



NTSC U/C

EQUESTRIAN SHOWCASE

PlayStation



SLUS-01462

Steal the Show



MUD DUCK™

a ZeniMax Media brand

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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 UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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.

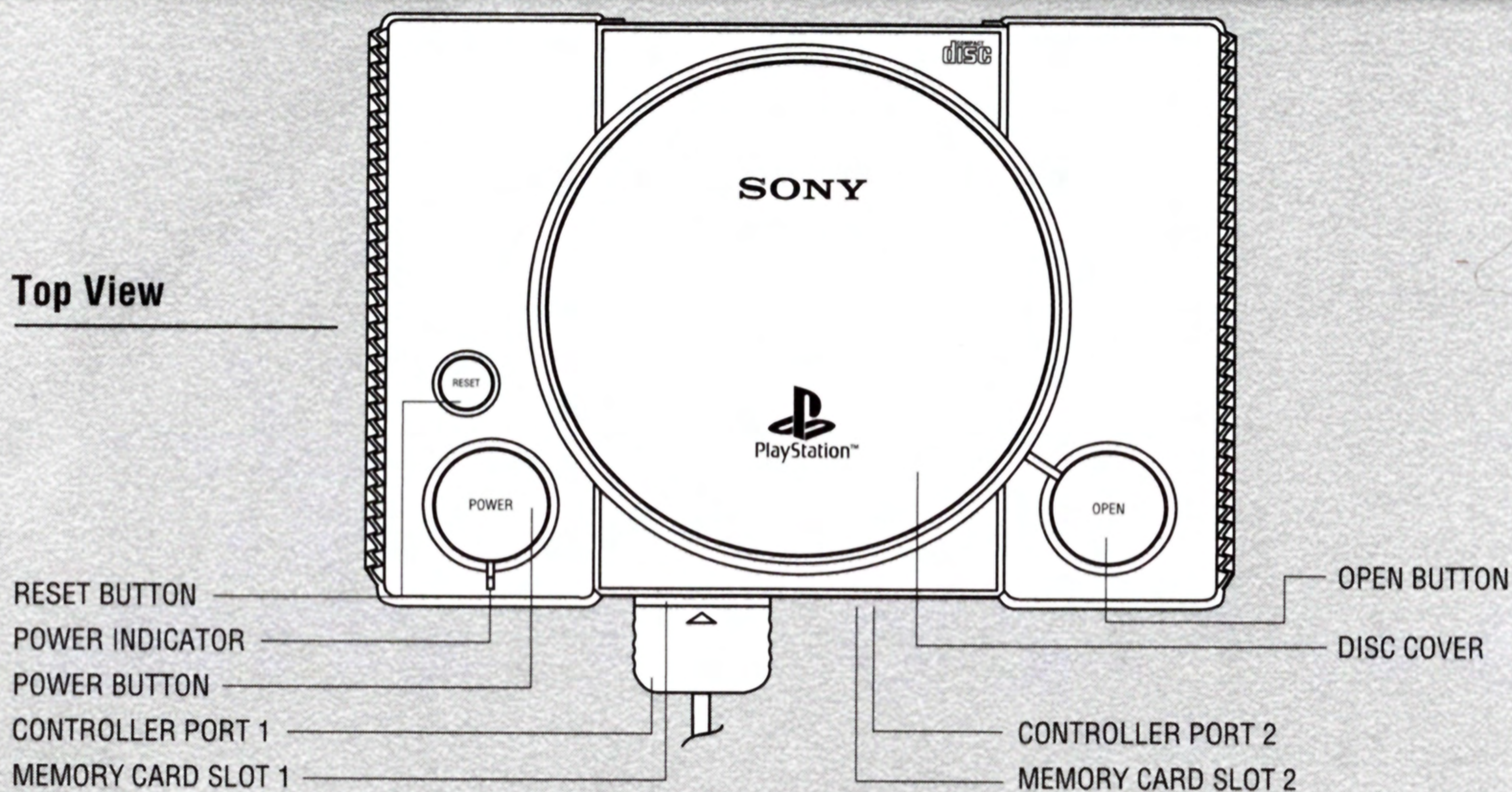
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Disclaimer

This DISC and all material provided with it is intended only for use as an electronic game. It does not purport to render veterinary advice nor any advice as to appropriate treatment or techniques for use on or with real horses including, without limitation, techniques for riding a horse in any situation, nor the correct approach to laying out or constructing a course and/or jumps, hurdles or obstacles for horses and/or horse riders. No person should act on the basis of any matter contained in or with this game without first obtaining specific professional advice.

Top View



STARTING THE GAME

1. Set up your PlayStation® game console according to the instructions in the Instruction Manual.
2. Make sure the power is OFF before inserting or removing a disc.
3. Insert the **Equestrian Showcase** disc and close the Disc Cover.
4. Insert game controllers and turn on the PlayStation game console.

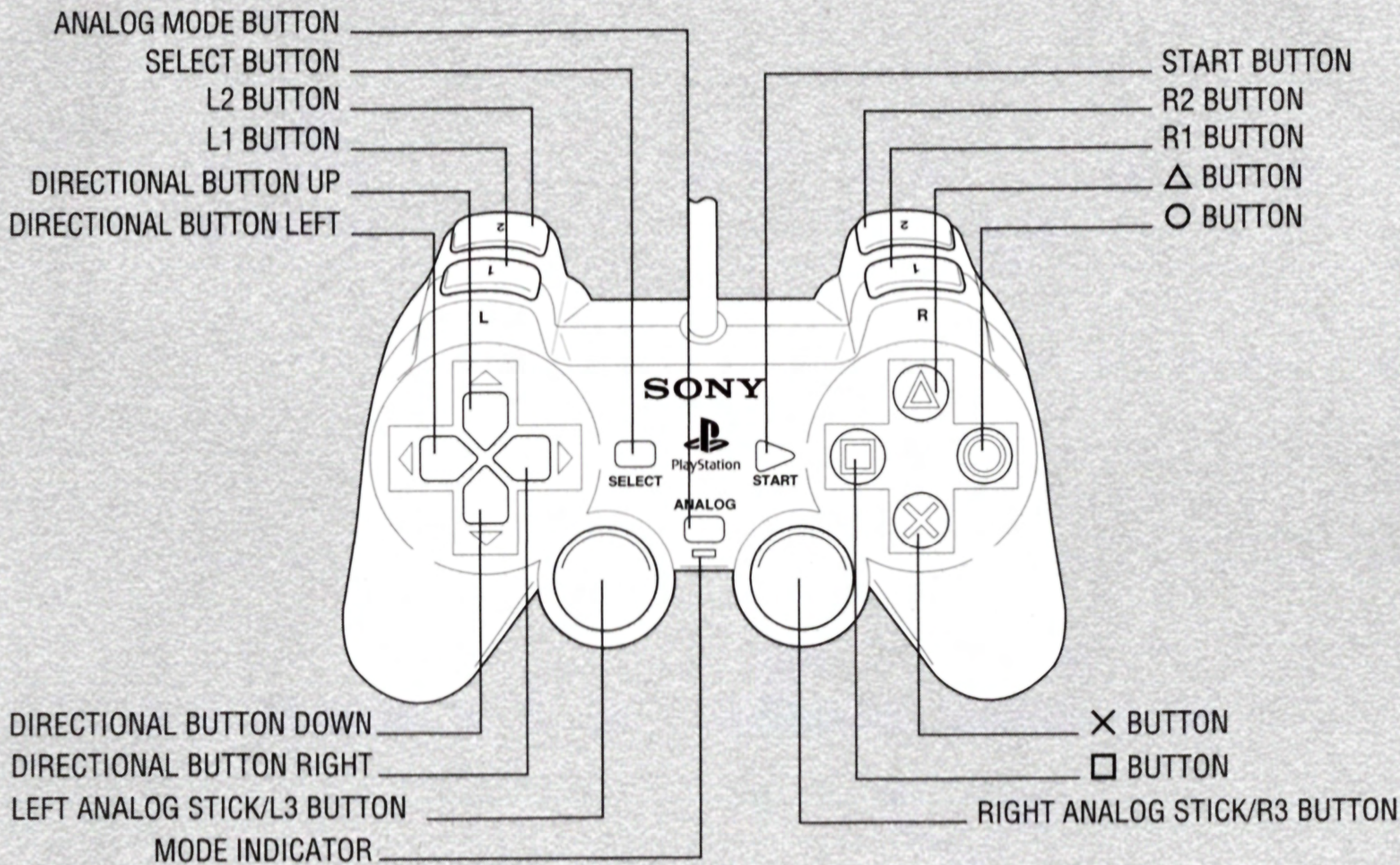
It is advised that you do not insert or remove peripherals or Memory Card(s) once the power is turned on. Make sure that there are enough free blocks on your Memory Card before commencing play. If a Memory Card containing game data is inserted into MEMORY CARD slot 1, the game data will be automatically loaded at the game start-up.

Note: **Equestrian Showcase** only supports MEMORY CARD slot 1.

CONTROLS

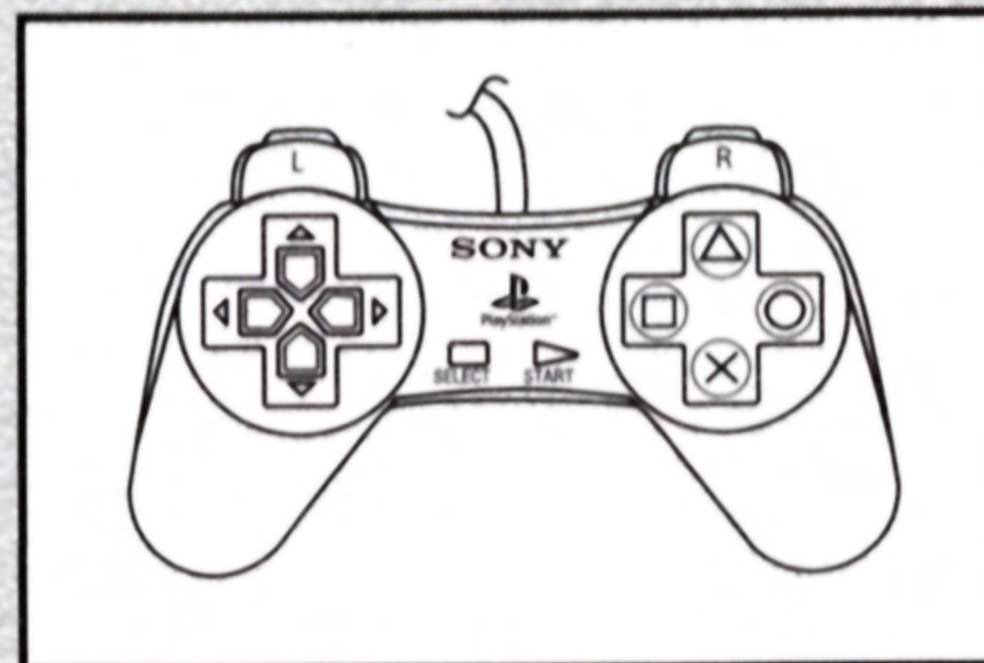
Equestrian Showcase uses the following controls in the menu screens:

DUALSHOCK® analog controller



NOTE: Compatible only in Digital and Analog mode

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

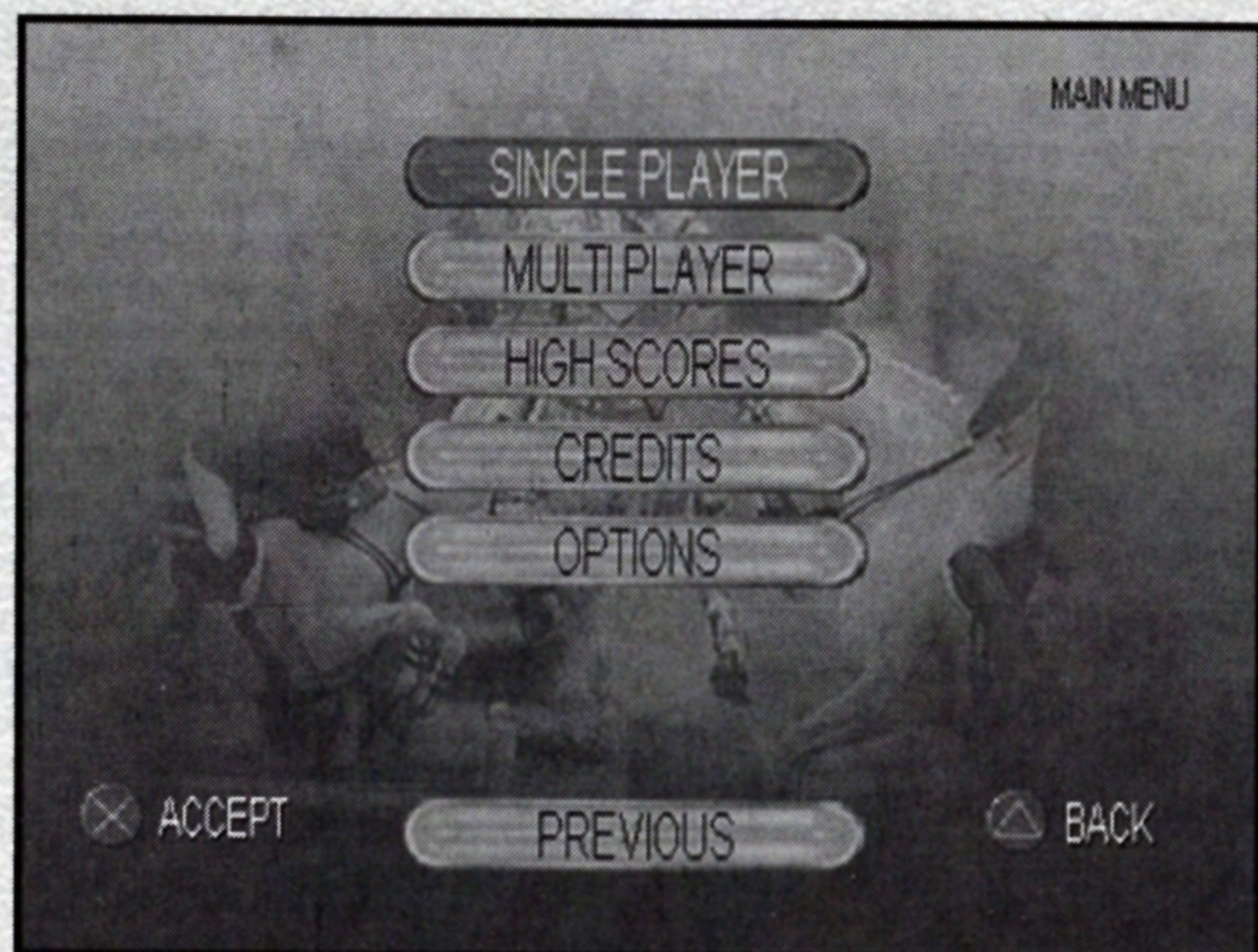


Introduction

Equestrian Showcase is a full equestrian simulation capturing the thrills and spills of a year of equestrian three-day events with 21 of the world's top equestrian riders and accurate scoring and commentary. Not only can you compete in a full Olympic equestrian event, but you can also choose to compete in smaller three-day events or a single event of your choice. To hone your skills before the competition, training and practice modes are available where the budding equestrian can practice new skills and courses without the fear of disqualification and the added pressure of world-class competition.

The Main Menu

When you start **Equestrian Showcase** you will be presented with an opening screen, followed by the Main Menu. From here you can access the following options: SINGLE PLAYER, MULTIPLAYER, HIGH SCORES, CREDITS, and OPTIONS. Press the ⊗ button to confirm your selection and the △ button to move to the previous screen.



SINGLE PLAYER: From here you can access the single player options:

Championship – A full equestrian challenge incorporating all events and all locations in a full championship season. Players must complete Kentucky, Badminton, and Burghley and gain enough points to qualify for Sydney.

Three Day Event – A full three-day event at a single location of your choice.

Single Event – A single event only: dressage, cross country, or showjumping at any venue (Sydney must be unlocked to access).

Practice – A chance to practice any of the three disciplines without incurring penalties and disqualifications. (Sydney must be unlocked to access).

Training – A chance to learn control of your horse and receive advice on the moves needed in the custom training arena.

Head to Head – A split screen two player mode (requiring an additional Controller inserted into Controller port 2).

MULTIPLAYER: Here you can play the Championship, Three Day Event, and Single Event in the multiplayer modes. This includes Team and Individual modes of play.

HIGH SCORES: Here you can view your and other players' scores.

CREDITS: The credits for the game.

OPTIONS: From here you can configure the set-up of the game.

Menu Controls:

Action	Button
Select option in menu	⊗ button
Previous Screen	⊠ button

Note: When using the Analog Controller (DUALSHOCK) in analog mode (LED: Red), the left stick can be used in place of the directional buttons to control your direction.

Default Controls of Your Horse

Dressage:

Action

Walk forward

Trot

Canter

Left

Right

Collected move

Extended move

Shoulder in Left/ Half Pass Left

Shoulder in Right/ Half Pass Right

Salute/Halt

Change View

Pause

Button

△ directional button

△ directional button*

△ directional button*

◁ directional button

▷ directional button

□ button

○ button

L1 button

R1 button

⊗ button

SELECT button

START button

Cross Country / Showjumping:

Action

Speed increase

Speed decrease

Left

Right

Jump

Change View

Pause

Button

△ directional button

▽ directional button

◁ directional button

▷ directional button

⊗ button

SELECT button

START button

Note: These are the default buttons for control of your horse. These can be changed in the Options menu under Controls.

**When you begin an event you and your horse will be standing still. Press the Up directional button once to increase your horse's speed to a walk. Each single press of the △ directional button will increase your horse's speed. To slow the horse, simply tap the ▽ directional button the appropriate number of times. In cross country control of the speed is more variable, press the △ directional button to gradually speed up and the ▽ directional button to gradually slow down.*

The Events

Dressage

Dressage is a precision event requiring great skill and concentration from both horse and rider. As you enter the arena you will notice a trail marked out on the ground, this indicates the path you need to follow on the course. The difficulty of this trail will depend on the difficulty setting chosen before starting the game. Different colors represent different gaits: yellow for walk, orange for trot, and red for canter. For extended and collected moves the dots will be further apart or closer together. Half pass and shoulder in also have orange colored dots.

Scoring

In the dressage event you will be marked on:

- How close you stay to the trail. The further you stray from this, the lower your score will be.
- How accurate you are in changing gait. The closer you are to the markers, the better your score will be.
- How well you judge your speed at the changes. You need to keep to the correct speed to gain the maximum score.

A large star separates each set of moves. Each group of moves will be marked out of 10. At the end of the test all your scores are added up for the number of moves (along with some marks for how well your horse performed). These marks are subtracted from the total number of marks possible and then multiplied by 0.6. The lower your penalty score at the end of the test the better.

Tip: Listen to the commentators closely, they will indicate what moves are coming up next and will also comment on how well you are doing. To avoid losing points stay as close as you can to the trail. Try to change speed just when the star pops as you travel around the course. Keep an eye on the bottom left of the screen to see the next move, scores for each move are displayed on the bottom right of the screen. To halt quickly at the start, at the end of the test or before a rein back, press the ⊗ button.

Cross Country

Cross Country is a hard physical test for both horse and rider. You and your horse will be pushed to the limit as you strive to complete the course in the allotted time. Keep an eye on the clock as you progress through the course to avoid any time penalties. The score that you achieve in cross-country is based on a combination of the time taken to complete the course and the number of refusals and falls that you and the horse accumulate.

There is a preview of each course before you enter the event where the commentator will describe each jump in turn. Listen carefully to the description of each jump, as you will hear useful information on how to approach each obstacle. You will also see the horse's stamina bar on the right of the screen. You will need to keep an eye on this during the event because the lower your horse's stamina becomes, the less time you can spend galloping. Note that when you enter the red region you can no longer jump. Energy is quickly recovered by slowing to a canter or trot.

Jump Markers

Before each jump you will see a jump marker on the ground. These are used to guide the horse into the correct position for each jump. When the green part of the marker lights up, this indicates that it is the correct time for the horse to attempt to clear the obstacle. This takes some practice and the size of the jump markers will depend on the difficulty settings that you have chosen. You will notice that some of the jump markers are colored blue, these indicate a hard route over the obstacle. The blue and green arrows will lead you to the hard or easy routes. While the blue jumps are usually harder, taking them will save you more time. Some jump boxes can only be approached slowly, usually at a complex jump. If you are travelling too quickly the jump box will flash and you will not be able to take the jump.

Scoring

The scoring for this event is as follows:

1st refusal at a jump	20 penalties
2nd refusal at a jump	40 penalties
3rd refusal at a jump	disqualification
5 total refusals through out the course	disqualification
1st fall at a jump	60 penalties
2nd fall at a jump	disqualification

Time penalties	0.4 per second over the course time
Time Elimination.	Twice the course time

In beginner and amateur modes the player is allowed extra refusals and falls. In all levels, players that have been disqualified are allowed to continue competing, but receive the maximum number of penalty points for that event.

Tip: *All jumps must be jumped in the correct order. If you miss a jump then you must go back and attempt the jump again to continue the course. When you finish all parts of a jump a "Jump Group Completed" message appears. To avoid getting too many penalties, try not to gallop all the time and avoid refusals and falls. A few time penalties aren't as bad as being disqualified for too many falls and refusals. If a jump is proving too difficult to take on the hard route try taking the easy route. A few seconds wasted may be better than a fall or refusal.*

Showjumping

Showjumping combines the excitement and speed of Cross Country with the kind of precision control needed in Dressage. You and your horse need to complete the course under the course time, while trying to avoid knocking down any rails. You will find a trail marked out on the ground for you to follow. This indicates which jump is next in the sequence.

Scoring


The scoring for this event is as follows:

1st refusal at a jump	10 penalties
2nd refusal at a jump.	20 penalties
3 total refusals through out the course.	disqualification
1st fall at a jump	30 penalties
2nd fall at a jump.	disqualification
Rails knocked down.	5 penalties per jump
Time penalties	1 for each second over the course time
Time Elimination.	Twice the course time

In beginner and amateur modes the player is allowed extra refusals and falls. In all levels, players that have been disqualified are allowed to continue competing, but receive the maximum number of penalty points for that event.

Tip: *To avoid missing the jumps, follow the trail closely. All jumps must be jumped in the correct order. If you miss a jump you must go back and attempt it again to avoid disqualification. To avoid getting too many penalties try and ride slowly and avoid refusals and knocking down rails. A few time penalties aren't as bad as being disqualified for too many refusals. In showjumping the jump markers have an extra 'yellow' section. If you jump here there is a chance the horse will knock a rail or fall. Always try and jump in the green section.*

Fast Reset – Cross Country/Showjumping

After a refusal if you are standing on a jump box you can press the  button to quickly reset in front of a jump. This will however add 10 seconds to your time at the end of the course.

The Championship

The goal of **Equestrian Showcase** is for you and your horse to become world equestrian champions. To do this you must complete the Championship mode of play, which is a series of three-day events in four different locations around the world. If you do well in each of the three qualifying events you will be awarded points towards your qualification for the Sydney Three Day Event. The competition is fierce as you will be competing against many other skilled riders.

To gain access to the Sydney course you must qualify with the following number of points:

BEGINNER	15
AMATEUR	30
VETERAN	50
EXPERT	75

Points are awarded for finishing in the top 10 places in single player or individual mode and the top 7 in team mode:

Position	Individual	Team
1	30	30
2	20	22
3	15	15
4	12	10
5	10	6
6	9	3
7	8	1
8	7	-
9	6	-
10	5	-

Single Player

There are five modes of play in the Single Player option:

- 1. Championship** – The full equestrian challenge, incorporating Dressage, Cross Country, and Showjumping in four different locations around the world:

Kentucky Three Day Event – Consists of 31 fences at the stunning Kentucky Horse Park—designed by Mike Etherington-Smith.

Badminton Horse Trials – Consists of 29 fences set on over 5 km of beautiful English countryside, designed by Hugh Thomas.

Burghley Horse Trials – Consists of 35 fences set in the lush countryside of Burghley Park in Stamford, England, designed by Captain Mark Phillip.

Sydney Horse Trials – Consists of 33 fences situated in the hills of Horsely Park. The Sydney International Equestrian Center is host to this event designed by Mike Etherington-Smith.

2. **Three Day Event** – A full three-day event at a single location of your choice. This includes Dressage, Cross Country, and Showjumping alongside other world-class riders.
3. **Single Event** – A single event of your choice, Dressage, Cross Country, or Showjumping. As penalties, disqualifications and scoring are active in these events, this is the perfect place for you to gauge your skills against other riders before you enter the full Championship event.
4. **Practice** – A chance to practice any of the three disciplines without incurring penalties and disqualifications. Without these distractions it is possible to perfect your moves in Dressage, and learn the course layouts and jumps in Showjumping and Cross Country before entering the Equestrian Championship.
5. **Training** – The training arena is the perfect place for you and our horse to learn all the moves needed for Dressage, expert tuition is included. You can also practice techniques needed for the Showjumping and Cross Country courses. As in Practice mode, disqualifications and penalties are not active, thus this is the perfect setting to hone the skills that you will need in the full championship event.

Saving to MEMORY CARD

During a championship event it is possible to save your progress to MEMORY CARD for future use. You need at least 1 BLOCK free on your MEMORY CARD to save successfully.

In between each event location you will be presented with a qualifying score screen, from here you will be able to save your game to MEMORY CARD. Choose SAVE GAME from the menu and then choose a slot to save your game to.

Custom Rider Set-up

Before each game a rider selection screen appears – this is where you can choose which world equestrian rider and horse team you wish to be. Not only can you choose existing horse and rider teams, but you can also customise them to your own specifications. To do this, choose 'Edit Custom' from the menu. From here you have the following choices:

SLOT – This lets you select the custom rider location where information about your custom rider is stored. There are four locations for each country.



RIDER – From here you can enter a new name for your rider, choose whether they are to be male or female, and choose the clothing you would like them to wear.

HORSE – Here you can select the following options: the name of your horse, the color of your horse's coat, and your horse's abilities for each event (some horses are better at cross country than they are at dressage, while some horses are good "all rounders").

COUNTRY – Here you can choose which country you want to represent.

SAVE – Press this to save the rider to MEMORY CARD for future use. Your rider will now appear under the custom rider's selected country on the rider select screen.

PREVIOUS – Move to the previous screen.



Multiplayer

From the Main Menu, select 'multiplayer'. Here you can play the Championship, Three-day Event, and Single Event in the multiplayer modes. The multiplayer modes available to you are:

1. Championship: This is the full championship mode of play Your options are:

2 - 4 Players – Here you can select up to four players to compete. Once you have chosen the number of players and the difficulty level you are then taken to a screen where each player can choose his or her horse and rider set-up. Once the game begins, each player will play through the event in turn with their scores displayed at the end of all events.

Team Mode – Here you can select up to three other people to play for your team. All players are on the same team and individual marks are tallied to give a team score. The first player to select a country will determine the team you are all playing for. For a game with less than four players, the other riders will be controlled by the CPU.

Load Game – Load a previously saved game from MEMORY CARD.

2. 3 Day Event: This is a Three-day Event at the location of your choice, consisting of Dressage, Cross Country and Showjumping. Your options are:

2 – 4 Players – Here you can select up to four players to compete. Once you have chosen the number of players and the difficulty level you are then taken to a screen where each player can choose his or her horse and rider set-up. Once the game begins, each player will play through the event in turn with their scores displayed at the end of all events.

Team Mode – Here you can select up to three other people to play for your team. All players are on the same team and individual marks are tallied to give a team score. The first player to select a country will determine the team you are all playing for. For a game with less than 4 players, the other riders will be controlled by the CPU.

Load Game – Load a previously saved game from MEMORY CARD.

3. Single Event: This is a single event of your choice at a location of your choice. Your options are:

2 – 4 Players – Here you can select up to four players to compete. Once you have chosen the number of players and the difficulty level you are then taken to a screen where each player can choose his or her horse and rider set-up. Once the game begins, each player will play through the event in turn with their scores displayed at the end of all events.

Team Mode – Here you can select up to three other people to play for your team. All players are on the same team and individual marks are tallied to give a team score. The first player to select a country will determine the team you are all playing for. For a game with less than four players, the other riders will be controlled by the CPU.

4. Head to Head: This is where you may compete head-to-head in split screen, two-player mode over a Cross Country course of your choice. Your options are:

Simulation – This is based on real life Equestrian events where the player with the lowest penalties and shortest time wins the event.

Arcade – This is a fun event where the first player across the line wins the event.

Features and Cheats

GOLD CUP CHALLENGE

When a Three Day Event is completed in either single or multiplayer mode, players finishing in the top three places are awarded a cup based on their position. Gold, Silver, and Bronze cups are awarded for 1st, 2nd, and 3rd place.

Along with the Gold cups, as you finish each level in the placings (usually 1st, 2nd, or 3rd) in a three-day event extra features are unlocked. These features include:

- Special weather modes
- Special horses
- Horses with extra attributes
- Access to all courses and difficulty levels.

You may also receive cheat codes to access crazy features in the game. To enter a cheat go to the Options screen and select Cheats. Type in the desired code and see what the cheat reveals. To turn a cheat off, simply return to this screen and type it in again.

Options Menu

This is accessed through the Main Menu. The options here are:

Game – From here you can control the type of weather you want in game and whether to have the vibration function of the Analog Controller (DUALSHOCK) enabled.

Video – From here you can center the screen.

Sound – Here you can control the volume level of the sound effects, music, and commentary.

Controller 1/2 – From here you can customize the control of your horse and assign new buttons to the appropriate movements.

Cheats – Input of cheat codes can be done at this screen.

Save Settings – Here you can save the settings to MEMORY CARD for future use.

Replay Mode

At the end of an event you have the option to “View Replay”. The replay function allows you to fast forward/rewind, pause, or watch in slow motion all the highlights of your ride. To control the replay use the left and right directional buttons to move from each “button” on the replay panel. Use the ⊗ button to select the desired button. For example, to select the “Play” button press the ▷ directional button until the “Play” button is highlighted with a yellow outline – then press the ⊗ button. Playback speed can be adjusted for slow or fast play. Use the directional buttons to move to the center of the replay panel. Press the ⊗ button to set the different speeds.

To fast forward or rewind you must hold the ⊗ button down until you reach the desired position in the replay.

Note: *To change camera angles (there are four camera angles available) press the ▷ directional button until one of the two buttons on the far right hand side of the replay panel is highlighted with a yellow outline – then press the ⊗ button to change the position of the camera. Select the cross in the far right of the replay panel to exit.*

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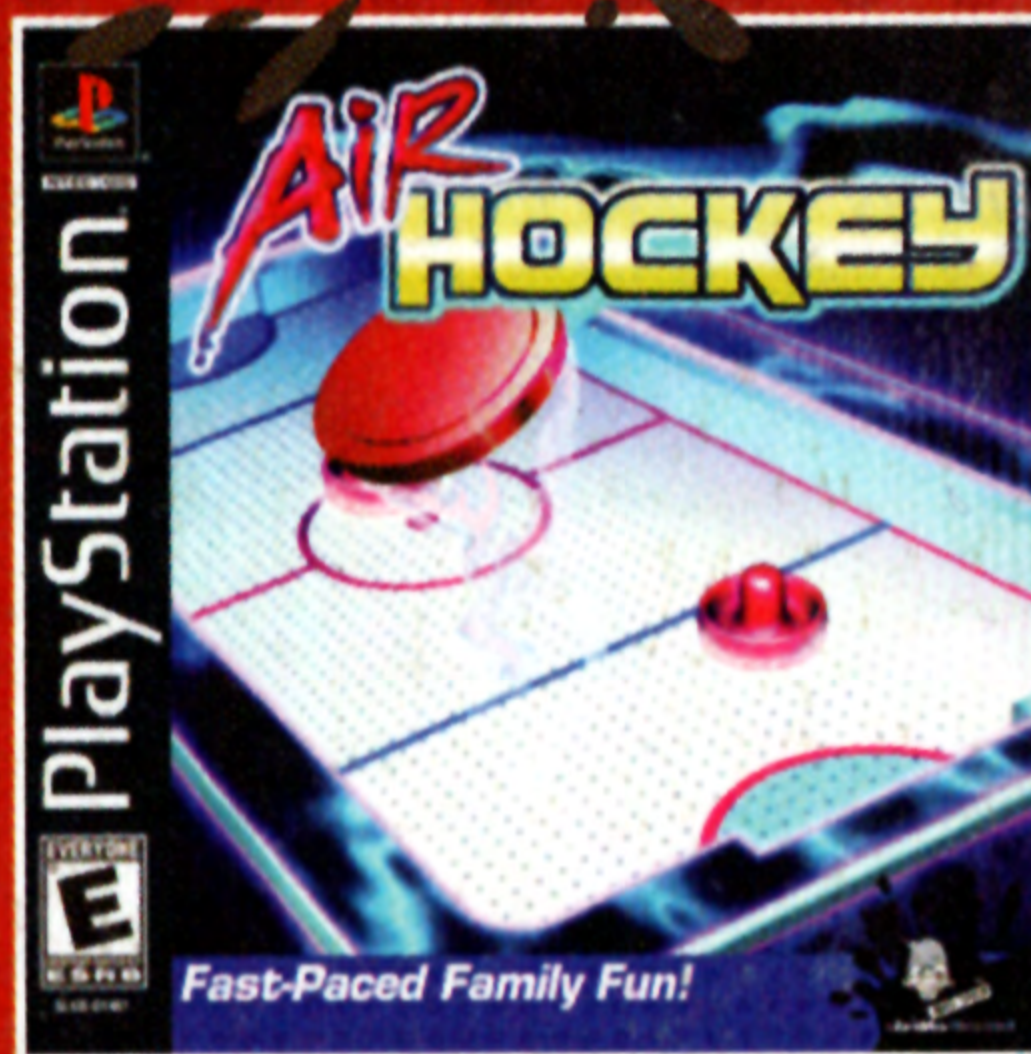
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