



Horse & Foal



My Riding Stables

Life with Horses



Your passion is your success!

My Riding Stables

Life with Horses

Preface	3	End of Day	16
Controls	3	Feeding	16
Menus	3	Selling Foals	17
Riding Stables	3	Selling Horses	17
Quick Menu	3	Mucking Out	17
Context Action Menu	4	Braiding	18
Starting Off	5	Shopping	18
Story Mode	5	Check Health	18
Instant Mode	6	Buy/Build/Renovate/Upgrade	19
Options	6	Horse Properties	20
Game	7	Gold Shoes	20
Facilities	7	Hygiene	20
Main House	8	Trust	20
Stable	8	Strength	21
Riding Hall	8	Energy	21
Therapy Centre	8	Health	21
Breeding Stable	8	Repletion	21
Paddock	9	Skill	21
Cross-Country Gates	9	Horses	22
Guest House	9	Andalusian	22
Minigames	10	Friesian	22
Grooming	10	Hanoverian	22
Hoof Cleaning	10	Gold Shoes	23
Washing	11	Star Rating	23
Foal Training	11	Tasks	24
Horse Therapy	12	Horse States	25
Horse Breeding	12	Time	26
Free-Riding	13	Credits	39
Racing	14		
Activities	15		
Studying	15		

Preface

My Riding Stables is a totally fun mix of minigames and activities that allows you to develop your own horses, professional riding stables and services. This game is all about running a riding stable and keeping your horses happy.

Achieving this mix requires you to balance your time and money with the needs of your horses and guests. As the game progresses you are rewarded with cool riding experiences and better features.

Controls

Menus

LMB:	Highlight Menu Buttons
Spacebar/LMB/Enter:	Select

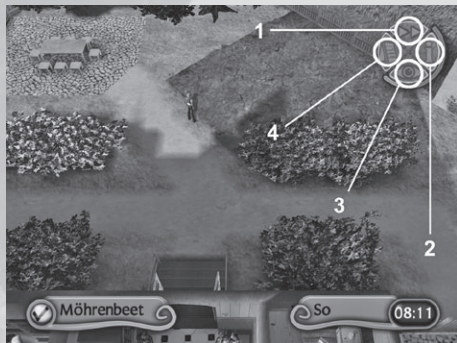
Riding Stables

LMB/Cursor Pad:	Walk
LMB/Cursor Pad and Shift:	Walk
Esc Key:	Pause Menu

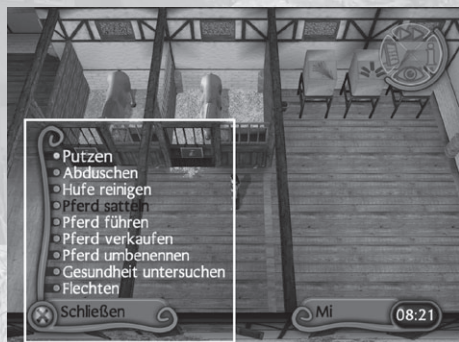
Quick Menu

You can access a quick menu when in the riding stables and when out riding. Click on the quick menu icons or use the dedicated hotkeys. The game speed function is disabled when riding.

*) LMB = Left Mouse Button



- LMB: Select
 Key 1: Change Game Speed (Normal/Double)
 Key 2: View Properties (Career/Horse)
 Key 3: View Map
 Key 4: View Tasks



Context Action Menu

You can access a context action menu when in the riding stables. If your character is near an object where actions can be performed a prompt appears in the bottom left of the screen. Select the prompt to open the context action menu. When the context action menu is open select the action you wish to perform.

- Enter/Spacebar/LMB: Select
 Cursor Pad: Scroll Context Action Menu (pop-up)

Starting Off

You start in the main menu, here you can choose from story mode, instant mode, options, credits, and quit game.



Story Mode

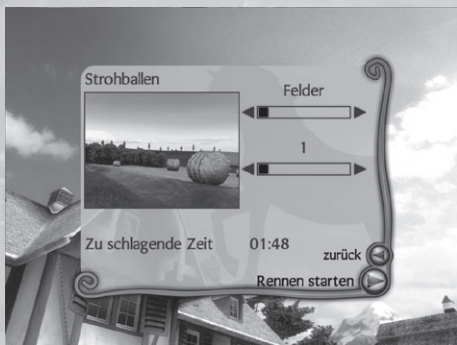
If you want to get involved with the main game, with its challenging mix of horse care, stable management, professional services, and cross-country riding, then story mode is for you. Story mode supports three save-game profiles. Selecting an empty profile starts a new game, whereas selecting an existing profile allows you to load or delete it.

Upon starting a new game, you can choose whether to play as a girl or boy (1), customise her/his hair and clothing, and then enter a player name (2).





You then proceed to choosing your first horse (3). There are three breeds of horse available, with a wide range of coat colours, patterns and markings.



Instant Mode

If you want to just jump in and try out some horse riding then instant mode is for you. All the game's cross-country courses are unlocked, along with a default rider and horse.

Use the menu sliders to select the cross-country terrain and course that you wish to try.

Options

Here you can alter the controls setup for riding, whether tutorial messages are shown after their first instance, as well as sound and resolution settings.

Game

If you are starting a new game, then the game starts in the main house bedroom. If you are loading a saved game you will also start in the main house bedroom but on the morning after the day your progress was saved. This is because the game auto-saves by ending the day.

Facilities

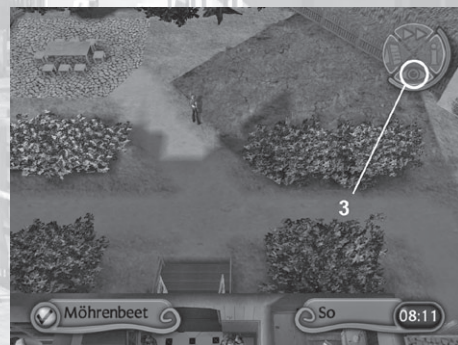
Your riding stables (2) contain distinct areas, each of which contains specific activities and minigames.



Use the quick menu map (1) to get an in-game overview.

Map Quick Menu

LMB:	Select
Key 3:	View Map



Main House

The main house (a) is where you manage your character. Here, you can customise your character's appearance, read books at the study to improve the value of your services, buy food and gear at the office computer and view statistics to check your progress. You can also access a back garden where carrots can be collected, to serve as treats for your horses.

Stable

The stable (b) is where the core caring tasks are carried out. Here, you can check each horse's health, feed it, groom it, braid it, clean its hooves, hose it down, clean its stall, rename it, sell it, lead it from its stall, and saddle it up for a ride. As the game progresses you will be able to upgrade your stable, eventually expanding it to a 9-stall version, this can hold up to 9 horses for use by you and your guests.

Riding Hall

The riding hall (c) is a perfect environment for foal training. You need to save money and renovate the old barn to get the foal training service up and running. Clients will then bring foals for you to train, later you will be able to train your own foals too. Renovating the old barn allows access to the mountain gate.

Therapy Centre

The therapy centre (d) is where you massage horses, alleviating them of stress. You need to save money and renovate the old watermill to get the massage service up and running. Clients will then bring horses for you to massage, you can massage your own horses too. Gaining access to the old watermill first requires renovation of the old bridge (g).

Breeding Stable

The breeding stable (e) is where you pair mares and stallions to create foals that you can keep or sell. You need to save money and build the breeding stable in order to get the breeding service up and running. Clients will then place orders for specific foals, or you can simply breed your own. Furthermore, training foals at the riding hall will increase their value. Gaining access to the breeding stable requires renovation of the old bridge (g).

Paddock

The paddock (f) is where you rest your horses to reduce the pressure of running a busy riding stable. If a horse is left in a paddock it will not be counted as a working horse on the next day. Meaning it will not attract guests and income. Whilst a horse is in the paddock its hygiene and repletion properties do not degrade. The drawback of using the paddock is that a horse's trust degrades.

Cross-Country Gates

There are cross-country gates leading to fields (h), woods (i), and mountain estates (j). The fields estate comes for free but the other two have to be purchased to allow access to the land. Buying an estate enhances the riding experience for you and your guests, allowing you to level-up your horse's strength and skill, to level-up your riding stable's star rating, to compete at cross-country races, and to collect bonus pickups. Gaining access to the woods estate gate requires renovation of the old bridge (g). Gaining access to the mountain estate gate requires renovation of the old barn (c).

Guest House

The guesthouse (k) is where you can house paying guests who are using your horses. With one room up and running you can provide boarding for up to 3 guests. Renovate your second room to increase your boarding capacity to 6 guests. Renovate your third room to increase your boarding capacity to 9 guests. After this, any further upgrades are applied to the guesthouse as a whole, increasing the rent being paid by guests and your riding stables' star rating.

Minigames



Grooming

You groom a horse to increase its hygiene, trust and gold shoe rating. You access grooming at the stall.

You can switch between 2 brushes. The hard brush (round-shaped) is better for removing dirt and the soft brush (oval-shaped) is better for soothing the horse and gaining its trust.

Take care not to use the hard brush on sensitive areas, this can upset your horse and break its trust in you. This activity consumes a fixed amount of time.

LMB: Press Brush
Mouse: Move Brush
RMB: Switch Brush
Cursor Pad: Move Camera
Spacebar: Finish Grooming

Hoof cleaning

You clean all 4 of a horse's hooves to increase its hygiene, trust and gold shoe rating. You access hoof cleaning at the stall.



You can switch between a small brush (bristles) and a scraper (metal hook). The small brush is better for removing dirt from fleshy parts and the scraper is better for dislodging stones.

Take care to avoid scraping sensitive parts of the hoof and be sure to tilt the hoof so that

the scraper has the correct angle for each stone. This activity consumes a fixed amount of time.

LMB: Press Tool
Mouse: Move Tool
RMB: Switch Tool
Cursor Pad: Tilt Hoof
Spacebar: Finish Hoof Cleaning

Washing

You use the hose to quickly increase your horse's hygiene. You access washing at the stall.

You can switch between 3 water pressures. The strongest pressure is quickest at removing dirt but upsets the horse if pointed at sensitive areas, decreasing the horse's trust in you. Hosing down a horse is your quickest option for increasing hygiene but you will never gain trust or gold shoes by using this technique. This activity consumes a fixed amount of time.

LMB: Increase pressure
Mouse: Aim Hose
RMB: Decrease pressure
Cursor Pad: Move Camera
Spacebar: Finish Washing

*) RMB = Right Mouse Button

Foal Training

You can earn credits to spend in the game by training young foals to follow your commands. You access foal training at the riding hall.

Use gestures to control your foal, twitching the rope to direct the foal's speed and direction. At the



top of the screen is a radar display. The radar shows you where to find your foal's next checkpoint. As proof of good training the foal must come to a stop inside these checkpoints, within the given time. Missing a checkpoint makes it harder to control the foal; its level of obedience is indicated by the traffic lights. Treat your foal with carrots to counter disobedience. Missing three checkpoints is a fail condition. This activity consumes a fixed amount of time.

LMB Horizontal: Direction & Speed
 LMB Vertical: Near & Far
 RMB: Give Carrot
 Spacebar: Quit Foal Trainin

Horse Therapy (Massage)



You can massage your horses to reduce stress or massage client horses to earn credits. You access horse therapy at the therapist centre.

Rotate the massage tool on the horse to reduce its stress, the closer you get to the tension the bigger the reduction. Watch the helpers to work out how big an effect your massage is having

and what direction the tension lies in. Watch the horse scan to determine what degree of stress each muscle zone has. Clearing all stress will result in payment from clients. This activity consumes a fixed amount of time.

LMB: Press Tool
 Cursor Pad: Move Camera
 Spacebar: Finish Horse Therapy

Horse Breeding

You can earn credits by breeding foals or even breed your own foal. You access horse breeding at the breeding stable.

Combine one of your healthy mares with a rented stallion and adjust the pattern, colour and breed characteristics possible from the parents' genes. Use the arrows to select the mare, the stallion and your foal's characteristics. After confirming your choice, breeding will begin and a foal will be born a few days later. This activity consumes a fixed amount of time.

Breeding a foal for a client works exactly the same way; you just need to pay attention to the client's foal order on your clipboard. Have a look at the percentage prediction - the closer the foal to the client's specification the more credits you can earn. Reading Breeder books will increase your skills and therefore your income. Watch the time counter because you have a limited time frame. For your day-to-day business this activity consumes a fixed amount of time.

Spacebar: Quit Horse Breeding

Free Riding

Go free-riding to explore, collect bonuses, and increase your horse's skill and strength. You can access free-riding at the cross-country gates.

Your horse's trust needs to be high enough for it to be saddled. When trust is high enough you can saddle your horse and go riding whenever you choose. But beware - riding takes up time and makes your horse dirty. When riding you will find racecourses. You cannot attempt a racecourse until your horse's skill level reaches an adequate level. You raise skill by jumping obstacles that can be found while out free-riding. You can also collect



bonuses by riding through the gold horse shoes that are dotted around the level. Bonus points can be spent in the shop on the study in your office. They can be spent on specialist riding gear. Free-riding has a special display. At the bottom left you see the relevant horse properties. The top bar is energy (a) and determines how long you can gallop while free-riding. The bottom bar is skill (b) and the red line indicates what skill level your horse needs in order to play the next race. The heart (c) shows you the duration for being in gallop. Riding consumes a fixed and game duration related amount of time.

Standard Controls

Mouse:	Steer
LMB:	Spur (speed up)
LMB double-click:	Quick Start
RMB:	Rein in (slow down)
RMB double-click:	Quick Stop
Spacebar:	Return to Yard

Alternate Controls

Left-Right Cursor Keys:	Steer
LMB:	Spur (speed up)
LMB double-click:	Quick Start
RMB:	Rein in (slow down)
RMB double-click:	Quick Stop
Spacebar:	Return to Yard

Racing

If you want to further your riding stables' rating it is necessary to excel at the cross-country competition races that are held twice a week. Racing requires thorough practice. You can use unlocked racecourses to train your horse for an upcoming competition race. You can access racing at the race flags found on each estate.

The rules for racing are simple. You fail a jump if you approach it from a wrong angle, if you are too slow or if you ride past it. In the case of a fail you can carry on but a time penalty is imposed. If you fail three jumps you are disqualified from the race.

A competition race is held every Wednesday and Sunday. You must beat the best time to qualify for other racecourses. Only 1 racecourse can be attempted on a competition day. This means that you must wait until the next Wednesday or Sunday to attempt the newly unlocked racecourse. In the meantime you can raise your horse's skill level and do practice races. Be aware that each race attempt consumes a fixed amount of time; this means that your number of attempts is limited.



Racing display is similar to free-riding but with the addition of a functioning jump counter (a), fail counter (b) and time counter (c).

There are 9 racecourses to win:

- ★ Straw Bales (located in fields)
- ★ Windmill (located in fields)
- ★ Oak Tree (located in fields)
- ★ Stone Circle (located in woods)
- ★ Scary Tree (located in woods)
- ★ Waterfall (located in woods)
- ★ Boat House (located in mountains)
- ★ Water Rapids (located in mountains)
- ★ Willow Tree (located in mountains)

Activities

There are many activities that help you run the riding stables and care for your horses. Activities are triggered by entering the area associated with it and choosing the activity from the context action menu that pops up.

Studying

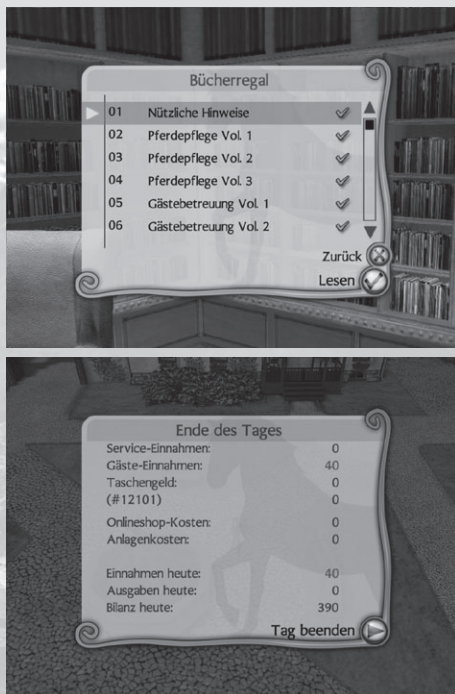
Your main house bookshelf is where you can study books to gain knowledge. If you invest time in reading a whole book you are rewarded with special features, such as an increase in payment for professional services. You can buy books from

the shop at the study, as you gain star ratings you unlock the ability to buy higher ranked volumes. Each page turn consumes a fixed amount of time. You can access study at the bookshelf in the main house.

End of Day

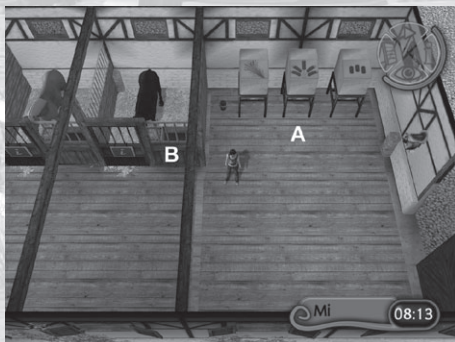
Ending a day is your way of saving progress. Overnight your horses' status can change. Make sure you only go to sleep when you have done everything possible to keep your horses healthy for the next day.

End of day can be selected from the pause menu, or when curfew kicks in at 18:00, or when choosing to sleep at the bed in the main house.



Feeding

You collect food at the food silos (a) and serve it at each stall trough (b) in the stable. Luckily for you some basic food is still left in the silos at the start of the game but soon you will need to stock up regularly at the shop on the office computer. If a horse reaches 0% repletion its health will drop - food counters this. More expensive diets are important for maximising horse energy which in turn affects how long your horse can go riding. Supplements can be added to a full trough to provide health boosts.



You can access the food silos in the stable to collect a bucket of food A feeding trough is located at each stall.

Selling Foals

A foal can be bred and kept or bred and then sold. A foal's price is mostly determined by its genetic makeup and partly by its current skill level. The genetic price reflects how closely you came to delivering on your client's foal request. The



foal's skill level multiplies the genetic price. You can choose to sell a foal when it is in the foal enclosure, next to the breeding stable. Breeding is not possible whilst a foal is still in the foal enclosure. Eventually a foal will become an adult; at that point you can choose to keep it if there is a spare stall at hand. You can access the sell foal option at the breeding stable's

foal enclosure.

Selling Horses

You can also sell spare horses. A horse's price is mostly determined by its genetic makeup and partly by its current skill and strength level. The genetic price reflects how close to a pure-bred your horse is, a full-blooded horse is worth more than a half-blood. The horse's skill level multiplies the genetic price. You can choose to sell a horse when it is healthy in its stall, you cannot sell your last remaining horse.

You can access the sell horse option at each horse's stall, in the stable.

Mucking Out

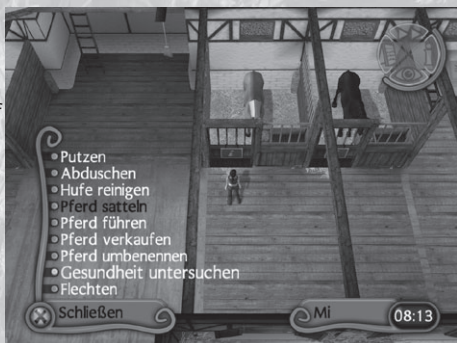
You have to keep the stable clean. Every used stall gets dirty with time and impacts the hygiene and health of the horse. Spending time to clean the stalls will keep problems at bay.

You can access mucking out at the hayloft, in the stable.



Check Health

You need to check each horse's health on a regular basis to help you prevent



Braiding

You can braid or unbraid your horse at will. It only costs you time. You can access the braiding option at each horse's stall, in the stable.

Shopping

In the shop items are instantly purchased with credits. Special items are bought with bonus points that are collected while riding. Your purchases are instantly delivered to where they are used. For example, purchased food is added to the stable's food silos.

You can access the shop at the office computer in the main house.

ventative measure. Another form of prevention is to apply a general vaccination which blocks some diseases from ever occurring. You have to buy vaccine in the shop before you can apply it.

You can access check health at each horse's stall, in the stable.

Buy/Build/Renovate/Upgrade

You can buy/build/renovate/upgrade riding stable facilities. This is essential for unlocking certain minigames and for progressing your riding stables star rating. Money is required so be sure to check the prices and save accordingly. The buy/build/renovate/upgrade comes into effect on the following day.

You can access buy/build/renovate/upgrade at the signs outside each facility.



If

more. In the case of a horse being stressed you will be advised to rest it in the paddock. Stress can be kept low by regular massaging of your horse, as a pre-

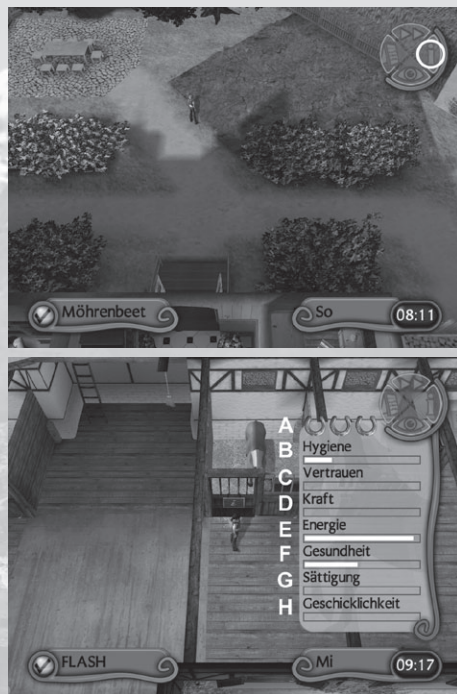
Horse Properties

If you are stood near a horse you can view its own properties by clicking on its icon on the quick menu. Alternatively press key 2.

Properties Quick Menu

LMB: Select

Key 2: View Properties (Career/
Horse)



Gold Shoes

On top of the 7 horse property bars is a row of gold shoe slots (a). You can gain a gold shoe for grooming, another for hoof cleaning and one more for massaging your horse. Gold shoes are important for maintaining your star rating.

Hygiene

If hygiene (b) reaches 0% a horse's health decreases. A horse gets dirty as time passes by, it gets much dirtier when out riding and if its stall is not kept clean. The hygiene value is the sum of a horse's body hygiene and its hoof hygiene. To maintain high body hygiene you must groom and wash the horse, to maintain high hoof hygiene you must clean the horse's hooves. To avoid health problems it is recommended to clean the horse's body every day and to clean its hooves twice a week.

Trust

If trust (c) is low a horse cannot be saddled, so it cannot be taken for a ride.

This means that it is not counted as a working horse and will not attract paying guests. If all horses have low trust then less guests will come to the riding stables and less money can be made at the guesthouse. Trust is raised by grooming the horse with the soft brush. This takes time but is essential for countering the dips in trust that occur whenever a horse gets sick, hurt, stressed, or is away from human contact.

Strength

If strength (d) is low a horse's gallop duration is very short, meaning you have to spur it on more often, diminishing the horse's trust in you. The higher the strength the longer the duration your horse is willing to stay in gallop and the quicker it recovers the stamina that keeps it in the gallop. A horse cannot attempt a jump unless it is in full gallop, so strength is critical in improving and pacing a horse's race performance. Strength is built slowly, by exercising the horse on cross-country runs.

Energy

If energy (e) reaches 0% a horse's health decreases. A horse's energy level drops as time passes by and is recharged through sleep and feeding. Energy drops significantly when riding, the rate of decrease is determined by the gait of the horse. A horse at full gallop loses energy quicker than a horse gently trotting. When out riding, if the energy reaches 0% then it will no longer be able to gallop after using its last reserve of strength. At this point you should stop riding as soon as possible because the horse's health starts to drop.

Health

If health (f) reaches 0% a horse becomes ill. So, the best way to keep a horse healthy is to keep its hygiene, energy, repletion, and stress levels in a healthy range (i.e. above 0%). This means keeping your horse clean, rested, and well-fed. In the case of stress you can massage your horse or give it days off in the paddock so it does not get overworked.

Repletion

If repletion (g) reaches 0% a horse's health decreases. A horse's repletion level drops as time passes by and is recharged through feeding.

Skill

Skill (h) increases when a horse jumps obstacles. Each of the 9 races has a skill

level your horse must match. Only when the skill level is matched can the race be attempted. Skill does not increase whilst jumping obstacles on a racecourse. Instead you must jump obstacles that you find whilst out free-riding. You will notice that the amount of skill awarded drops with each jump, so be sure to find numerous jumps each time you go riding.

Horses

There are 3 breeds of horse. All horses have a range of coat colours, markings and patterns.

Andalusian



Friesian



Hanoverian



Gold Shoes

The standard of your horse care is symbolised by gold shoes that are awarded when a high standard is reached in grooming, hoof cleaning and massaging minigames. In total you can be awarded up to 3 gold shoes per horse, i.e. one for each minigame. If the horse's body or hoof hygiene gets too low the corresponding gold shoes will be taken away. If the horse's stress level gets too high then the gold shoe corresponding to massaging will be lost.



The overall standard of your horses is important in determining the star rating that is awarded to your riding stables on a daily basis. The higher the star rating the higher the number of gold shoes needed per horse and the greater the number of horses that must be maintained. You will have to keep a watchful eye on your horses to ensure that standards are not slipping.

You can check how many gold shoes each horse has by viewing the top row of the horse properties.

Star Rating

To progress in story mode you must achieve star ratings for your riding stables. With each star rating you unlock new books, buildings, and professions. Star ratings boost your fame and the money you are able to charge from guests and clients. A star rating is locked until you fulfil all the conditions that are listed as a star task. When a star rating is achieved you will still have to work hard to maintain that standard. For instance, if you lose gold shoes by neglecting horse care minigames then your



star rating will drop accordingly.

When you reach the 4-star rating the story is over. At this point you can continue to take care of your horses but there is no more career progression.

You can check your star rating by viewing the top row of the career properties.

Properties Quick Menu

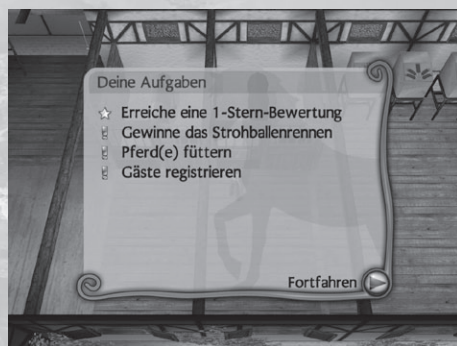
LMB: Select

Key 2: View Properties (Career/Horse)

Tasks

Tasks fall into two categories. Alerts require immediate action on that day; usually they concern the health of your horse, the booking-in of guests and a reminder not to miss an upcoming race. Star tasks are less immediate and can be taken at your own pace. These provide an overview of what needs to be done to reach the next star rating for your yard.

You can check your tasks in your task window.



1-Star Tasks

- ★ Try cleaning your horse's hooves
- ★ Try riding in the Fields
- ★ Increase your horse's skill level
- ★ Increase your horse's trust level
- ★ Develop 1-Star facilities (Riding Hall)
- ★ Pick up a carrot

2-Star Tasks

- ★ Develop 2-Star facilities (Therapy Centre)
- ★ Achieve 2x1 Gold Shoe
- ★ Win all Fields races
- ★ Install Hose Station
- ★ Build a bridge

3-Star Tasks

- ★ Develop 3-Star facilities (6-stall stable, 3 Guest House upgrades, Breeding Stable)
- ★ Achieve 5x2 Gold Shoes
- ★ Win all Woods races
- ★ Buy Woods

4-Star Tasks

- ★ Develop 4-Star facilities (9-stall stable, 2 Guest House upgrades)
- ★ Achieve 8x3 Gold Shoes
- ★ Win all Mountains races
- ★ Buy Mountains

Tasks Quick Menu

LMB: Select

Key 4: View Tasks

Horse States

At the start of a new day horses are either located in the stable, paddock or breeding stable, also they are either classed as available or unavailable for work. As long as a horse starts the day healthy in its stall it is classed as available for work with guests. If a horse starts the day in the paddock it is classed as unavailable for work, meaning less guests will come and income is lower. If a horse starts the day injured, stressed or low on trust it is classed as unavailable for work, meaning less guests will come, income is lower, and treatment is required. If a horse starts the day in the breeding stable it is classed as unavailable for work, meaning less guests will come and income is lower. If there are not enough saddles to go around then a horse can also find itself classified as unavailable for work, meaning less guests will come and income is lower.

Time

Facilities are upgraded overnight, shop purchases occur instantly, and foals are born after several days. A day normally lasts from 08:00 to 18:00. Most activities consume a fixed amount of time and are locked if there is not enough time left in the day. Race competitions are held on Wednesdays and Sundays, on all other days practices are possible. You must structure your week well and give priority to taking care of the basics; keeping your horses healthy is the key to maximising income.

Credits

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The PEGI age rating system:

Age Rating categories:

Les

catégories de tranche d'âge:



Content

Descriptors:

Description du contenu:



The 'Online' logo indicates that a game allows the player to have access to online game play against other players.

Le logo « Online » indique qu'un titre vous permet de jouer avec d'autres personnes en ligne.

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungssystem (PEGI) besuchen Sie bitte:

<http://www.pegi.info>

