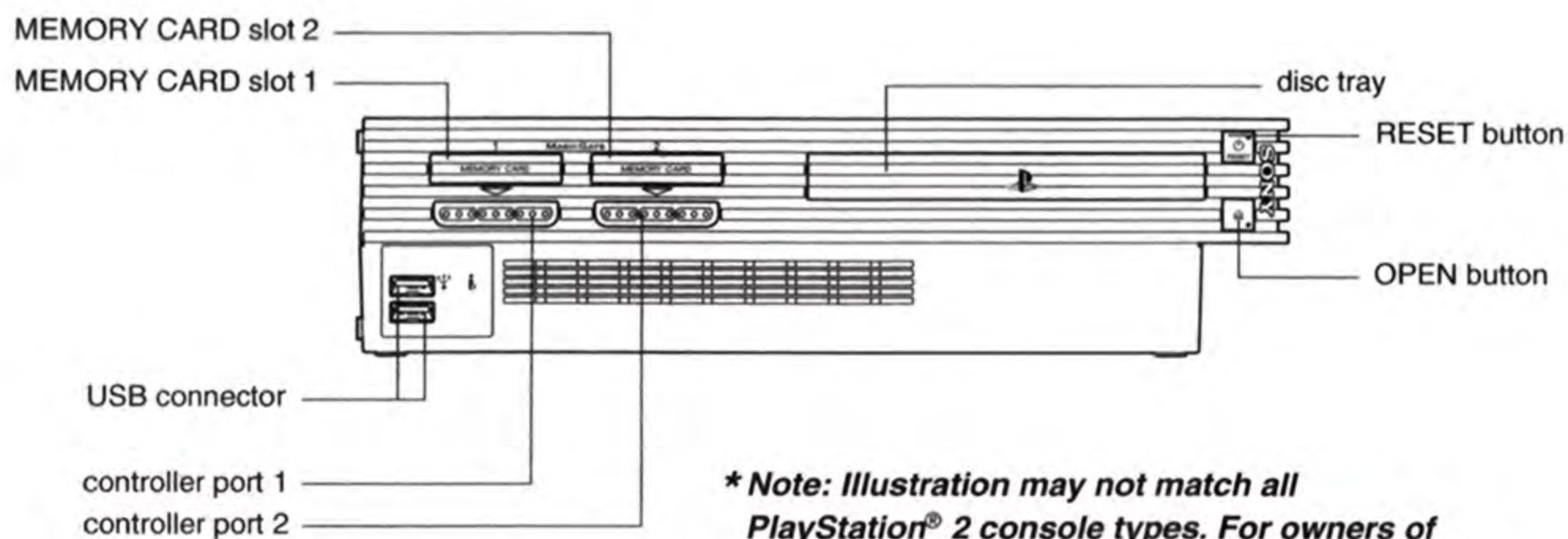


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Getting Started



** Note: Illustration may not match all PlayStation® 2 console types. For owners of SCPH-70000 series PlayStation® 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch 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 **Let's Ride™ Silver Buckle Stables™** 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)

To save game 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 (8MB)(for PlayStation®2), or from any Memory Card (8MB)(for PlayStation®2) containing previously saved **Let's Ride™ Silver Buckle Stables™** games.

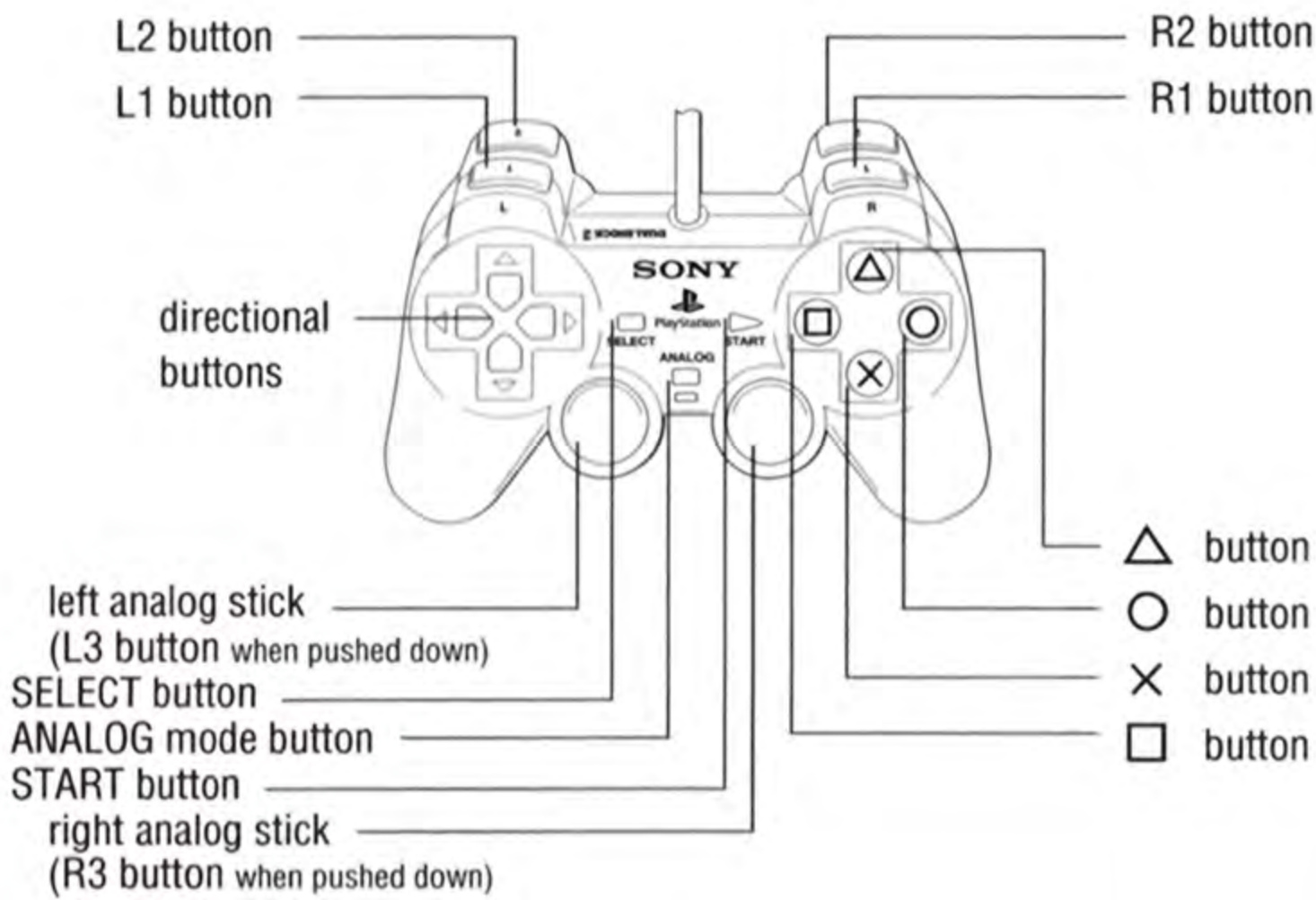
At least 81 KB of free space must be available on the Memory Card (8MB)(for PlayStation®2) in order to save. If less free space exists, erase the older data before saving. Do not remove the Memory Card (8MB)(for PlayStation®2) or turn off the power to the PlayStation®2 while data is being saved or loaded. Your game data may be lost or corrupted as a result.

DUALSHOCK®2 Analog Controller

Let's Ride™ Silver Buckle Stables™ is best played with the **DUALSHOCK®2** analog controller. The **DUALSHOCK®2** analog controller should be connected to controller port 1, and the **ANALOG** mode indicator located below the **ANALOG** mode button should be red to indicate that it is on.

Controls

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



Default On Foot Configuration

- Left analog stickWalk Around
- Right analog stickLook Around
- ◻ buttonMount/Dismount Horse
- △ buttonPet Horse
- buttonGive Horse Treats
- START buttonPause Menu

Default On Horse Configuration

- Left/Right directional buttonHorse sidesteps left and right from a stopped position
- Left analog stickLeft rein control (turn left)*
- Right analog stickRight rein control (turn right)*
- ◻ buttonMount/Dismount Horse
- △ buttonPet Horse
- L1 buttonGo forward/Speed Up
- R1 buttonGo Forward/Speed Up
- L2 buttonSlow Down/Stop
- R2 buttonSlow Down/Stop
- SELECT buttonTurn Map Off/On in Free Ride
- START buttonPause Menu

*Pull back on both the Left and Right analog stick to stop and reverse the horse.

Menu Controls

- Directional buttonsMove Highlight
- Left analog stickMove Highlight
- × buttonAccept
- △ buttonBack



Introduction

Welcome to Let's Ride™ Silver Buckle Stables™. Congratulations you're the owner of a new horse farm called Silver Buckle Stables! At Silver Buckle Stables you care, feed and train your horses to compete in the best of the best riding competitions to win the prized event belt buckles.

In Let's Ride™ Silver Buckle Stables™ you compete in thirteen riding events in five spectacular locations. You start the game with one horse but you can build your stable up to four horses. Customize each new horse with numerous coat, mane, and tack combinations. To unlock the new horses, coats and tack options you must win the riding competitions.

Ride your horse in fields surrounding Silver Buckle Stables and discover several mini-events, each with its own unique prize. Practice all of the events in the Practice corral to build up your confidence to compete for the prized event buckles! Take a few minutes to read this manual and enjoy your stay at Silver Buckles Stables.

Having Fun at Silver Buckle Stables!

There is so much to do and see at Silver Buckles Stables. This guide will help you create your rider and new horse. You'll also learn how to take care of your horse and ride it like a professional.



Create a Rider and Horse

When you start the game for the first time select New Game from the Main Menu. Choose to create a Girl or Boy Rider from the Select Rider menu and type in your rider's name and press the START button to continue.



To create a character use the up and down directional buttons to highlight any of the attributes and the left and right directional buttons to change the highlighted attribute.

When you're finished press the START button to continue to the barn.



If you want to change your horse's name press the **⊗** button with the Edit Name button highlighted. When you've changed the horse's name press the START button to create your horse. When you start the game you will have a limited number of horse and tack types to choose

from. As you compete and win events you will unlock new horses, tack items and build a relationship with your horse.



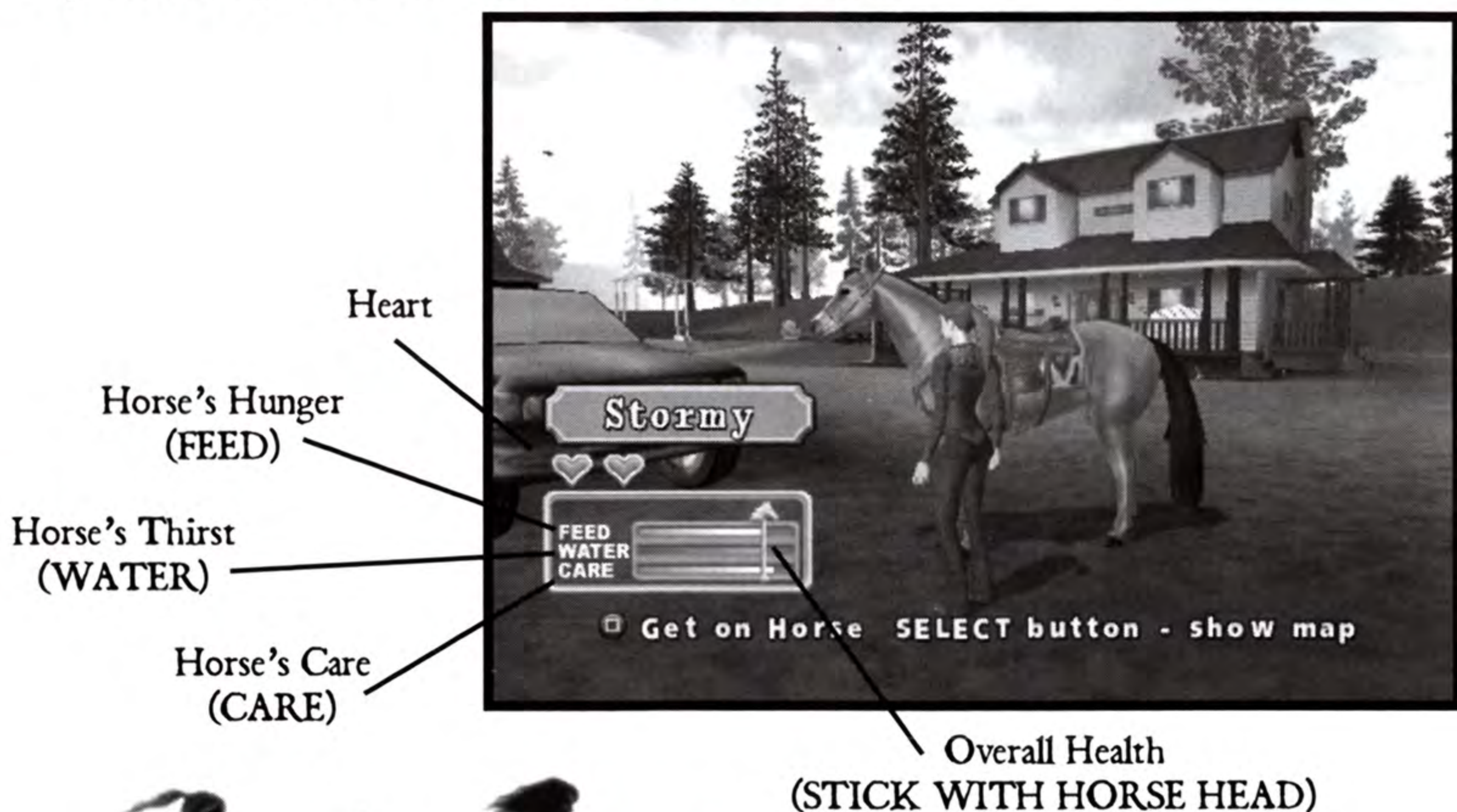
Tutorial

After creating your rider and horse it's important to learn more about your horse, the barn and how to ride. The tutorial is a great way to become a skilled rider. Take a few minutes to go through the tutorial to become familiar with how to control the horse. The Barn Tutorial will show you how to feed and groom your horse. The Riding Tutorial will show you the basics of riding your horse. The Event Tutorial will show you how to compete in each of the events. You can go to any of the tutorials from the barn, free ride area or an event at any time by selecting Tutorial from the pause menu.



Caring for Your Horse

Your horse needs to eat, drink, be washed and brushed regularly to keep it fit and happy! When you walk up to your horse in the Grooming Stall you'll notice a Health Meter in the lower left hand corner of the screen. You'll know what your horse needs by observing the meter. The top bar tells you how hungry your horse is, the middle bar tells you how thirsty your horse is and the bottom bar tells you how well cared for your horse is. The overall health of your horse is represented by the stick with the horse head on it.



You can earn hearts for your horse by winning competitions! A heart means that you and your horse are getting to know each other well. The better you and your horse work together, the faster your horse can run and turn!



To feed your horse you will need to stable your horse. To put your horse in a stable while it's in the Grooming Stall simply walk up to it and press the **⊗** button. You should now see the Grooming Menu. Select Stable Horse to put your horse in its stable.

Once you have stabled your horse you can feed and water it. Walk over to the feed area and press the **⊗** button to put food into the bucket. Carry the bucket back to the stable and while facing the feed trough press the **⊗** button to put the food into the trough.



To give your horse water you have to carry the water bucket that sits to the left of the feed trough. Stand in front of the water bucket and press the **⊗** button to pick up the water bucket. Now carry the water bucket over to the sink in the feed area. While facing the sink press the **⊗** button to put water in the bucket. Now carry the bucket back to the stable. While facing the bucket holder, which is to the left of the feed trough, press the **⊗** button to put the bucket down for the horse to drink.



To wash and brush your horse you must put your horse in the Grooming Stall. If the horse is in its stable you can move it to the grooming stall by walking up to the stable and pressing the **X** button. You can now wash and brush your horse. Just walk up to your horse and press the **X** button.

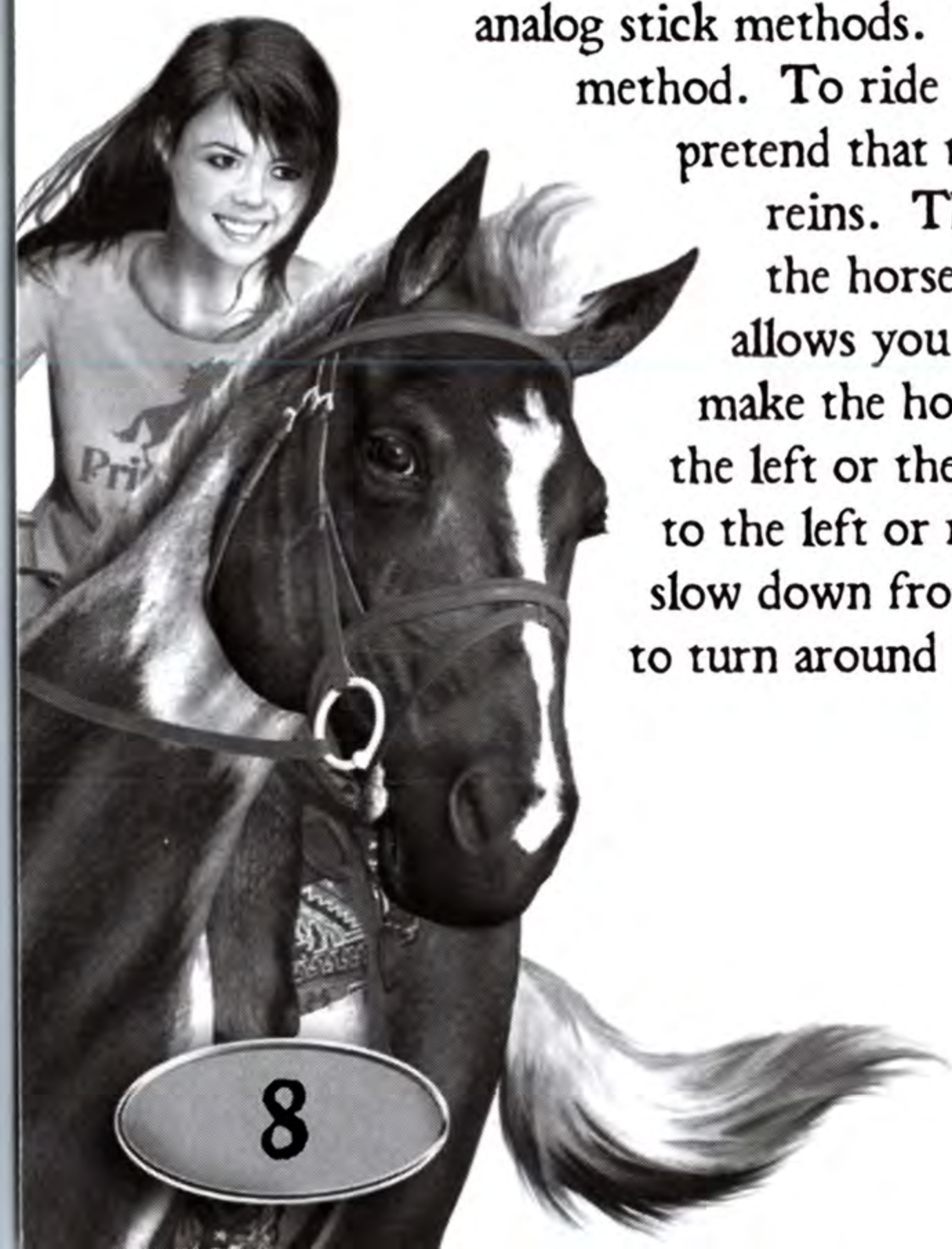


Choose Groom Horse from the Grooming Menu. You will now see a wash brush on the screen. You will have two minutes to wash your horse by moving the brush over the horse using the left or right analog sticks. After 60 seconds you will automatically switch to the other side of the horse. You can switch to the other side of the horse by pressing the **X** button before the 60 seconds is up if you think you have finished the job early.

Riding Your Horse

The Riding and Event Tutorials are the best way to learn how to control your horse. To access these Tutorials press the **START** button to pause the game and select Tutorial. Next select Riding Tutorial. Once you've completed the Riding Tutorial try the Event Tutorial to become a skilled rider.

There are two methods to ride your horse, the Reins and the left analog stick methods. The default method is the Rein method. To ride your horse using the Rein method, pretend that the two analog sticks are the horse's reins. The left analog stick controls turning the horse to the left and the right analog stick allows you to turn the horse to the right. To make the horse turn sharply from a gallop, press the left or the right analog stick slightly down and to the left or right. This will cause your horse to slow down from a gallop to a cantor making it easier to turn around barrels and poles quickly.



To make the horse side step left and right from a stand still position use the directional buttons. Pressing the left directional button causes the horse to step left and pushing the right directional button causes the horse to step right.



To get the horse to move forward you use the **L1** or **R1** buttons. Pressing on either of these buttons once while the horse is standing still will cause it to walk. Pressing the buttons again will cause the horse to trot, and then canter and then gallop (the fastest speed). To slow down press the **L2** or **R2** buttons, this will slow your horse down each time you press them. To slow down quickly pull down on both the left and right analog stick. You can back the horse up from a stop by pulling down and holding both the left and right analog sticks.

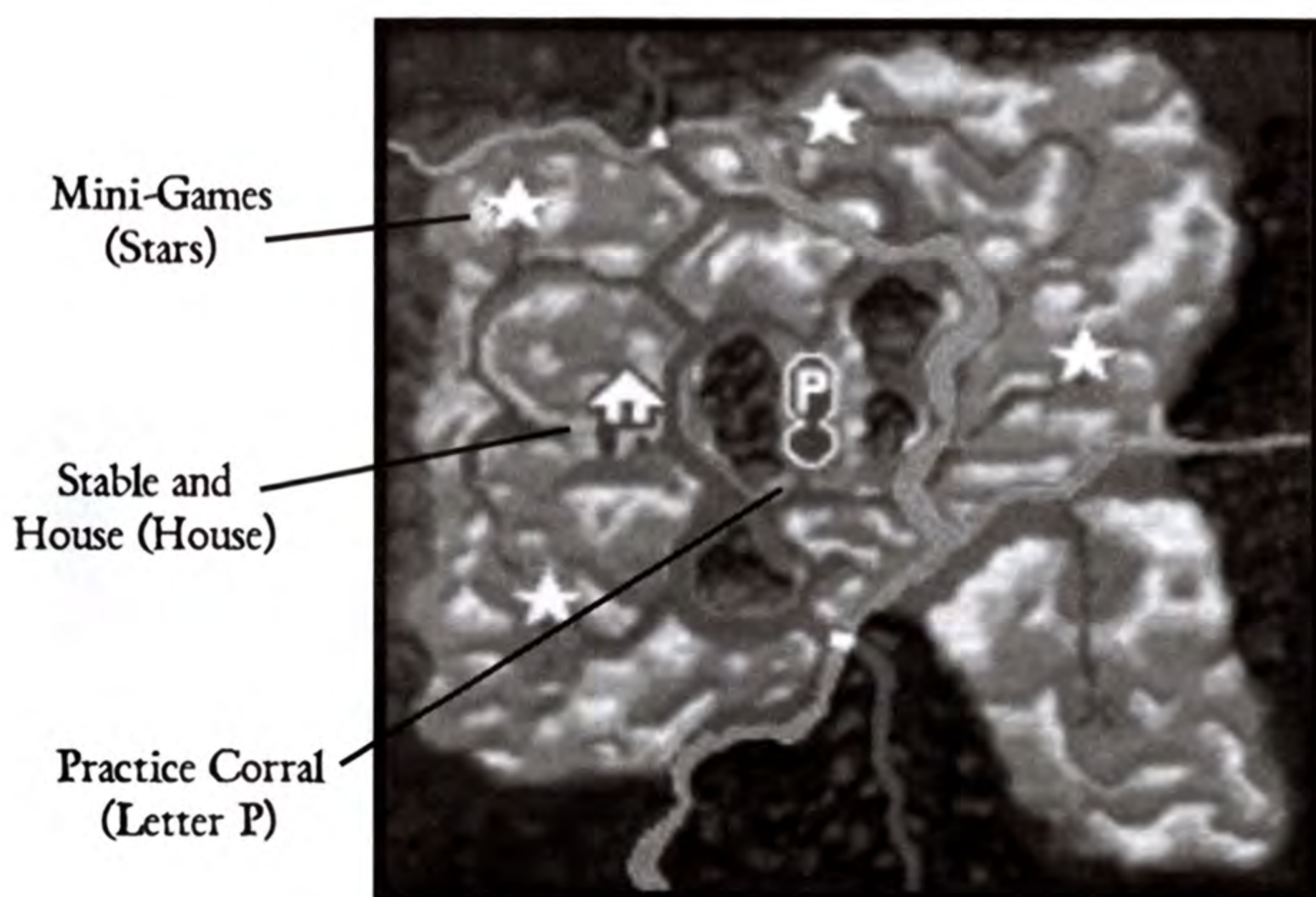
To access the left analog stick control method, press the **START** button to pause the game and select **Horse Controls** and then left analog stick. You now can control the horse's speed and left and right movement using the left analog stick. You can use the right analog stick to rotate the camera around your rider. When you release the right analog stick the camera snaps back to the default position. The left analog stick method also allows you to use the **L1** or **R1** and **L2** or **R2** buttons to speed up and slow down your horse.

It's important to practice riding your horse before entering a competition. Spend some time at the **Practice Corral** in the **Free Ride** area to become familiar with your horse and each of the events.



Free Ride

The free ride area is the area that surrounds Silver Buckle Stables. This is a great place to learn how to ride your new horse. While riding around the Free Ride area you will discover several mini-games, many different animals, and other hidden adventures, each with their own reward. The practice corral is also available in the Free Ride area. Practice any of the events before a competition to take home the blue ribbons and buckles! If you ever get lost while riding around in the Free Ride area you can access the map by pressing the Select button.



Rivers are blue and roads are red.



Competition

Once you feel comfortable riding your horse and have practiced the events you're ready to compete for ribbons, buckles, and unlock new horses! To start a competition you can ride your horse to the trailer in front of the barn, ride to any of the covered bridges or select **Go to Competition** from the Bedroom Menu, or **Pause Menu** in the Barn or Free Ride area.



You start the game as an unranked rider. Before you start an event you can select which events you want to compete in from the Event Menu. You can win a ribbon in each event if you compete well and finish among the top twelve riders. You're awarded a buckle when you have the lowest overall time for all of the events. You can only win a buckle if you compete in all of the events however.



Your first competition as an unranked rider is at Horse Bluff Stables. You will compete in seven events. If you win the competition with the lowest time you will then become a single A ranked rider and unlock several other event locations and events. If you win all of the single A competitions you'll be a

double A ranked rider and unlock additional events. Win all of those competitions and you'll be the highest ranked rider. A triple A rider has the fiercest competition and it takes a lot of skill to win all of the events at a triple A competition.



Goals

There are many ways to play *Let's Ride™ Silver Buckle Stables™*. To win the game you have to win the all around Top Rider buckle. To do this you must win a buckle at each AAA competition by getting the lowest overall time. To win a buckle you must compete in all of the events within the competition. If you don't choose to compete in all of the events you are not eligible for a buckle.

Awards

Awards are given to you in many different ways. You receive awards when you complete any of the mini games that you find in the Free Ride area. As you compete you can win ribbon awards. Ribbons are awarded to the top 12 competitors in each event. If you have the lowest overall time and you've competed in all of the events, you can win the event buckle!

Main Menu

Start your horse riding adventure at the Main Menu. This is the place where you can start a new game, continue or save a game, play with a friend in Two Player mode or change sound settings in the Audio Options menu.



New Game

To begin a game choose **New Game**. You will then be given the option to create a **Girl** or **Boy** rider. Use the directional pad to highlight a **Girl** or **Boy** rider and

press the **X** button. You will next be able to create your own girl or boy rider. See the **Create a Rider and Horse** section of this manual for more information about making the perfect rider for you.



Continue Game

If you already have a game saved on the **MEMORY CARD** of your PlayStation®2 system and would like to start it choose **Load Game** from the **Main Menu**. Once the game has loaded choose **Continue** to start the game where you left off. See **Loading and Saving** for more information about how to load and save your game.

Playing with a Friend

If you want to play **Let's Ride™ Silver Buckle Stables™** with a friend you need to have two **DUALSHOCK®2** analog controllers connected to controller ports 1 and 2. In the **Main Menu** you should see the words **Two Player** with a red background indicating that it is available.

To begin playing with a friend select **Two Player** from the **Main Menu**. **Player 1** must pick an existing character from the **Character Selection** menu or create a **New Character**. Next **Player 2** must pick or create a different character.

Each player will start outside of the barn with the last horse that they rode. If you created a **New Character** you will need to create a new horse before you can ride. You can pick out another horse by going into the barn and selecting another horse.

The competitions available to two players are determined by the player's rankings. For example if you are a triple **A** rider and your friend is a double **A** rider you will only have access to the double **A** rider events. This makes sure that the competition is fair for both riders.

During competitions ribbon awards are given as they are in a single player game, however both players can win buckles if they beat all of the other non-player competitors!



Loading and Saving

When you start the game for the first time you will be asked if you would like to load a previously saved game. If you have a previously saved game select **Yes**. If you do not have a previously saved game select **No**. You can load and save your game from the **Main Menu**. You can save your game from the **Bedroom Menu** by selecting **Save Game**.

It's a good idea to save your game after each event. Saving your game allows you to come back to play at another time with all of your horses, ribbons and buckles!

Options Menu

You can access the **Options Menu** from almost anywhere in the game by pressing the **START** button. Select **Options** or **Horse Controls** from the pause menu and you will have several options.

Control Options

Vibration (Off/On): Turn the **DUALSEHOCK®2** analog controller vibration function on and off.

Invert Y Axis (Off/On): This will reverse the way the camera moves when you look up and down using the analog controls.

Swap Analog Controls (Off/On): This changes the analog controls by moving the default right control to the left stick and the left control to the right stick.

Turning Sensitivity (slide bar): This allows you to adjust how responsive the horse is when turning.



Audio Options

Master Volume (Min-Max): Adjust the overall volume in the game.

Music Volume (Min-Max): Adjust the music volume in the game.




Gameplay Options

Difficulty (Min-Max): The lower the difficulty the easier the event competitors are, the higher the difficulty the more challenging the competitors become.

Show Hud (Off/On): This turns off all of the on-screen elements.

Horse Controls

The Horse Controls menu allows you to change the way you control the horse. The default method is the Reins method. You can switch to the left analog stick method by selecting it from the Horse Controls menu and pressing the  button. The left analog stick method allows you to control the horse speed and turn using the left analog stick. The right analog stick is used to control the camera.



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- 3) Daytime telephone number
- 4) E-mail address
- 5) Description of issues associated with the product
- 6) Copy of your original receipt showing date of purchase, UPC from product package or original VSE CD-ROM.

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Let's Ride!

Silver Buckle Stables



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