



Pony adventures

Design Document v0.9.2

Produced by HotGen for UbiSoft

Revision History

v0.8.0	12-09-2008	Initial overview design doc for UbiSoft review.
v0.8.1	16-09-2008	Revised following UbiSoft meeting on Sept 15, 2008.
v0.8.2	01-10-2008	Revised by LT.
v0.8.3	09-10-2008	Revised according to UbiSoft and producer comments; changed plot overview to reflect fact player now runs a Pony Club; original Pony Club changed to Eventing Arena; added more detail about PDA use (Section 8); revised overall flowchart.
v0.8.4	09-10-2008	Amended following internal comments.
v0.8.5	15-10-2008	Amended following internal comments; Section 3 expanded; Section 7.1.1 (House) revised; Cleaning Stables task changed.
v0.8.6	16-10-2008	More amendments; Sections 10 & 11 added.
v0.8.7	21-10-2008	Amendments following internal meeting – updated pony selection screen, sticker album functionality, added PDA stats review functionality.
v0.8.8	31-10-2008	Revised game slot selection screen and pony selection/customisation screens; added bit about buying medicine to Section 7.5.
v0.8.9	11-11-2008	Revised multiplayer section to add pony swapping and simplify overall; revised player skin/outfit selecting; revised trophy cabinet and sticker album presentation.
v0.9.0	21-11-2008	Revised polo hoops training; revised showjumping, dressage and polo hoops contest info; added details about how Petting works; tidied up stat references thru-out to make consistent; added new Dressage section; revised Hack section to reflect viewpoint change.
v0.9.1	10-12-2008	Small revisions to dressage, beauty contest and eventing arena sections.
v0.9.2	10-12-2008	Updated images where needed for consistency of '?' and PDA icons.
v0.9.3	07-01-2009	Revised Tack Shed and Shop menus, adding Accessories sub-menu.

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1 INTRODUCTION

Pony Adventures is an exciting and compelling pony adventure targeted at young girls aged between 7 and 10 years old.

During the course of the game the player will be tasked with caring for their very own virtual pony – feeding it, grooming it, cleaning its stable and more. The player can also train their pony in various sporting events, and compete at the Eventing Arena to win prizes.

The player's ultimate goal is to gain the respect of the town's folk and earn the right to lead the annual Grand Pony Parade – a great honour indeed!

Once the storyline is completed the player is free to carry on raising and playing with their pony, and even buy more!

1.1 ABOUT THIS DOCUMENT

This is a 'living document' that will evolve according to feedback from UbiSoft and issues that arise during development. Please refer to the Revision History notes on the title page for a record of amendments made.

Please note that all images are placeholder unless otherwise indicated.

2 PLOT & CHARACTERS

The player assumes the role of a young pony trainer newly arrived in the town of Mareham. They've been given a very special job – to run the town's once-famous Pony Club.

At first the town's residents are a little unsure about this newcomer, so the player must try to win their trust by completing tasks for them. Once the player's profile increases, the town's folk will ask the player to represent the town in various tournaments and competitions (eventually culminating in in the World Pony Championships).

If they win the Championship their reward will be to lead the Grand Pony Parade, the internationally-famous annual pony procession – an honour that will make them the envy of pony lovers the world over!

2.1 PLOT DEVELOPMENT

Key plot moments – for example, winning a competition or leading the Pony Parade – will be marked through the use of short FMV segments, to signify to the player that these are 'special occasions'.

Other important info will be conveyed through the use of interstitial character screens that will pop up as required. For example, say the player has been training their pony to perform Dressage – if they've managed to raise its skills to a level appropriate for entering a contest at the Pony Club, a character will appear and prompt the player to visit the Club. Note that the player doesn't *have* to follow these guidelines – they're free to do whatever they want to do.

Screen – Character Interaction



Top (2D) – Shows the character overlaid on the current location's background. Text will be kept short and snappy – it will never stretch over more than one screen – so that the player doesn't get bogged down in reams and reams of text. The font size will be large and easy to read.

Bottom (2D) – With an electronic 'beep' the player's cell phone PDA (outlined in more detail later in [Section 8](#)) appears and the new event or task appears at the top of the 'To Do' list. It will flash or glow to draw the player's attention. The player can interact with the PDA as normal (as outlined later), but tapping on the 'Back' icon returns the player to the game.

2.2 CHARACTERS

There will be eight main characters. Each character has a Friendship stat – as the player complete tasks and missions for each character they are rewarded with money and gifts and their Friendship increases; this then unlocks further options and triggers new tasks. For example, the first event at the Eventing Arena will not become available until the player gets their Friendship with Jenny to the first level (i.e. Jenny will call and tell the player that an event is open at the Arena, and that they should give it a go).

‘The Player’ – Naturally the player is the ‘hero’ of the story. The player can name their avatar and customise its appearance to a limited degree so that it more closely resembles them in real life. The player assumes the role of an experienced pony trainer newly arrived in the town of Mareham, who’s been given the task of running the Pony Club.

Jenny Smith – This is the first person the player meets on arriving in Mareham. Jenny runs the local Pony Sanctuary and rapidly becomes the player’s best friend and confidant.

Veronica Sharp – Veronica lives in the neighbouring town of Huntsbridge, where she’s the boss and star rider of its Pony Club. Envious of the player’s obvious abilities (and secretly worried the player might make Mareham’s pony club more famous than hers), she behaves in a mean and spiteful way. However, in time she grudgingly learns to respect the player and eventually supports her in the final contest.

Brenda Green – This bubbly old woman runs the Feed Shop. She’s always ready with some juicy gossip, some of which occasionally contains information that’s useful!

Brian O’Connor – This man’s stern face conceals a warm heart. He runs the Tack Shop and he’s even been known to give the odd discount to people he really likes.

Danny Brand – This handsome young man lives in the town. He’s friendly and funny, and becomes a friend to the player. He’s only just bought his pony, so needs help and advice on how to care for it.

Betty Yale – This bookish young lady lives in the town and owns her own pony. She’s a little shy and nervous, and needs help training her pony and learning how to ride.

Tammy Collins – This extroverted, style-obsessed lady lives in the town’s more affluent area. She’s obsessed with having the most beautiful pony in Mareham, and often asks the player to pop over to give her pet a make-over.

2.3 HIRED HANDS

In the latter stages of the game new characters will appear and offer their services for hire. If the player accepts their terms the hired hands will handle some of the more basic pony care tasks, such as feeding/watering, grooming and cleaning the stables.

This leaves the player free to deal with the more advanced game elements, such as entering the contests and completing missions. However, should the player want to play those tasks over again they are free to do so whenever they like by selecting the task from the stables in the usual manner.

3 PONY STATISTICS

The player's relationship with their pony is defined by four key statistics, all of which are displayed on-screen wherever possible and are boosted by performing various in-game tasks:

- **Love** – This is essentially a 'summary' of the other stats and fluctuates with them, although it can also be boosted by petting the pony and feeding it treats.
- **Food** – Feeding and watering the pony keeps this stat buoyant..
- **Care** – Brushing/washing the pony and cleaning its hoof/stable impacts on this stat.
- **Skill** – Training in show jumping, dressage and polo hoops keep this stat aloft.

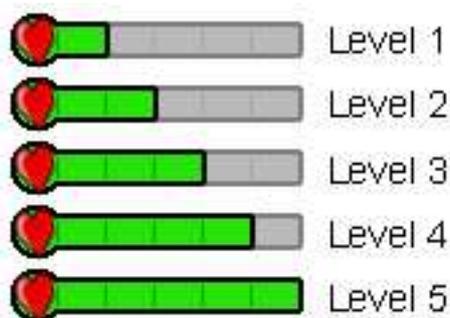
3.1 H.U.D. OVERVIEW



Wherever possible the pony's stats (plus its custom name and the number of coins earned so far, will be displayed on the top screen, so the player can constantly monitor how their pony is faring and react instantly to any problems.

3.2 STATISTIC METERS

Each statistic is represented by a simple bar-like meter which starts at a lowly 'level 1'. By feeding, cleaning and training the pony (as explained later) each stat can be 'upgraded' to a higher level, eventually reach a maximum level of 5:



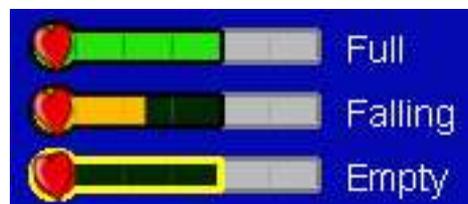
Each stat has in-game elements that contribute to it (the status of each can be reviewed using the PDA, as described in [Section 8](#)):

- **Food** – Water, Bulk Feed & Hard Feed
- **Care** – Grooming, Washing, Hoof Care & Stable Cleaning
- **Skill** – Show Jumping Training, Dressage Training & Polo Hoops Training
- **Love** – Food/Care/Skill, Petting & Feeding Treats

Each time the player moves to a new location (e.g. from the main map to the Feed Shop) or performs a task (e.g. uses the tack shed menu or grooms their pony) a unit of 'game time' time is assumed to have passed.

And as game time passes, each of the aforementioned elements diminishes (e.g. water and food is consumed, the pony and its stable get dirtier, the dressage training is forgotten, etc) and the player must periodically replenish them – in the case of Food, for example, by buying necessary supplies from the Feed Shop, going to the Stables and then performing the feeding/watering tasks. There will be clear indicators highlighting which elements are 'low' and need attention.

If any element falls to zero (e.g. the water runs out) then the corresponding stat bar rapidly diminishing, maybe pulsing and beeping occasionally to alert the player that a matter needs their attention:



- **Meter Full** – In this example, the Love stat is at Level 3. All its contributing elements are above zero, so the meter is full and a healthy green colour.
- **Meter Half-Full** – One of the stat's elements has hit zero, so now the stat bar starts to decrease and its colour changes from green to yellow to orange and then eventually to red. Every so often the meter's outline pulses and a warning tone sounds, and these alerts increase in frequency the lower the bar gets.
- **Meter Empty** – When the stat reaches the bottom, the meter outline constantly pulses accompanied by a warning tone to hammer home to the player that their pony is now in serious trouble!

If the player replenishes the depleted element then the stat bar will stop falling and start to climb back to its maximum value. However, if the bar falls to zero then the pony will fall sick and the player will be penalised in several ways:

- A character will appear and admonish the player for their slackness.

- The player's pony will become stable-bound and cannot be petted, ridden, trained or entered into contests (although it must still be fed and cared for).
- The pony will look visibly ill on-screen, swaying listlessly and paying little attention to the player.
- The player must visit Jenny and pay a steep cost for some medicine to cure the pony.

3.3 UPGRADING STATISTICS

The benefits of upgrading each stat are three-fold:

- The stat takes longer to fall to zero if a contributing element has run out, so the player has more time to react before calamity strikes.
- The player can gain satisfaction from maxxing out each stat and becoming a 'super trainer'.
- The availability of missions and items is triggered by the player meeting certain hidden criteria (for instance, a stat reaching a certain level).

NOTE: Although the concept of 'experience points' is discussed below, the precise mechanics of upgrading will be obscured from the player – although there will be fun audio-visual feedback so that the player knows broadly if they're doing well or badly, they will not be bombarded by numbers and figures! The terms used are simply to explain how the game engine will handle the player's input.

Essentially, stats will upgrade via a simple RPG-style system. To upgrade a stat to its next level the player will need to earn a specific number of experience points (XP) by performing the contributing element tasks. To take the Food stat as an example: every time the player gives the pony water, bulk feed or hard feed they earn XP, as represented by sparkles rising off the pony and flying up into the Food meter bar - the more sparkles and icons there are, the better the player's efforts were.

To encourage players not to 'overfeed' their pony they get more XP/sparkles depending on how much water/feed they're able to add the current receptacle – e.g. if the water bucket can hold a maximum of 4 units of fluid, then topping it up with less than 1 unit of water (because it's already quite full) earns 1 XP, topping it up with between 1 and 2 units of water earns 2 XP, between 2 and 3 units earns 4 XP, and with more than 3 units (i.e. it's almost empty) earns 7 XP.

Of course, there's a risk – if the water bucket drops to zero units (i.e. it's empty) then the player will lose XP (either a fixed penalty amount or a 'drip loss' the longer they leave the pony thirsty) and, of course, the Food meter will start to fall too.

Once the player has accumulated the target total XP then the stat is automatically upgraded to the next level – for instance, Jenny might appear and say "Hey, you're doing a great job feeding and watering your pony!" and then, with a flash of SFX, the player sees the Food meter increase.

Helpful Equipment

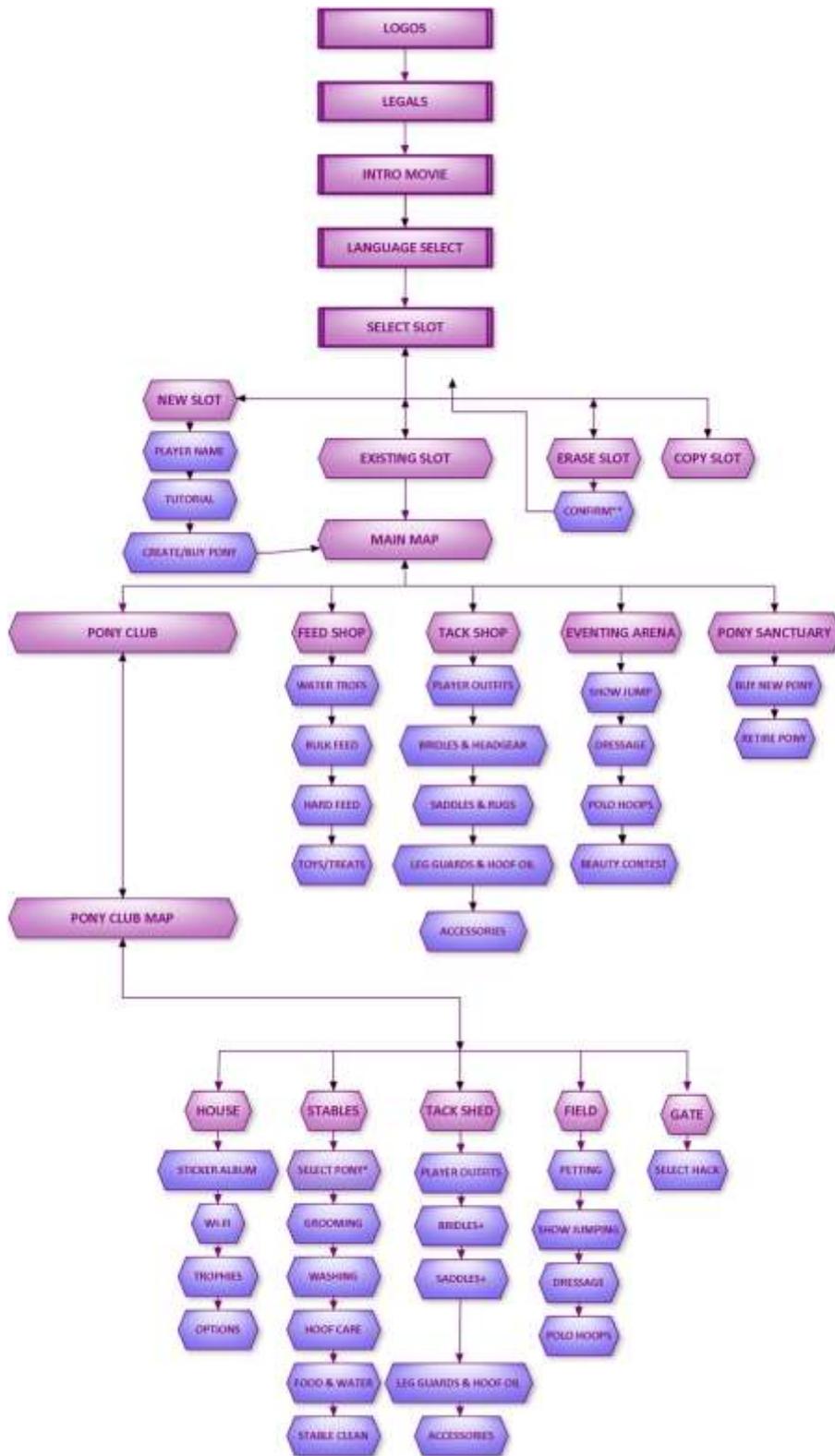
The plan is to feature certain items that, once bought, assist the player in their care tasks. For example, if the player buys a water trough to replace the basic bucket, this will hold 8 units of fluid (i.e. double the capacity of the bucket). Not only does this mean it needs filling half as often, it also offers the player the chance to earn more XP – e.g. if the player tops it up with between 4 and 5 units of water they earn 11 XP, with between 5 and 6 units of water they earn 16 XP, and so on.

3.4 PONY BONDING

As the pony's Love rating increases it will grow more emotionally attached to the player's character. This will exhibit itself in several ways:

- When the player's avatar and the pony are displayed together on-screen – At first the pony will seem distracted and disinterested in the player, but later in the game the pony will be seen interacting with the avatar, nuzzling and playfully nudging them.
- During petting – At first it may take several whistles to call the pony over to the fence and it might wander off during petting, but later one just one whistle will be enough and it'll stay at the fence until the player decides they've finished.

4 FLOW OVERVIEW



*If more than one Pony has been created.

5 STARTING PLAY

When the player starts the game, the flow is as follows:

Screen 1 – Language Select (if needed)

This will consist of a simple 'flag select' screen; i.e. the player taps on their country's flag to make their language selection.

Screen 2 – Legals

Ubisoft splash, Hotgen Splash, Codec Splash, legal info splash. These screens will need to remain on screen for 5 seconds each. None of them should be skippable.

Screen 3 – Welcome Screen

Simple welcome screen with a 'Touch screen to start!' message. The player can either touch the screen or press START to continue.

Screen 4 – Game Select Screen



Top (2D) – Shows the game's title screen.

Bottom (2D) – Shows multiple Save Game Slots (identified with the player's name, pony names and number of trophies, stickers and pony cards found; the numbers of slots will depend on the amount of battery ROM), an 'Erase' button and an 'Copy' button. Tapping on them does the following...

- **Occupied Slot** – The player is asked if they want to continue the game, and they make their choice by tapping on confirm/cancel icons (as used later in the game).
- **Empty Slot** – Starts a new game, as outlined below.
- **'Erase' button** – Once selected, the player then taps on the Occupied Slot they want to delete; there's a warning 'Are you sure?'-style prompt before slot is cleared.
- **'Copy' button** – Once selected, the player then taps on the Occupied Slot they want to copy, then on an Empty Slot; the game file is then copied over.

Screen 5 – Starting a New Game Part 1: Inputting Name



Top (2D) – Shows the game’s title screen, overlaid with the player’s name (which appears as it’s typed in).

Bottom (2D) – A simple text-entry screen. The player taps on keys to input the name, and then on the ENTER key to confirm it.

Screen 5 – Starting a New Game Part 2: Changing Outfit



Top (3D) – Shows the player standing in the farm yard. As the player selects an outfit on the bottom screen, it changes here too.

Bottom (2D) – The outfits available are displayed on a 3x2 grid. A single tap highlights an outfit and changes the avatar on the top screen accordingly; a second tap takes the player to the Part 3 below.

Screen 5 – Starting a New Game Part 3: Pony Selection



Top (3D) – Shows the pony currently selected standing in the field at the Pony Sanctuary. The pony's price is also displayed, as is the player's starting money (currently 1000 coins). Note that more elaborate-looking ponies cost more.

Bottom (2D) – The pre-created ponies available are displayed on a 3x2 grid along with their prices. A single tap highlights a pony and make its 3D image appear on the top screen; a second tap takes the player to the Confirm Selection screen below. Touching the '?' horse head icon takes the player to the Create Custom Pony section below.

Screen 5 – Starting a New Game Part 4a: Create Custom Pony



Top (3D) – Shows the pony standing in a field at the Pony Sanctuary. As the player makes selections, the pony changes in look to reflect the choices.

Bottom (2D) – A simple schematic of a generic pony is shown. The player taps on body parts to highlight them (and bring up help text) and again to go to the various Selection screens outlined below. Once the player has finished customising the pony they click on the 'Confirm' icon – they are then taken to the Enter Name screen below.

The areas of pony that can be customised are:

- **Mane** – change Style and Colour
- **Muzzle** – change Colour
- **Face** – change Marking & Colour
- **Body** – change Pattern, Body Colour and Pattern Colour
- **Legs** – change Pattern & Colour
- **Tail** – change Style and Colour

Screen 5 – Starting a New Game Part 4b: Custom Style/Marking/Pattern Selection



Top (3D) – Shows the pony standing in a field at the Pony Sanctuary, zoomed in on the area being changed. As the player makes selections, the pony changes in look to reflect the choices.

Bottom (2D) – The player makes selections by tapping on a 3x2 grid. If there are more items than can fit on one screen, touchable arrows appear that make more grids appear. A single touch highlights the panel, makes descriptive text appear in the help bar, and alters the look of the pony on the top screen; a second tap confirms the style as the one to be used. Confirmed styles are indicated by a highlight (here by the panel changing colour and a tick). Touching the 'Color' icon swaps to the Custom Colour Selection screen below.

Screen 5 – Starting a New Game Part 4c: Custom Color Selection



Top (3D) – Shows the pony standing in a field at the Pony Sanctuary, zoomed in on the area being changed. As the player makes selections, the pony changes in colour to reflect the choices.

Bottom (2D) – Similarly to the previous screen, the player makes selections by tapping on a 3x2 grid. If there are more colours than can fit on one screen, touchable arrows appear that can be used to make more grids appear. A single touch highlights the panel, makes descriptive text appear in the help bar, and alters the look of the pony on the top screen; a second tap confirms the style as the one to be used. Confirmed styles are indicated by a highlight (here by the panel changing colour and a tick). Touching the 'Style' icon swaps to the Custom Style/Marking/Pattern Selection screen above.

Screen 5 – Starting a New Game Part 4d: Custom Leg Selection (Special Case)



Top (3D) – Shows the pony standing in a field at the Pony Sanctuary, zoomed in on the legs. As the player makes selections, the pony changes in look to reflect the choice.

Bottom (2D) – Functionally this screen is very similar to the two above. However, it has a couple of important differences. First, there are four 'hoof' icons (each corresponding to one of the pony's legs) that can be toggled between 'active' and 'inactive' with a touch of the stylus; any changes made to the pattern and/or colour only affect the active legs. Second, to make space for the hoof icons the grid is reduced to 2x2.

Screen 5 – Starting a New Game Part 5: Confirm Pony Selection



Top (3D) – Shows the pony currently selected standing in the field at the Pony Sanctuary. The pony's price is also displayed, as is the player's starting money (currently 1000 coins).

Bottom (2D) – The owner of the Pony Sanctuary appears and asks the player if they're sure they want to buy the pony. The player taps on the relevant icon to confirm or cancel the purchase.

Screen 5 – Starting a New Game Part 6: Enter Name

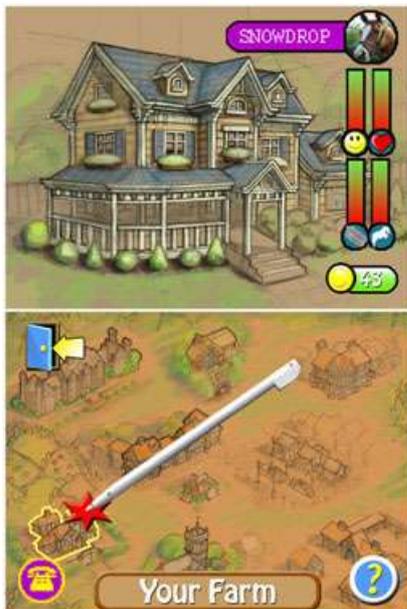


Top (3D) – Shows the pony just bought standing in a field at the Pony Sanctuary. As the name is entered, it also appears under the pony in the text bar.

Bottom (2D) – A simple text-entry screen. If the pony was pre-created, its name appears by default and can be edited if the player wishes. If the pony is custom the player inputs the name from scratch. In either case the player touches the ENTER key to confirm the name; the pony is now owned by the player and the game proper begins.

6 MAP SCREEN

All the key locations in Mareham are selectable via this simple 'map screen':



Top (3D) – Shows the currently-highlighted location, overlaid with the pony's stats.

Bottom (2D) – The locations are shown separated from each other and clear in function, so there's no confusion as to what is and isn't selectable. Tapping on a location highlights it, makes descriptive text appear in the help bar, and shows a close-up of the location on the top-screen; a second tap takes the player to the location. Note that there is no 'Back' icon on this screen.

7 LOCATIONS

7.1 PLAYER'S PONY CLUB

This is the player's 'base' and is made up of five sub-locations, namely...

- House
- Stables
- Tack Shed
- Field
- Gate



Top (3D) – Shows the pony, its rider and the stats against a yard backdrop. If the player hasn't selected a pony yet then just the rider is shown.

Bottom (2D) – The buildings are shown separated from each other and clear in function, so there's no confusion as to what is and isn't selectable. Tapping on a building highlights it and makes descriptive text appear in the help bar; a second tap takes the player to the location (outlined below).

Tapping on the 'Back' icon goes to the World Map.

7.1.1 HOUSE

Here is where all the progress and book-keeping options are kept, namely:

- Sticker collection – represented by a scrapbook/album.
- Pony Cards collection – represented by a small stack of card protector sheets.
- Trophy collection – represented by a trophy in the background.
- Trade stickers & Pony Cards – accessed via a laptop.
- Game options – also accessed via a laptop.

Screen 1 – Option Selection



Top (3D) – Displays the pony and rider standing in front of the house, overlaid with the pony's stats.

Bottom (2D) – Shows the player's desk, littered with objects that can be tapped on, causing them to highlight and help text appear in a bar at the bottom of the screen; a second tap takes the player to the corresponding option screen. Tapping on 'Back' takes the player to the Pony Club map.

Screen 2 – Sticker Album



Top (2D) – Displays a hi-res close-up version of the currently selected sticker, with a plaque indicating the sticker's name.

Bottom (2D) – Shows the album open to the first spread. The player can change pages by touching the arrows on the left and right of the screen (a counter in the top-right of the screen shows which spread the player is currently looking at). The player can tap on a sticker to see its animal's name in the help bar.

Screen 3 – Pony Cards Album



Top (2D) – Shows a close-up picture of the currently-selected Pony Card.

Bottom (2D) – Shows the first sheet of card protectors. The player can change sheets by touching the arrows on the left and right of the screen (a counter in the top-right of the screen shows which sheet the player is currently looking at). The player touches a Card to see it in more detail on the top screen. Cards yet to be won are shown as mysterious '?' empty holes.

Screen 4 – Trading Ponies, Stickers & Cards

This options lets players link wirelessly with another player and trade ponies, stickers and/or cards. This complicated area is explained in detail in [Section 13](#).

Screen 5 – Trophies



Top (3D) – Shows a close-up of the currently-selected cup, slowly rotating in 3D space.

Bottom (2D) – Shows the trophy cabinet up-close. If the player taps on a cup the help bar displays the name of the contest in which it was win. Cups yet to be won are shown as a mysterious outline shape with a '?' inside, encouraging the player to play more and collect it.

Screen 6 – Options

This will be a simple menu screen, similar to those above, with touchable icons and slider bars allowing the player to:

- Reduce Music Volume
- Reduce SFX Volume

7.1.2 STABLES

The stables can hold multiple ponies (battery ROM permitting). Once a pony is selected, a range of options become available...

- Grooming
- Washing
- Hoof Care
- Feeding & Watering
- Cleaning Stables

Screen 1 – Pony Selection

(NOTE: If the player only has one pony, this screen will be bypassed.)



Top (3D) – When the player comes to this screen it shows either the currently selected pony or, if this is the first visit this play session, an empty stable forecourt. As the player taps on ponies below, the avatar leads the old pony off-screen and the new one on.

Bottom (2D) – Shows a name slate hanging from a stable wall or door. A single tap on a pony's name displays the pony and its stats on the top screen. A second tap takes the player to Screen 2 (if it's the pony currently selected) or brings up a 'Change pony? Y/N'-style confirm screen if it's not. The currently-selected pony is indicated at all times with an underlining of the name and some sort of stall decoration (here, a rosette). Tapping on the 'Back' icon returns to the Pony Club.

Screen 2 – Task Selection

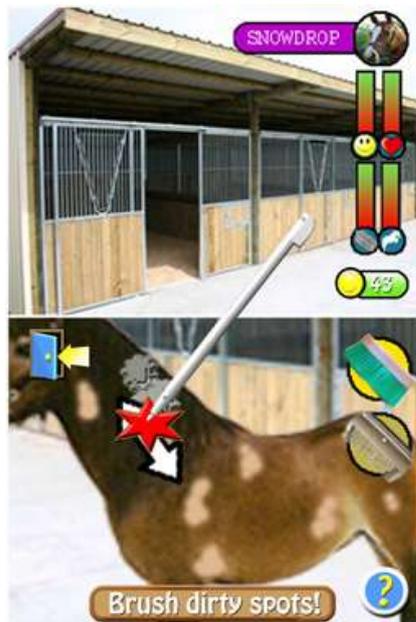


Top (3D) – Shows the currently selected pony, its stats and the player's avatar, standing in the stable forecourt.

Bottom (2D) – The care equipment (food sacks and water buckets to show feeding, pitchfork and bucket to represent cleaning, etc) is shown (note that items will be grouped more 'obviously' than shown here, and in a more rustic setting). Tapping on an item highlights it and makes descriptive text appear in the help bar; a second tap brings up Screen 3 (below).

Tapping on the 'Back' icon returns to Screen 1.

Screen 3a – Grooming



Top (2D) – Shows an image of the stables overlaid with the pony's stats.

Bottom (3D) – The view slowly rotates 360-degrees under the game's control around the pony's body. The player's task is to brush out visible dirt spots as they pass by (by rubbing with the stylus) – if the player doesn't clear them before they pass out of sight then their overall 'Clean %' decreases. The game feedbacks to the player visually (if the player is rubbing a dirt spot, clouds of dust rise up) and aurally (the scrubbing noise is louder and coarser when rubbing dirt).

Difficulty Progression – At first the player only has the brush to worry about, which is used to clean the body. Later, a comb is introduced which is used to take dirt and tangles out of the mane and tail. Thus, as the pony rotates, the player must swap between the two to deal with each area as it appears. In addition the amount of dirt increases, making it tougher to catch all the dirt before it disappears 'out of view'.

Rewards: The better the player cleans, the more money they earn. It also impacts on the pony's Care and (indirectly) Love stats.

Screen 3b – Washing Part 1: Applying shampoo



Top (2D) – Shows an image of the stables overlaid with the pony's stats.

Bottom (3D) – The view slowly rotates 360-degrees under the game's control around the pony's body. The player's task is to sponge down as much of the pony as they can (by rubbing with the stylus) – their reward depends upon how much of the pony they cover. The sponge slowly runs dry as indicated by the foam bubbles decreasing in size (thus reducing coverage) before eventually disappearing full stop, so the player must drag n' drop the sponge onto the bucket to replenish it.

Difficulty Progression – At first the player only has one sponge, which is used to clean the body. Later, a second sponge is introduced which is used on the mane and tail. Thus, as the pony rotates, the player must swap between the two to deal with each area as it appears.

Screen 3b – Washing Part 2: Hosing down



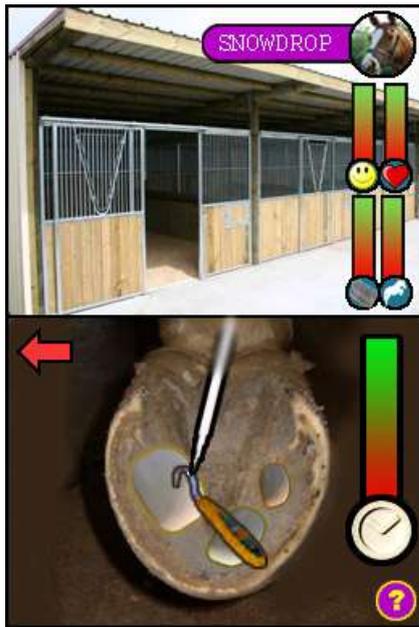
Top (2D) – Shows an image of the stables overlaid with the pony's stats.

Bottom (3D) – The view slowly rotates 360-degrees under the game's control around the pony's body. The player drags the stylus over the pony to aim a water hose, 'knocking off' foam bubbles as they go, and their task is remove as much of the shampoo as they can – their reward depends upon how much they remove.

Difficulty Progression – As the game progresses, the speed of the pony rotating gradually increases (and eventually tops out)

Rewards: The faster the players washes their pony, the more money they earn. It also impacts on the pony's Care and (indirectly) Love stats.

Screen 3c – Hoof Care: Cleaning The Hoof



Top (2D) – Shows an image of the stables overlaid with the pony's stats.

Bottom (3D) – Shows a close-up view of a pony's hoof. Stones of varying shapes and sizes are shown lodged in the hoof. The player must tackle the stones one by one, dragging a hoof pick icon and scraping stones out, some of the stones are harder to get out than others. The stones will visibly become looser the more the player chips away.

Difficulty Progression – As the game progresses, the number of stones increase they will become more complicated to remove, and will start to overlay each other, forcing the player to remove the top ones before the ones underneath. If the player misses the stones, the horse will begin to get irritated and move its hoof away, the more irritated the horse becomes the further its hoof will move away. This mode will be restricted in time and have a gauge associated with it.

Rewards: The faster the player works, the more money they earn. It also impacts on the pony's Care and (indirectly) Love stats.

Screen 3d – Feeding & Watering Part 1: Selecting Food & Water Type



Top (3D) – Shows the currently selected pony, its stats and the player's avatar, standing in the stable.

Bottom (2D) – Bulk feed, mixed feed and water equipment is shown (note that items will be grouped more 'obviously' than here). Tapping on an item highlights it and makes descriptive text appear in the help bar; a second tap brings up Screen 2 (below).

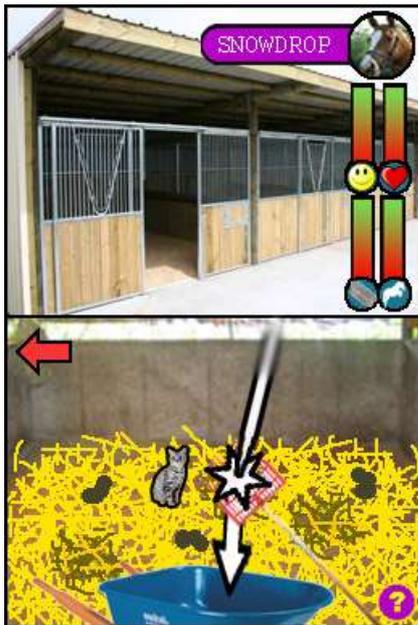
Screen 3d – Feeding & Watering Part 2: Selecting Items



Top (3D) – Shows the currently selected pony, its stats and the player’s avatar, standing in the stable. As the player selects items on the touch screen, the avatar will perform appropriate animations, i.e. bending over the manger to add food.

Bottom (2D) – The food/water items are shown on a 1x3 grid menu, with the quantity owned indicated. Tapping on an item once highlights it and brings up its name in the help bar; a second tap selects it.

Screen 3e – Stables Cleaning Part 1: Removing Dirt

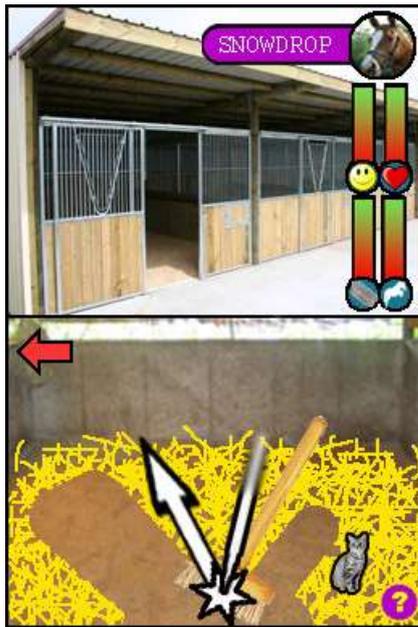


Top (2D) – Shows an image of the stables overlaid with the pony’s stats.

Bottom (3D) – The stable stall is shown with a wheelbarrow at the bottom. The player’s task is to drag and drop a fork icon to carry the droppings and clumps of dirty straw littering the floor into the wheelbarrow. If the player drags the stylus across a cat it will have got ‘between the player’s feet’, making them drop whatever they’re carrying and returning it to its original position.

Difficulty Progression – As the game progresses the dirt increases. Also, at first there will be no cats to worry about – they will be introduced gradually. Also, initially cats will be stationary but later start to wander about, creating moving hazards.

Screen 3e – Stables Cleaning Part 2: Brushing Straw



Top (2D) – Shows an image of the stables overlaid with the pony's stats.

Bottom (3D) – The stable stall is shown, its floor covered with straw. The player's task is to use the stylus to brush the straw from the centre of the room to the walls (whereupon it disappears). If the player drags the stylus across a cat it will have got 'between the player's feet', and the brush will flash and be briefly unusable, losing time.

Difficulty Progression – At first there will be no cats to worry about; they will be introduced gradually. Also, initially the cats will move slowly but later they'll occasionally dart about, making them harder to avoid.

Screen 3e – Stables Cleaning Part 3: Replacing Straw



Top (2D) – Shows an image of the stables overlaid with the pony's stats.

Bottom – The bare-floored stable is shown, with a straw bale at bottom-centre of the screen. The player drags n' drops clumps of straw from the bale and onto the floor, aiming to cover it all with fresh straw. Again, cats must be avoided to avoid time penalties.

Difficulty Progression – The number of cats will increase and their behaviour will evolve, as outlined previously.

Rewards: The faster the player cleans the stables, the more money they earn. It also impacts on the pony's Care and (indirectly) Love stats.

7.1.3 TACK SHED

In the tack shed the player change their outfit and the equipment worn by their pony. Planned classes are...

- Outfits (for the player's avatar)
- Bridles
- Saddles
- Leg Guards
- Accessories Box – This is a sub-menu accessed from the main tack selection screen, leading to...
 - Hoof oils
 - Bows (for the mane)
 - Ribbons (for the tail)
 - Hair dyes (to colour the mane and tail)
 - Quarter Marks

Screen 1 – Tack Selection



Top (3D) – Shows the player's avatar and their selected pony with the stable forecourt backdrop. The pony's name and stats are also displayed. When the player arrives at this screen, the default set-up will be whatever the player selected on their previous visit.

Bottom (2D) – Tack is shown arranged against the stable wall (note that items will be grouped more 'obviously' than shown here). Tapping on any item highlights it and makes descriptive text appear in the help bar; a second tap brings up Screen 2 below (unless it's the Accessories box, in which case the player goes to Screen 1a below). Tapping on the 'Back' icon returns to the Pony Club map.

Screen 1a – Accessory Selection

Functionally this is identical to the above screen. The only key differences are that (a) the bottom screen shows the open accessory box and all the item classes (ribbons, bows, etc) arranged into easily-clickable graphics (e.g. the ribbons draped over the side of the box, the oils arranged on the lid, etc) and (b) that tapping on the 'Back' icon takes the player back to Screen 1.

Screen 2 – Item Selection



Top (3D) – The camera zooms in on the relevant area of the pony or the avatar to show the outfit or tack being changed.

Bottom (2D) – The tack is shown on a 2x3 grid menu (not 4x3 as shown). The item currently worn is indicated (here by a coloured panel and tick). To view an item, the player taps on its panel once (the top screen changes and descriptive text appears in the help bar; tapping on the panel a second time confirms it as the item worn from now on. Items yet to be bought are shown as tantalising '?' icons.

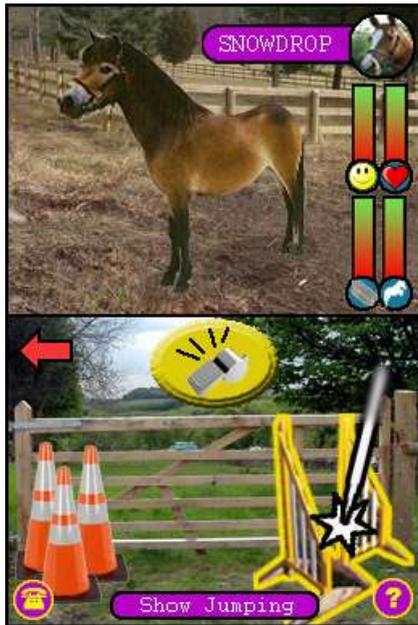
Tapping on the 'Back' icon returns to Screen 1.

7.1.4 FIELD

In the field the player can pet and play with their pony and train it so that it's ready to compete in events at the Pony Club, namely...

- Show jumping
- Dressage
- Polo Hoops

Screen 1 – Event Selection



Top (3D) – Shows the pony running around playing in the field, along with its stats.

Bottom (2D) – Equipment relating to each event (e.g. stacked fence poles for show jumping) is shown grouped around the field gate. Tapping on an equipment group highlights it and makes descriptive text appear in the help bar; a second tap takes the player to the event (below). If the player wants to just pet their pony, they can either tap on the 'whistle' icon or physically whistle into the microphone. Tapping on the 'Back' icon returns to the Pony Club map.

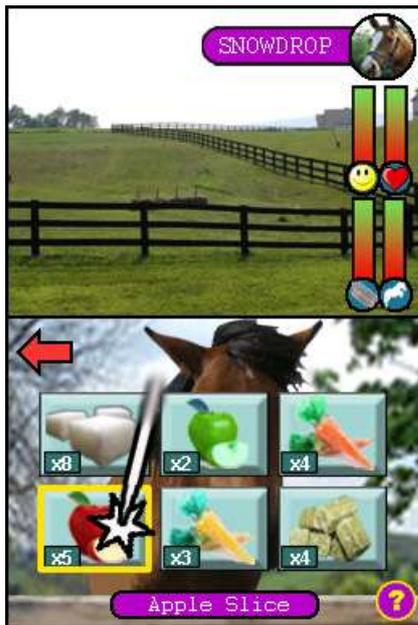
Screen 2a – Petting Pony



Top (2D) – Shows the field location, overlaid with the pony's stats.

Bottom (3D) – The pony is shown close-up, looking over the field's fence. By rubbing their hand over the pony the player can pet and pat it. Depending upon where it's being rubbed the pony will have a range of context-based reactions – showing pleasure if it's being stroked gently and along the fur grain, annoyance if it's rubbed too vigorously or on sensitive areas such as the eyes or nose (see [Section 10](#) for more details). tapping on the small rucksack icon in the top-right icon takes the player to the Treats selection screen (below).

Screen 2b – Selecting Treats



Top (2D) – Shows the field location, overlaid with the pony's stats.

Bottom (3D) – The treats are shown on a 2x3 grid menu, with the quantity owned indicated in each panel. Tapping on an item's panel highlights it and makes descriptive text appear in the help bar; tapping on it takes the player to Screen 2c below.

Screen 2c – Using Treats



Top (2D) – Shows the field location, overlaid with the pony's stats.

Bottom (3D) – Treats appear on-screen and can then be dragged to the pony's mouth. The pony will then automatically eat them.

Screen 3a – Show Jumping Training



Top (3D) – The pony and rider are shown travelling around the course (the view would be more side-on and raised than here). A coloured ‘track’ indicates whether the player needs to trot, canter or gallop. A speed meter also indicates the target speed, and a sliding bar indicates the pony’s actual speed. There’s also a timer.

Bottom (2D) – The player drags a ball back and forth along a bar, with the motion’s rhythm correlating to the pony’s speed as indicated by a fluctuating small bar (the higher it rises, the faster the pony is moving). As the pony goes around the course, the player must change rhythm to keep their pony’s speed in the ‘target zone’ (indicated here by a red box on the speed bar). If the

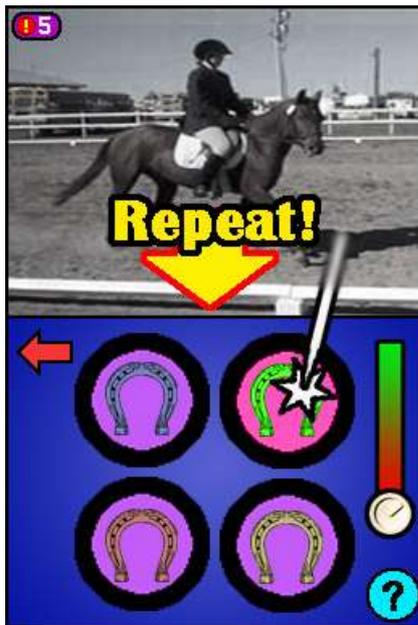
player goes too fast for too long they risk being thrown at a turn and losing time; if they go too slowly the pony might refuse to jump the next fence.

When a jump approaches the word ‘JUMP!’ flashes on both screens – the player then shouts into the MIC or taps on the JUMP icon to make the pony jump. If the player reacts too soon or too late, they risk knocking poles off the fence and receiving time penalties.

Difficulty Progression – As the game progresses the course get more complicated (and therefore require more speed changes) and the number of jumps increase. Also, as the jumps get higher the precision with which the player needs to time their jumps increases.

Rewards: The faster the player completes the course, the more money they earn. The pony’s Skill and (indirectly) Love stats also increase.

Screen 3b – Dressage Training (explained in more detail in [Section 11](#))



Top (3D) – The pony and rider are shown performing in the arena, with the camera switching automatically between different dynamic views. A counter records points earned from successfully completing moves, and an indicator flashes on-screen directing the player when to watch the touch screen or enter their moves.

Bottom (2D) – At key points the action freezes and the player is directed to watch the hoof buttons flash in a short sequence. The player is then asked to tap the buttons and repeat the sequence in a time limit – if they get it right the pony is seen performing the move and a ‘success’ jingle plays; if they get it wrong they see the pony stumble or rear a little, a ‘failure’ bleep plays and penalty points are added to the score.

Difficulty Progression – As the game progresses the watch/repeat sequences get longer and appear more frequently.

Rewards: The fewer penalty points the player receives, the more money they earn. The pony’s Skill and (indirectly) Love stats also increase.

Screen 3c – Polo Hoops Training

In polo hoops the player’s aim is to ride around a course and, using a mallet, knock their ball through hoops. The hoops are numbered and must be passed in sequence.

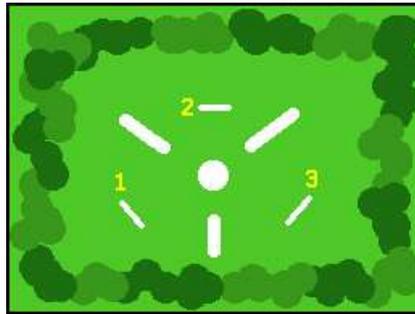


Top (2D) – An overhead view of the course is shown, along with the pony’s position and those of the hoops (which are numbered). There’s also a counter that measures the number of shots taken.

Bottom (3D) – The action is viewed behind and slightly above the pony and rider. A dotted line indicates the potential path of the ball. The player can rotate the view by tapping on the arrow icons. To take a shot, the player ‘flicks’ the stylus up the middle of the screen (mirroring the swinging motion of the mallet) – the further and faster the stylus moves, the further the ball will go.

Once the shot has been made the view transitions to show the pony behind the ball again, ready and lined up with the next hoop in sequence.

Difficulty Progression – As the game progresses the courses get more complex with more hoops to navigate around. In addition, thick metal pegs/drums and low barrier walls appear that will deflect the ball if struck and must be navigated around (or even used to 'bounce' the ball into advantageous positions. For example:



Rewards: The fewer shots the player takes, the more money they earn. The pony's Skill and (indirectly) Love stats also increase.

7.1.5 GATE

From the gate player can embark on cross-country hacks with their selected pony. As the game progresses new hack paths will appear, so there's always something new to see.

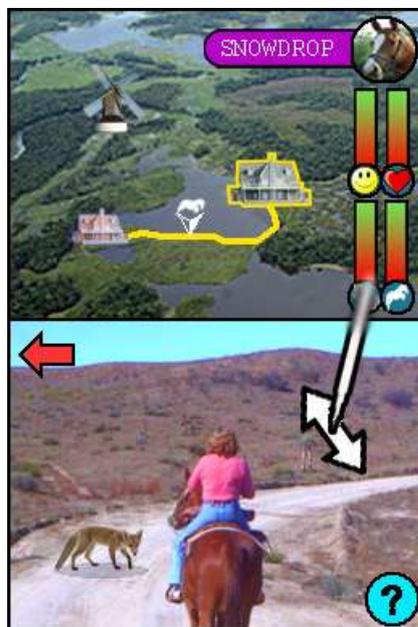
Screen 1 – Hack Selection



Top (3D) – The pony and rider are shown waiting at the gate, along with the pony's stats.

Bottom (2D) – Icon-style locations are shown on an aerial view of the countryside around the farm. Tapping on a location highlights it, shows the route to the location from the farm, and makes descriptive text appear in the help bar; a second tap starts the hack. Tapping on the 'Back' icon returns to the Pony Club map.

Screen 2 – On The Hack



Top (2D) – The player's progress is shown with an icon moving along the map. The pony's stats are shown overlaid.

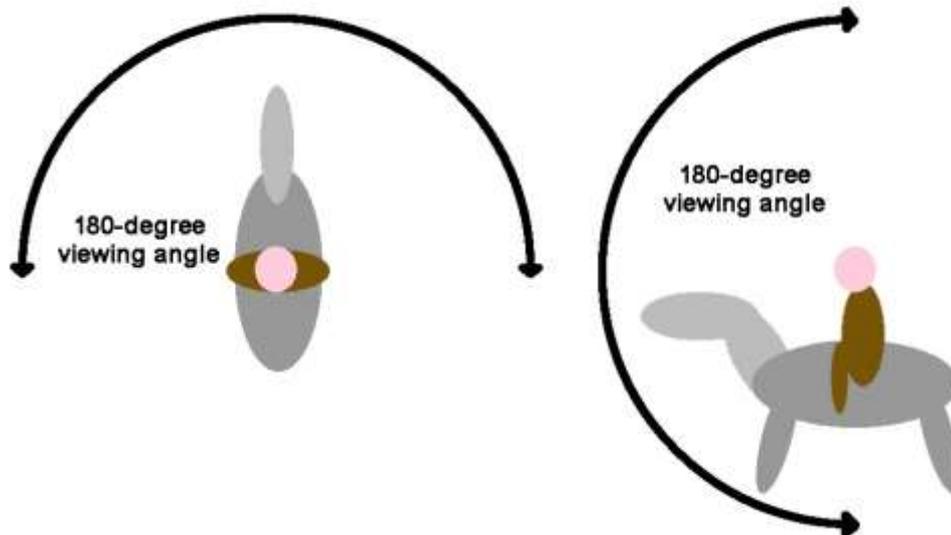
Bottom (3D) – The pony and rider are seen from a third-person rear view, to give a good view of the track lying ahead. By dragging the stylus across the touch screen the player can move the viewpoint around the player's avatar (see below). Every so often animals will pop into view, which can be tapped on and 'collected' (see Screen 3 below). Tapping on the 'Back' icon

returns the player Screen 1 after an 'Are you sure? Y/N' check, while tapping on the '?' icon pauses the game and brings up 'How to Play' advice.

Difficulty Progression – As the game progresses more hacks become available that feature animals that move around at varying speeds, making them tougher to tap on.

Rewards: Finding new stickers is the main reward.

Viewpoint Notes: As mentioned above the player can look around by dragging the stylus across the touch screen, with the viewpoint pivoting around the head of the player's avatar. The range of movement is limited as follows:



Screen 3a – ‘Collecting’ an Animal



Top (2D) – A camera shutter sounds, the screen flashes, and a close-up of the animal's sticker appears for approximately a second. The message "You got a NEW sticker!" (or just "You got a sticker!" if the player's previously caught the animal) appears, along with the sticker's name.

Bottom (3D) – The animal touched is briefly highlighted (to indicate it's been 'caught') but the hack continues uninterrupted. There's the whining sound of a flash recharging – the player cannot catch another animal until the recharge has finished.

Screen 3b – Filling the Album



Top (2D) – The sticker album appears, and with a flash of sparkles the sticker appears in its designated slot (if the sticker's already been found, the number counter ratchets up with a flash). The album then disappears to be replaced by the normal progress map.

Bottom (3D) – The whining sound of a flash recharging ends to coincide with the album disappearing; the player can now try to catch another animal.

7.2 FEED SHOP

The player can buy all food and drink related items here, classed as follows...

- Drink-related
- Bulk Feed
- Mixed Feed
- Edible Treats

Screen 1 – Feed Selection



Top (3D) – The pony and rider are shown waiting outside the shop, along with the pony's stats.

Bottom (2D) – The tack is shown arranged around the shop. Tapping on an item highlights it and makes descriptive text appear in the help bar; a second tap brings up Screen 2 (below).

Tapping on the 'Back' icon returns to the World Map.

Screen 2 – Item Selection



Top (3D) – The item currently selected is shown slowly rotating in 3D. The price is also shown, as are the number the player already owns (for example, the player may buy multiple hay bales).

Bottom (2D) – The food is shown on a 2x3 grid menu. To view an item, the player taps on its panel once (the top screen changes; descriptive text appears in the help bar, and the number already owned is shown; tapping on the panel a second time takes the player to Screen 3 below. Items already bought are shaded out and have no price.

Tapping on the 'Back' icon returns to Screen 1.

Screen 3 – Confirm Purchase



Top (3D) – The item remains in view, as previously on Screen 2 above.

Bottom (2D) – The feed shop owner appears and asks how many items the player wants to buy. Tapping on the up/down buttons increases or decreases the amount. To make their purchase the player taps on their 'Confirm' icon: there's a "ker-ching!" sound and the player's coin total ratchets down to its new value; the item is now available for selection in the Stables. Either way, the player is returned to Screen 2 above.

7.3 TACK SHOP

The player can buy all items that can be worn by either the player or the pony, namely...

- Outfits (for the player's avatar)
- Bridles
- Saddles
- Leg Guards
- Accessories Cabinet/Display – This is a sub-menu accessed from the main tack selection screen, leading to...
 - Hoof oils
 - Bows (for the mane)
 - Ribbons (for the tail)
 - Hair dyes (to colour the mane and tail)
 - Quarter Marks

Screen 1 – Tack Selection



Top (3D) – The pony and rider are shown waiting outside the shop, along with the pony's stats.

Bottom (2D) – Tack is shown arranged around the shop. Tapping on any item highlights it and makes descriptive text appear in the help bar; a second tap brings up Screen 2 below (unless it's the Accessories area, in which case the player goes to Screen 1a below). Tapping on the 'Back' icon returns to the World Map.

Screen 1a – Accessory Selection

Functionally this is identical to the above screen. The only key differences are that (a) the bottom screen shows the Accessory area and all the item classes (ribbons, bows, etc) arranged into easily-clickable graphic groups, and (b) that tapping on the 'Back' icon takes the player back to Screen 1.

Screen 2 – Item Selection



Top (3D) – The camera zooms in on the relevant area of the pony or the avatar to show the outfit or tack currently selected. The price is also shown.

Bottom (2D) – The tack is shown on a 2x3 grid menu (not 4x3 as shown here). To see how an item looks on their pony, the player taps on its panel once (the top screen changes and descriptive text appears in the help bar; tapping on the panel a second time takes the player to Screen 3 below. Items already bought are shaded out and have no price.

Tapping on the 'Back' icon returns to Screen 1.

Screen 3 – Confirm Purchase



Top (3D) – The item remains in view, as previously on Screen 2 above.

Bottom (2D) – The tack shop owner appears and gives a generic 'Are you sure? Y/N' message. If the player taps on 'Y' then there's a "ker-ching!" sound and the player's coin total ratchets down to its new value; the item is now available for selection in the Tack Shed.

Either way, the player is returned to Screen 2 above.

7.4 EVENTING ARENA

Once the player gets their pony's stats (e.g. Skill) to a certain level they can come here to take part in various contests and competitions:

- Show Jumping
- Dressage
- Polo Hoops
- Beauty Contest

Screen 1a – Contest Selection



Top (3D/2D) – Initially the pony and rider are shown waiting outside the Arena, along with the pony's stats. In the background a large notice board mounted on a pole can be seen. However, once the player taps on a flyer this changes to show a close-up.

Bottom (2D) – Available contests are shown as flyers pinned to the Arena's notice board. Clear logos indicate the nature of the contest. Tapping on a flyer once displays it in close-up on the top screen, along with text indicating the prize and the entrance fee; a second tap takes the player to the event.

Screen 1b – Winning Conditions



Top (3D/2D) – Continues to show the flier for the competition being entered.

Bottom (2D) – The judge appears, outlining the winning conditions for the competition. The player then touches the 'Continue' icon to move on.

Screen 2a – Show Jumping

Functionally this will be the same as Show Jumping Training (outlined earlier in [Section 7.1.4: Screen 3a](#)), but the presentation will be different to convey the atmosphere and excitement of the event – the arena will be richer and have a crowd seated around it, which the player will hear react with cheers when they successfully take a fence or gasp when they don't.

In a minor change, the timer HUD will show time remaining and count down to zero (as opposed to training where it counts up from zero). Any jumps knocked over will result in more time being taken off the timer. If the timer drops beyond zero then it will carry on counting but the text will change to red to indicate the contest has been 'failed'.

Screen 2b – Dressage

This will be functionally identical to Dressage Training (outlined earlier in [Section 7.1.4: Screen 3b](#)) and, as with Show Jumping above, the presentation will be different to convey an exciting atmosphere.

In a minor addition, the score HUD will indicate the target the player needs to win the game – for example, at Local Contest level they might need to complete the dressage with 6 or fewer penalty points. Each time the player makes an error, points will be deducted from the counter. If the counter drops to zero or below then the text will change to red to indicate the contest has been 'failed'.

Screen 2c – Polo Hoops

This will be functionally identical to Polo Hoops Training (outlined earlier in [Section 7.1.4: Screen 3c](#)) and, as with Show Jumping above, the presentation will be different to convey an exciting atmosphere.

In a similar manner to the Dressage, the shot HUD will indicate the target that the player needs to equal or come in under to win. As points are scored, the shot counter will drop.

Screen 2d – Beauty Contest Part 1: Changing Outfits



Top (3D) – The pony and rider are shown standing in front of the Arena, with stats overlaid.

Bottom (2D) – A friendly character appears and asks the player if they want to change their tack and/or outfit before entering. If they agree then the Tack Shed (as outlined in [Section 7.1.3](#) earlier) appears – the only point of note is that when the player comes 'Back' out of Shed, they go straight into the contest rather than back to the Farm Yard.

Screen 2d – Beauty Contest Part 2: Judging



Top (3D) – The pony and rider are shown standing on a plinth in front of a crowd. As the judge looks at each area, the camera view dynamically changes to show the part of the pony being judged. The plaque indicates the area being judged, The score so far is also shown.

Bottom (2D) – The beauty contests will be themed (for example, there might be a 'True Blue' contest where the player is expected to dress their pony in blue items). Upon entering the contest, the judge will look at each area of the pony and make good, bad or indifferent comments (randomly selected to give variety) about each area before awarding 1-3 points accordingly (e.g.

in the 'True Blue' contest a blue bridle would get 3 points, a green one might get 2 but a brown one would get 1). The score and comments are intended to give the player feedback on where their weak areas are, so if they score too low and fail then they know what to work on before entering again.

Screen 3 – Post-Event



Top (3D) – If the player won the event, this shows the pony and rider on a plinth in front of a cheering crowd with coloured ticker tape raining down. The pony will be animated to show its pleasure, and the rider will be waving (note: ideally the rider would be sat on the pony). If the player lost the event then the player will be shown standing in front of the Pony Club.

Bottom (2D) – A friendly judge presents the player with a trophy and informs them of their winnings. The player taps on the 'Continue' button to move on. If the player lost then the judge gives some sympathetic and encouraging words (e.g. "Bad luck – you tried hard. Come back and enter again soon.").

7.5 PONY SANCTUARY

Here the player can 'buy' new ponies (by making a donation to the sanctuary) and retire ones they no longer want to care for. The player must always have at least one pony so the option to retire will not be available until two or more ponies are owned. Also, if one of the player's pony falls ill, medicine can be bought from Jenny for a donation.

Screen 1 – Curing Sick Pony Part 1: Offering Medicine

(NOTE: This screen only appears if the player's pony is sick.)



Top (3D) – Shows the pony and rider currently selected standing in a field at the Pony Sanctuary.

Bottom (2D) – The owner of the Pony Sanctuary appears and asks the player if they're sure they want to buy some medicine. If the player touches the 'Confirm' icon then they're taken to the screen below; if they touch the 'Cancel' icon then they go to Screen 2 below.

Screen 1 – Curing Sick Pony Part 2: Medicine applied



Top (3D) – Shows the pony and rider currently selected standing in a field at the Pony Sanctuary. Sparkles and SFX play over the pony to show it being 'healed'.

Bottom (2D) – The owner of the Pony Sanctuary informs the player that their pony is healed and reminds them to watch their stats. Touching the 'Continue' icon takes the player to Screen 2 below.

Screen 2 – Option Selection



Top (3D) – Shows the pony and rider currently selected standing in a field at the Pony Sanctuary.

Bottom (2D) – The Sanctuary is shown with two clearly defined areas, a field with ponies in it (related to buying a new pony) and a large horse box (related to retiring a pony). A single tap highlights the area and brings up descriptive text in the help bar; a second tap takes the player to the relevant option.

Screen 3 – Buying a New Pony Part 1: Pony Selection



(Note: This process is almost identical to the one described earlier in [Section 5](#))

Top (3D) – Shows the pony currently selected standing in the field at the Pony Sanctuary. The pony's price is also displayed, as is the player's starting money (currently 1000 coins). Note that more elaborate-looking ponies cost more.

Bottom (2D) – The pre-created ponies available are displayed on a 3x2 grid along with their prices. A single tap highlights a pony and make its 3D image appear on the top screen; a second tap takes the player to the Confirm Selection screen below. Touching the '?' horse head icon takes the player to the Create Custom Pony section below.

Screen 3 – Buying a New Pony Part 2a: Create Custom Pony



Top (3D) – Shows the pony standing in a field at the Pony Sanctuary. As the player makes selections, the pony changes in look to reflect the choices.

Bottom (2D) – A simple schematic of a generic pony is shown. The player taps on body parts to highlight them (and bring up help text) and again to go to the various Selection screens outlined below. Once the player has finished customising the pony they click on the ‘Confirm’ icon – they are then taken to the Enter Name screen below.

The areas of pony that can be customised are:

- **Mane** – change Style and Colour
- **Muzzle** – change Colour
- **Face** – change Marking & Colour
- **Body** – change Pattern, Body Colour and Pattern Colour
- **Legs** – change Pattern & Colour
- **Tail** – change Style and Colour

Screen 3 – Buying a New Pony Part 2b: Custom Style/Marking/Pattern Selection



Top (3D) – Shows the pony standing in a field at the Pony Sanctuary, zoomed in on the area being changed. As the player makes selections, the pony changes in look to reflect the choices.

Bottom (2D) – The player makes selections by tapping on a 3x2 grid. If there are more items than can fit on one screen, touchable arrows appear that make more grids appear. A single touch highlights the panel, makes descriptive text appear in the help bar, and alters the look of the pony on the top screen; a second tap confirms the style as the one to be used. Confirmed styles are indicated by a highlight (here by the panel changing colour and a tick). Touching the ‘Color’ icon swaps to the Custom Colour Selection screen below.

Screen 3 – Buying a New Pony Part 3c: Custom Color Selection



Top (3D) – Shows the pony standing in a field at the Pony Sanctuary, zoomed in on the area being changed. As the player makes selections, the pony changes in colour to reflect the choices.

Bottom (2D) – Similarly to the previous screen, the player makes selections by tapping on a 3x2 grid. If there are more colours than can fit on one screen, touchable arrows appear that can be used to make more grids appear. A single touch highlights the panel, makes descriptive text appear in the help bar, and alters the look of the pony on the top screen; a second tap confirms the style as the one to be used. Confirmed styles are indicated by a highlight (here by the panel changing colour and a tick). Touching the 'Style' icon swaps to the Custom Style/Marking/Pattern Selection screen above.

Screen 3 – Buying a New Pony Part 3d: Custom Leg Selection (Special Case)



Top (3D) – Shows the pony standing in a field at the Pony Sanctuary, zoomed in on the legs. As the player makes selections, the pony changes in look to reflect the choice.

Bottom (2D) – Functionally this screen is very similar to the two above. However, it has a couple of important differences. First, there are four 'hoof' icons (each corresponding to one of the pony's legs) that can be toggled between 'active' and 'inactive' with a touch of the stylus; any changes made to the pattern and/or colour only affect the active legs. Second, to make space for the hoof icons the grid is reduced to 2x2.

Screen 3 – Buying a New Pony Part 4: Confirm Pony Selection



Top (3D) – Shows the pony currently selected standing in the field at the Pony Sanctuary. The pony's price is also displayed, as is the player's starting money (currently 1000 coins).

Bottom (2D) – The owner of the Pony Sanctuary appears and asks the player if they're sure they want to buy the pony. The player taps on the relevant icon to confirm or cancel the purchase.

Screen 3 – Buying a New Pony Part 5: Enter Name



Top (3D) – Shows the pony just bought standing in a field at the Pony Sanctuary. As the name is entered, it also appears under the pony in the text bar.

Bottom (2D) – A simple text-entry screen that allows the player to input the name from scratch; touching the ENTER key confirms the name. The pony is now owned by the player, and appears in their Stable the next time they visit.

Screen 4 – Retiring a Pony



Top (3D) – Shows the pony and rider currently selected standing in a field at the Pony Sanctuary.

Bottom (2D) – The owner of the Pony Sanctuary appears and asks the player if they're sure they want to retire the pony. The player taps on the relevant icon to confirm or cancel the decision. If the player accepts, they are then taken back to their Stable to select a new pony.

NOTE: The player will have to donate money to the sanctuary to retire their pony, which will decrease as the pony stats increase (i.e. it will cost more to retire a 'poor' horse than a 'good' one). This forces the player to really think about when they retire their pet.

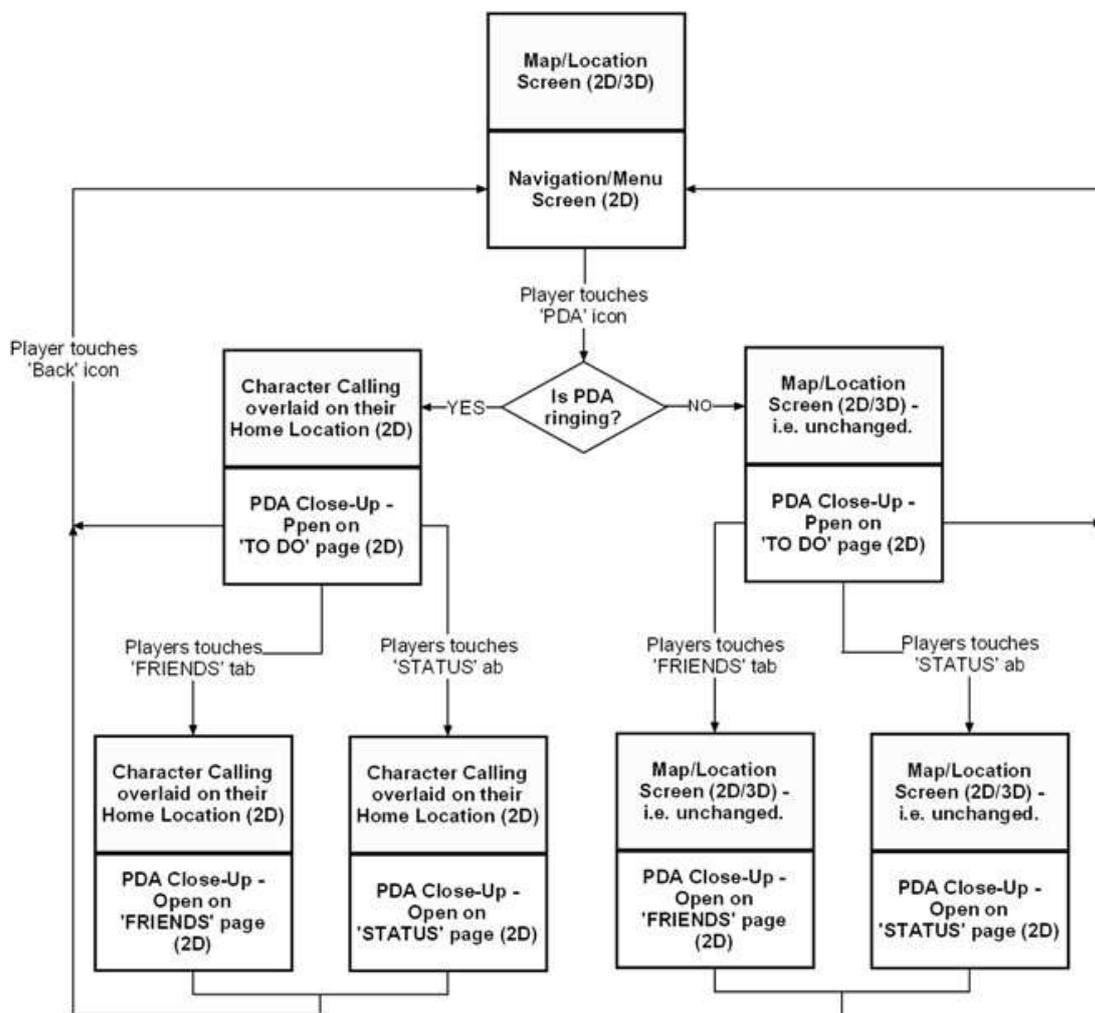
8 PDA USE, MISSIONS & FRIENDSHIP

The PDA has five main roles:

- Informing the player when new missions or tasks become available;
- Providing the player with reminders of what missions/tasks they've completed;
- Listing characters the player has met and their level of mutual Friendship.
- Enabling easy review of the status of stat-related elements.
- Providing intro and outro information when a mission is attempted.

During the course of the game (as triggered by the player performing other tasks/missions and/or getting their pony's stats to a certain level) characters call the player on their cell phone PDA and ask the player to perform tasks or do jobs for them. These missions are then added to the player's 'To Do' list and the player can choose when they want to do them by visiting the relevant location and meeting the character.

8.1 GENERAL PDA USE



8.1.1 ACCESSING THE PDA WHEN NOT RINGING

When on any navigation or menu screens there's a small PDA icon tucked away to in the bottom-left corner of the screen. By tapping on this icon, the screen rapidly fades to transition to a close-up of the PDA's front page – the 'TO DO' display below. By touching the tabs the player can then swap to the 'FRIENDS' and 'STATUS' screens.

Screen 1 – 'TO DO' Display



Top (2D or 3D) – Varies, depending on where the player is.

Bottom (2D) – Displays the PDA on a generic blurred background. The 'TO DO' page of the PDA is shown by default, with tasks listed (the most recent at the top); the text format is '**Location** – Brief task description.'

Completed tasks are in grey, incomplete ones in yellow. If there are too many items to fit on-screen, the player can scroll up and down by dragging a scroll bar or tapping at top/bottom to scroll in screen-size 'chunks'. (Note that the PDA's text window needs to be as wide as possible to avoid problems with international text.)

Tapping on the tab headers takes the player to the screens below, while tapping on the 'BACK' icon returns the player to the original navigation/menu screen.

Screen 2 – 'FRIENDS' Display



Top (2D or 3D) – Varies, depending on where the player is.

Bottom (2D) – The 'FRIENDS' page of the PDA is shown. Characters that the player has met are listed in alphabetic order, showing a thumbnail picture, their name (in bold), their address, and icons indicating their Friendship rating (i.e. how much they like the player). As before, if there are too many contacts to fit on-screen, a scroll bar appears. Tapping on the tab headers takes the player to the screen above and below, while tapping on the BACK icon returns the player to the original navigation/menu screen.

Screen 3 – 'STATUS' Display



Top (2D or 3D) – Varies, depending on where the player is.

Bottom (2D) – The 'STATUS' page of the PDA is shown. This single screen displays the four stats, along with icons representing the various game elements (e.g. water, bulk feed and hard feed for the Food stat); each element has a value associated with it between 0 and 99, indicating its level (99 is max, 0 is empty) – this gives the player an 'at a glance' way to assess what's

most urgently in need of topping up (elements at zero will flash to hammer home their urgency). Tapping on the tab headers takes the player to the screens above, while tapping on the BACK icon returns the player to the original navigation/menu screen.

8.1.2 ACCESSING THE PDA WHEN RINGING

Screen 1 – Answering the PDA



Top – Varies, depending on where the player is when the call comes through.

Bottom – The exact nature of this screen varies depending on where the player is when the call comes through. The cell phone PDA icon in the bottom-left corner of the screen flashes and a mobile-style ringing tone is heard. The player answers the call by tapping on the icon.

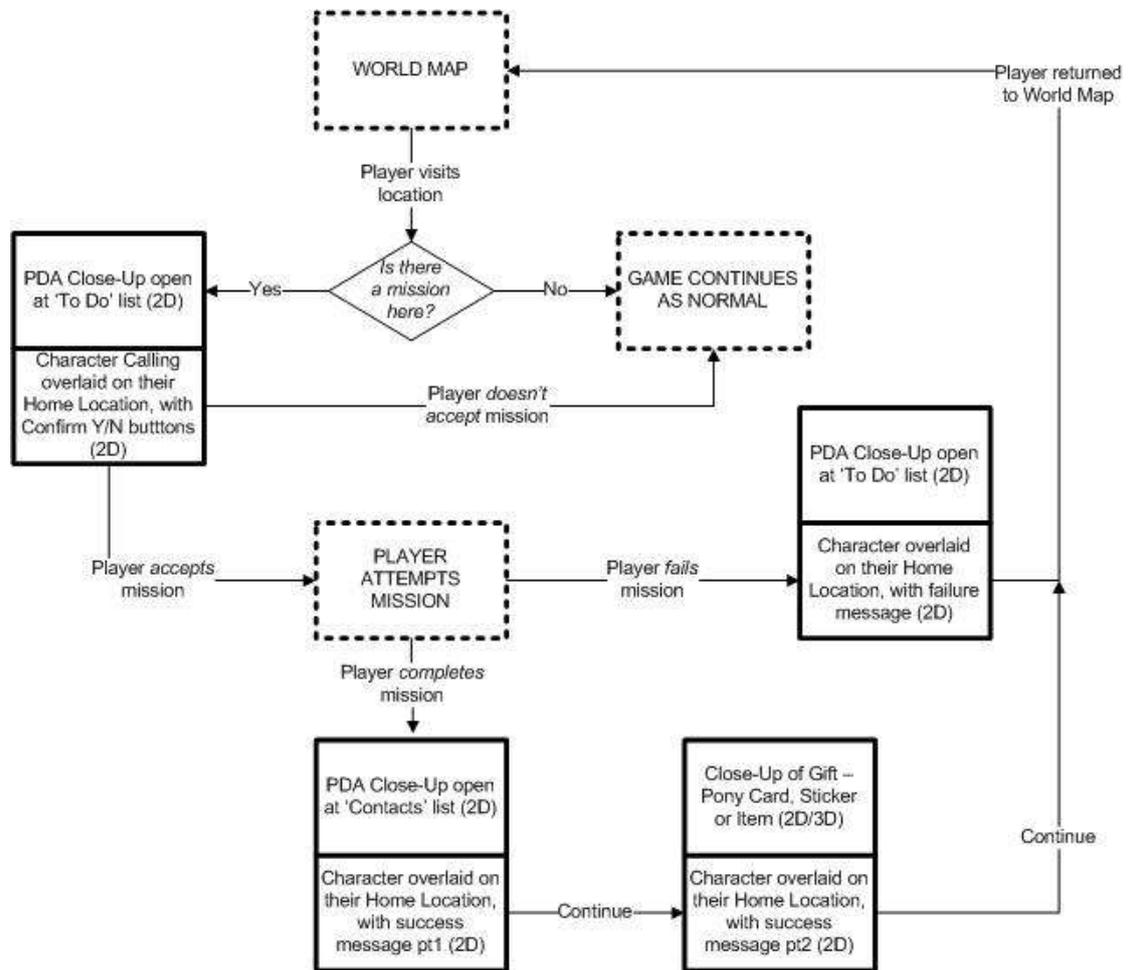
Screen 2 – Receiving a Mission



Top (2D) – Shows the character talking to the player, overlaid on art of their residence.

Bottom (2D) – The 'TO DO' page of the PDA is shown. A short summary of the new task is shown at the top of the list, highlighted somehow (flashing a different colour or something else suitable to a PDA). The player can browse their PDA or return to the game by tapping on the 'BACK' icon.

8.2 TACKLING MISSIONS



Screen 1 – Finding a Mission



On the World Map, locations with missions that await completion are indicated with an icon – for example, a small bouncing '!' arrow as shown here – so the player knows where they need to go.

Screen 2 – Mission Reminder



Top (2D) – Displays the 'TO DO' page of the PDA. A short summary of the location task is shown at the top of the list, highlighted somehow (flashing a different colour or something else suitable to a PDA).

Bottom (2D) – The character who originally phoned in the mission is shown standing in front of the location. By tapping on the confirm or cancel buttons the player either accepts or passes on the mission. If they pass, it will stay in their 'TO DO' list and be offered again the next time they visit.

Screen 3 – Mission Successful Part 1: Upgrading Friendship



Top (2D) – Displays the 'CONTACTS' page of the PDA. The character whose mission the player just completed is shown. It's made obvious that a new Friendship icon has been earned – e.g. it glows or sparkles somehow.

Bottom (2D) – The character who phoned in the mission is shown standing in front of the location, conveying a message of thanks, with any coins won marked in bold or a colour. Tapping on the 'Continue' icon moves on to the screen below. The task is now removed from the player's 'TO DO' list.

Screen 3 – Mission Successful Part 2: Receiving Gift



Top – Shows the gift, either a new sticker or (as in this case) a rare Pony Card. (Note that the precise content of the cards has yet to be finalised – the plan is to make it more fact-based than here, like a Top Trumps card.)

Bottom – The character is shown saying goodbye. tapping on the 'Continue' icon returns the player to the World Map.

Screen 4 – Mission Failed



Top (2D) – Displays the 'TO DO' page of the PDA. A short summary of the location task is shown at the top of the list, highlighted somehow (flashing a different colour or something else suitable to a PDA).

Bottom (2D) – The character who phoned in the mission is shown standing in front of the location, conveying a message of regret. Tapping on the 'Continue' icon returns the player to the World Map, and the task remains on the player's 'TO DO' list and can be tackled again later.

9 PLAYER SIGNPOSTING

Wherever possible the player will be given indicators as to where to go or what's new, plus advice on what they have to do if they're stuck. The main methods employed will be:

Cell Phone PDA – On navigation/menu screens (e.g. the World Map, task/item selection screens, etc) there will be an icon to let the player access their PDA, letting them review what tasks they've yet to complete at any time.

Help '?' icon – On task-based screens (e.g. grooming, feeding, dressage training, etc) there will be a small '?' icon that lets the player access 'how to play' advice, ensuring they never get stuck or confused.

Task location indicators – As previously outlined in [Section 8](#), locations with tasks waiting to be completed will have '!' arrows above them.



New task indicators – On the main selection screens, if a task is not yet available to the player there will be empty space in its place (for example, if the player is not yet ready to wash their pony, the sponge and hose will not be shown in the stable menu). When the task becomes available, it will be indicated by a flashing '!' icon (or maybe the key line will pulse) – once the player has accessed the task once, the icon will not appear on subsequent visits.



New items indicators – When a shop has a new item in stock, it will be indicated with a flashing '!' icon overlaid on its panel. Once the player has looked at the item at least once, the icon will disappear.

9.1 IN-GAME HELP & TUTORIALS

At any time the player can tap on a small '?' icon in the bottom right of the touch screen to bring up a screen explaining how to perform the current task. This screen also appears the first time a task is encountered, thus providing an ongoing tutorial.

Example 1 – Basic Grooming



Top (2D) – Displays a 'bullet pointed' list of instructions explaining what to do. Images next to the text indicate which icons the player needs to touch or help illustrate what they have to do.

Bottom (2D) – The screen is darkened to indicate that it can't be interacted with, with only the 'Continue' icon colourful (and animated too somehow, for example pulsing); this is positioned where the '?' icon is normally. The help bar is also illuminated normally and shows a 'Game Paused!' message.

Example 2 – Advanced Grooming



There would be multiple versions of these help screens, with the one displayed depending upon which features have been unlocked. In the first example above, only the use of the brush is outlined. Here, however, the comb is mentioned too as it's been unlocked.

10 PONY PETTING

The player's Petting rating (a key part of the Love stat) is a combination of two things: Stroking and Treating. During a given session in the Field, if the player performs both these duties successfully as outlined below then Petting will be boosted to 100%.

10.1 STROKING

The player strokes the pony by touching it on the head/neck and then making slow, downward motions along the hair's grain. If the player strokes against the hair's grain and/or strokes too quickly then the pony will become agitated and annoyed, and turn/twist its head to avoid the player's touch.

If the player persists then the pony will sharply pull its head back and away and make loud displeased noises – any good work done so far during the Petting session will be cancelled, so the player will effectively be petting the pony again 'from scratch'.

The precise effect of stroking varies according to the part of the pony being touched:

Good – Repeatedly touching this area is the fastest way to please the pony and complete the Stroking part of the Petting equation. The pony will make very contented noises and animate to show its extreme pleasure.

- Nose

Okay – Touching these areas is also a good way to boost Stroking, although not as fast as above. The pony will make contented noises and animate to show its pleasure.

- Side of face
- Neck

Bad – Stroking these sensitive areas has the same negative effect as stroking against hair grain outlined earlier, with initial annoyance turning into severe displeasure if the player doesn't stop.

- Ears
- Muzzle

Very Bad – Touching or stroking this highly sensitive area will get an immediate severe effect, forcing the player to start petting again from scratch.

- Eyes

Note: If the player keeps repeatedly annoying the pony it may wander off, returning the player to the Field menu; the player will then have to whistle to call it back again.

10.2 TREATING

To satisfy the Treating part of the Petting equation the player simply has to feed the pony three unique treat items (i.e. an apple, a carrot and sugar lumps). This can be done at any time during the given Petting session.

If the player feeds the pony the same item three times in a row, on the third attempt the pony will make a disgruntled noise and pull its head away; the item will not be eaten.

Ponies will eat a maximum of 5 treats in any given Petting session. If the player tries to give the pony a sixth item it will snort and refuse to eat it. If the player annoys the pony and has to start Petting again, this number is NOT reset – in other words, if the player annoys their pony and has only two feeding opportunities left, it will be impossible for them to successfully boost the Petting stat.

11 DRESSAGE

11.1 GAMEPLAY

As outlined in [Section 7.1.4](#), the dressage game is essentially a series of pre-canned animations (each showing the player performing a different dressage movement) linked together to form a dressage test.

Before each animation the action freezes and the player is shown an icon sequence, which the player is then asked to repeat. If the player follows the sequence correctly and within a time limit then the animation plays correctly; if they don't then an animation of the pony getting flustered runs instead and the player is penalised 1 point – if the player gets too many penalty points they fail the test.

Stage 1 – Dressage Start



Top (3D) – The player is shown atop their pony, saluting to the judges. The number of penalty points the player is allowed (in this example, 5) is shown in the top-left corner. An animated “Ready? GO!” message is overlaid on the animation.

Bottom (2D) – Four hoof icons are visible but darkened out, to indicate they can't be used yet. However, the player can touch the '?' icon (to access 'how to play' advice) and the 'Back' icon (which quits back to the previous menu after a 'Confirm? Y/N' check).

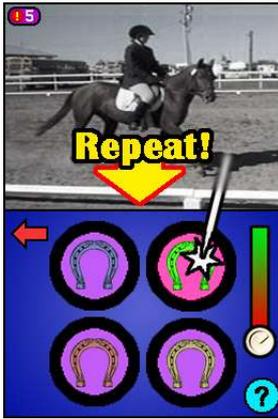
Stage 2 – Action Freeze



Top (3D) – When a movement is about to be performed, the action rapidly slows to a freeze (and ideally desaturates to emphasise time is 'frozen'). The word 'Watch!' flashes on-screen overlaid on an arrow directing the player's attention to the bottom-screen.

Bottom (2D) – As the top screen fades out, the bottom one fades in. The hooves then illuminate one by one to show the sequence of notes that needs inputting to perform the movement.

Stage 3 – Player Input



Top (3D) – When the player’s input is required the screen flashes white. The word ‘Repeat!’ flashes on-screen overlaid on an arrow directing the player’s attention to the bottom-screen.

Bottom (2D) – The screen flashes white and a timer appears on-screen (showing how long the player has to do the movement). The player must now touch the icons to repeat the sequence shown previously, with the icons lighting up when touched.

Stage 4a – Input Correct



Top (3D) – Colour returns to the screen and the movement animation plays. The name of the movement is also shown.

Bottom (2D) – The screen rapidly fades back to darkness again, to indicate that no input is required.

Stage 4b – Input Incorrect



Top (3D) – Colour returns to the screen and a ‘negative’ animation plays (for example, of the horse stumbling slightly or rearing a little) to indicate that the movement has gone wrong. The word ‘Penalty!’ appears on-screen and the counter flashes briefly as a point is deducted from it.

Bottom (2D) – The screen fades back to darkness again, to indicate that no input is required.

Stage 5a – Test Completed



Top (3D) – If the player completes the test to the required standard, they're seen saluting to the judges (again) with the words 'Great Job!' overlaid. The game then transitions to the rewards screens.

Bottom (2D) – The hoof icons remain dark, to indicate no input is required.

Stage 5b – Test Failed



Top (3D) – If the penalty counter reaches zero then the dressage test is failed and instantly ends. The player and pony are shown looking downbeat, with the words 'Bad Luck' overlaid. The game then transitions to the menu screen.

Bottom (2D) – The hoof icons remain dark, to indicate no input is required.

11.2 MOVEMENT LIST

The movements are split into three 'classes' – Basic, Standard and Advanced – depending on how difficult they are to perform (both in real life and in the game). The movements are:

BASIC	STANDARD	ADVANCED
Half-Circle	Extended Canter	Collected Canter
Leg Yield	Extended Trot	Collected Trot
Normal Canter	Half-Pass	Passage
Normal Trot	Half-Pirouette	Piaffe
Rein Back	Volte	Pirouette

Some movements can be performed to the left or the right, in which case the moves are mirrored vertically – it's indicated when this is the case.

To add variety to the move list, the input required will be changed depending upon whether the action is currently being viewed from the pony's front or rear; as each icon is notionally linked to a hoof this works logically – for example...



Viewed from rear

...is the same as...



Viewed from front

To make comparing movements easier, each move has been given a 'code' where each icon press represents a number: top-left = 1; top-right = 2, bottom-left = 3 and bottom-right = 4.

NOTE: The movement info has been culled from Wikipedia ([here](#)) but specific refs for each move (some containing video) have been given where possible. There's also a lot of reference material at the British Dressage site ([here](#)) and the US equivalent ([here](#)).

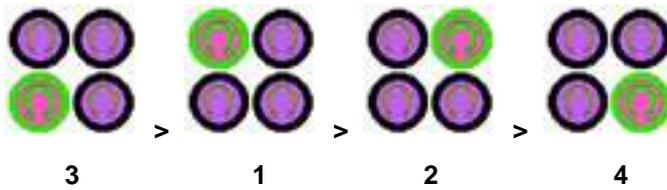
11.2.1 BASIC MOVES

HALF-CIRCLE

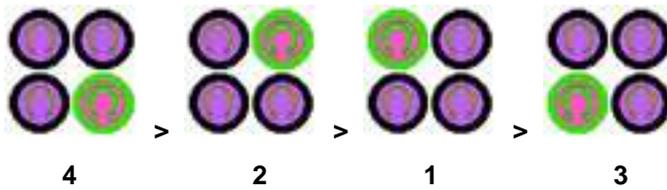
The **half circle** is simply the pony turning 180-degrees.

Icon presses (viewed from rear):

To circle right:

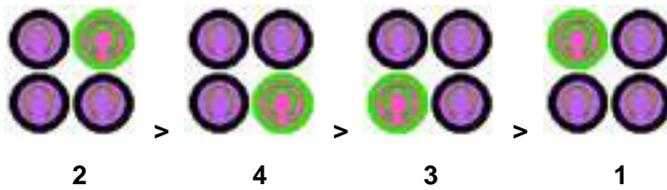


To circle left:

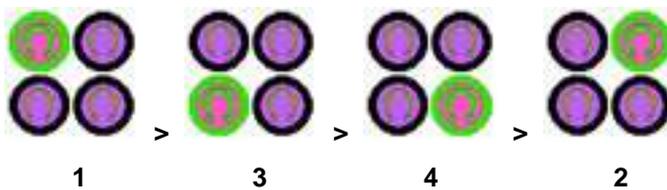


Icon presses (viewed from front):

To circle right:



To circle left:

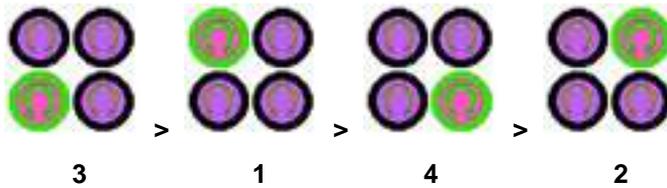


LEG YIELD

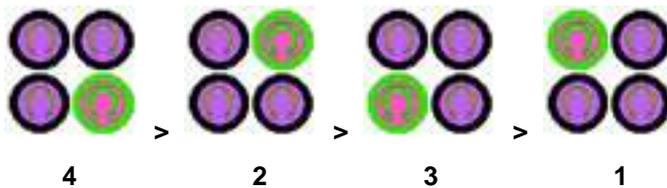
The **leg-yield** is a lateral movement, in which the pony travels both sideways and forward at the same time. The horse is fairly straight through his body in the leg-yield, although he may have a slight bend to the outside (away from the direction of travel). (Refs: [Info1](#); [Info2](#); [Video](#))

Icon presses (viewed from rear):

To move right:

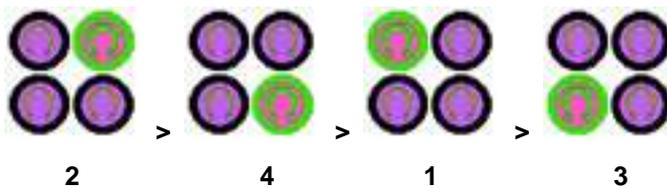


To move left:

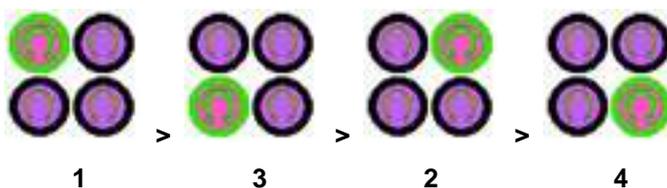


Icon presses (viewed from front):

To move right:



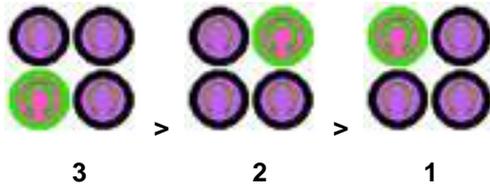
To move left:



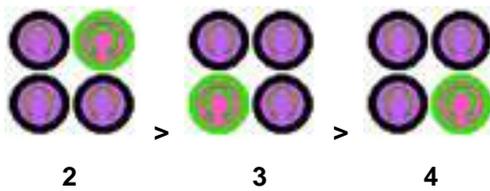
NORMAL CANTER

The **canter** is a controlled, three-beat gait performed by a horse. It is a natural gait possessed by all horses, faster than most horses' trot but slower than the gallop. (Refs: [Info](#))

Icon presses (viewed from rear):



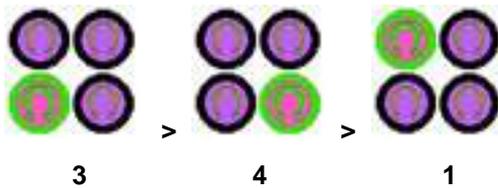
Icon presses (viewed from front):



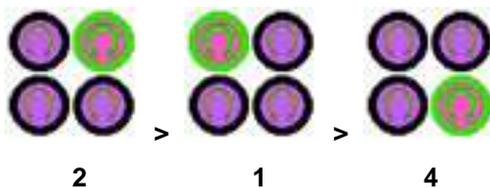
NORMAL TROT

The **trot** is a two beat diagonal [gait](#) of the [horse](#) where the diagonal pairs of legs move forward at the same time. There is a moment of suspension between each beat. (Refs: [Info](#))

Icon presses (viewed from rear):



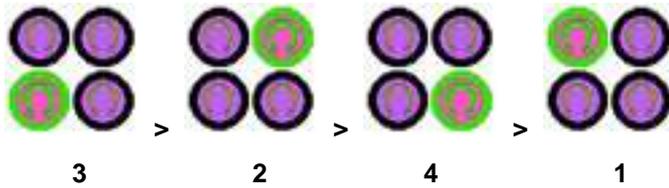
Icon presses (viewed from front):



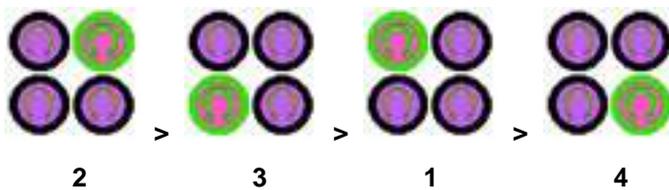
REIN BACK

The **rein-back** is a two-beat movement in which a horse is asked to back up. The horse picks up and sets down its feet almost in diagonal pairs, and moves straight backwards with the line of his forelegs following those of his hind. (Refs: [Info1](#); [Info2](#); [Video](#) – about 25 seconds in)

Icon presses (viewed from rear):



Icon presses (viewed from front):



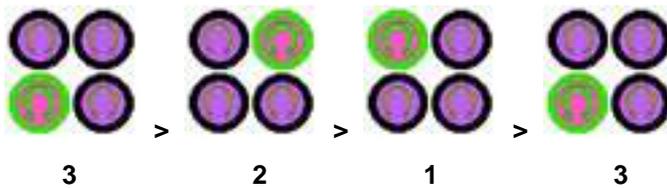
11.2.2 STANDARD MOVES

EXTENDED CANTER

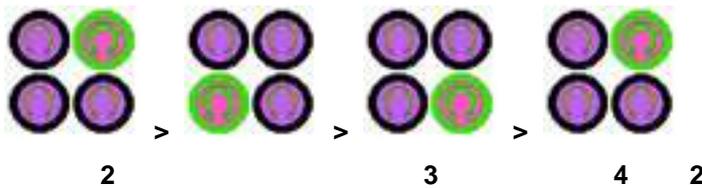
An extension of the canter, where the horse's frame lengthens and the horse takes larger stride, covering as much ground as possible without losing the 3-beat gait. It is very engaged, but not a true gallop (in terms of gameplay, it's a slightly longer version of the normal canter).

(Refs: [Info](#))

Icon presses (viewed from rear):



Icon presses (viewed from front):

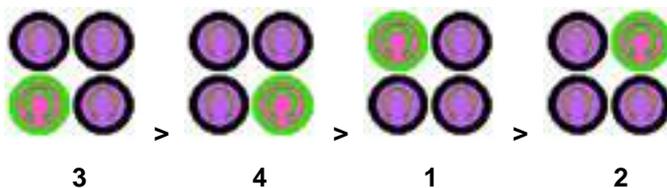


EXTENDED TROT

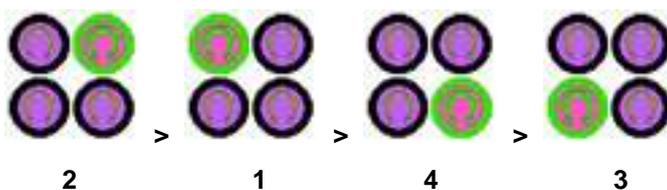
An engaged trot with long strides where the horse stretches its frame, lengthening the strides to the greatest degree possible. (In gameplay terms, it's a longer version of the normal trot).

(Refs: [Info](#); [Video](#))

Icon presses (viewed from rear):



Icon presses (viewed from front):



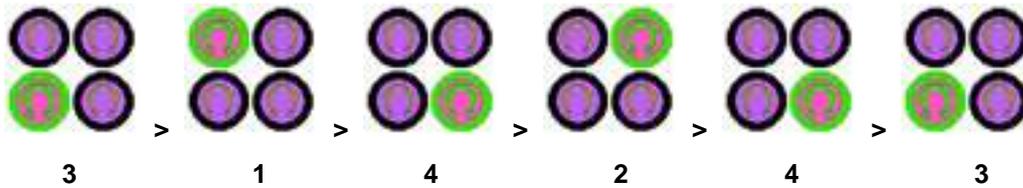
HALF-PASS

The **half-pass** is a lateral movement, in which the horse moves forward and sideways at the same time. Unlike the easier leg-yield, the horse is bent in the direction of travel, slightly around the rider's inside leg (in terms of gameplay, it's an extended version of the Leg Yield).

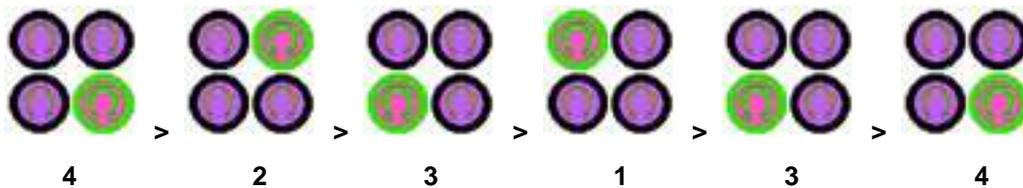
(Refs: [Info](#); [Video](#))

Icon presses (viewed from rear):

To move right:

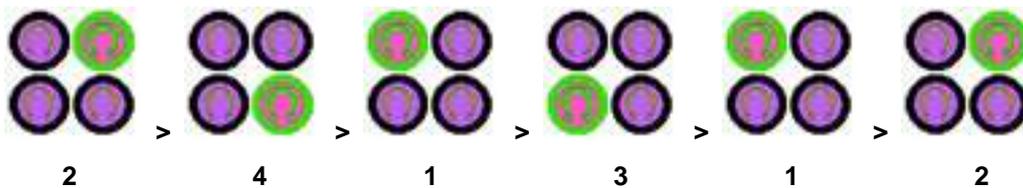


To move left:

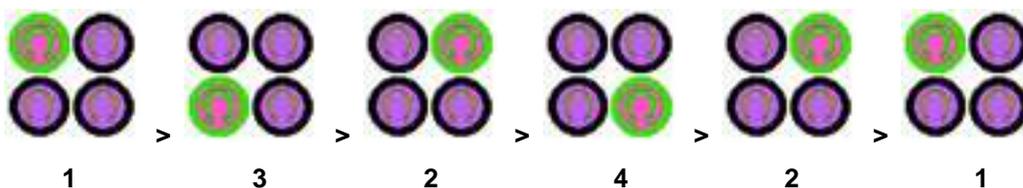


Icon presses (viewed from front):

To move right:



To move left:

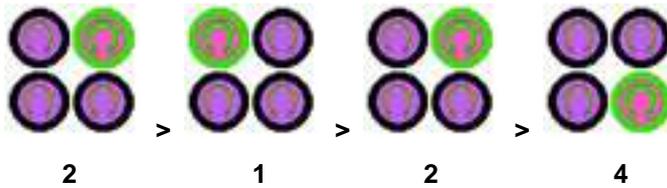


HALF-PIROUETTE

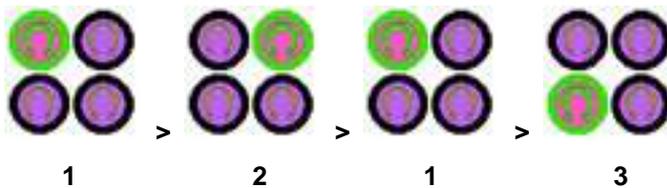
A **pirouette** is a two-track lateral movement, in which the pony makes a semi-circle with its front end around a smaller circle made by the hind end. Specifically, the front legs and outside hind leg should travel around the inside hind leg, with the pony remaining slightly bent in the direction of travel. (Refs: [Info](#); [Video1](#); [Video2](#))

Icon presses (viewed from rear):

Rotating to the right:

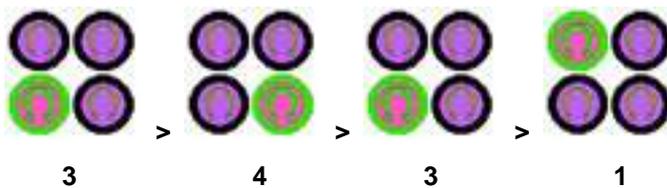


Rotating to the left:

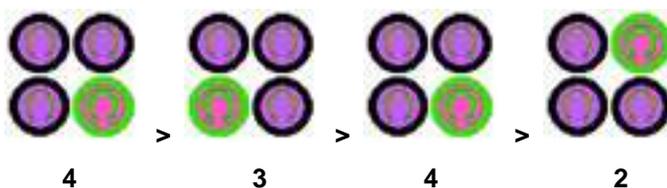


Icon presses (viewed from front):

Rotating to the right:



Rotating to the left:



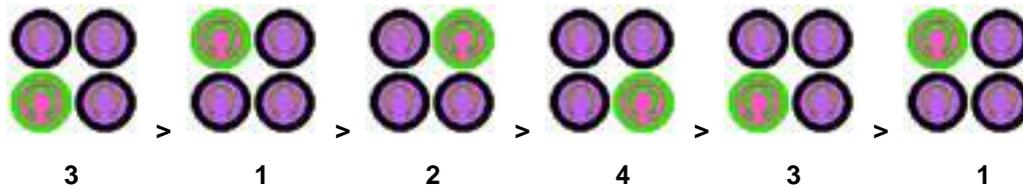
VOLTE

The **volte** is a very small circle of around 6m diameter – of all the circles, it requires the most balance from the horse (in terms of gameplay, it's an extended version of the Half-Circle).

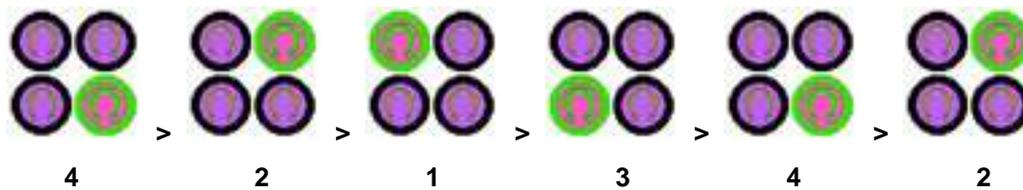
(Refs: [Info](#))

Icon presses (viewed from rear):

To circle right:

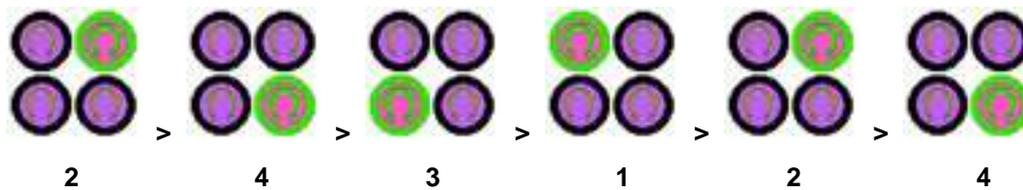


To circle left:

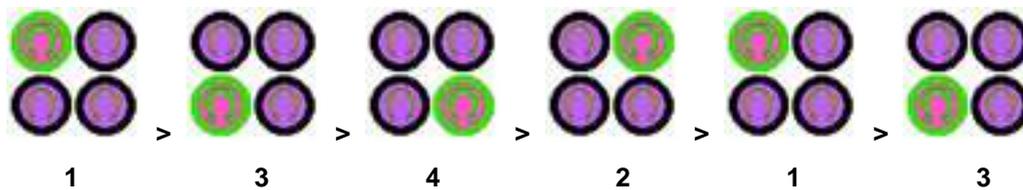


Icon presses (viewed from front):

To circle right:



To circle left:

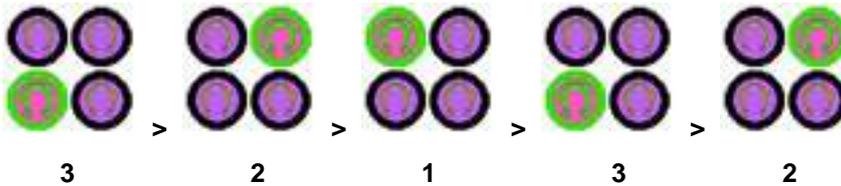


11.2.3 ADVANCED MOVES

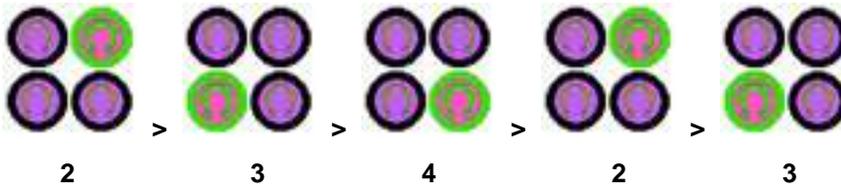
COLLECTED CANTER

An extremely engaged, collected gait (collection means the horse's balance is shifted to its hind legs). The strides are shorter, springier, and the horse's frame is short and compressed. (In terms of gameplay, it's a longer version of the extended canter). (Refs: [Info](#))

Icon presses (viewed from rear):



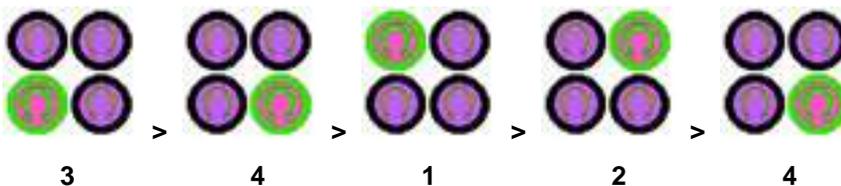
Icon presses (viewed from front):



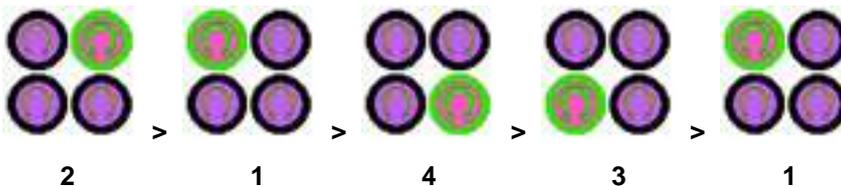
COLLECTED TROT

A very engaged trot where most of the horse's weight is carried toward the hindquarters. The frame is compressed, the stride length is shorter than any of the other trots, with the horse taking higher steps. (Refs: [Info1](#); [Info2](#); [Video](#))

Icon presses (viewed from rear):



Icon presses (viewed from front):



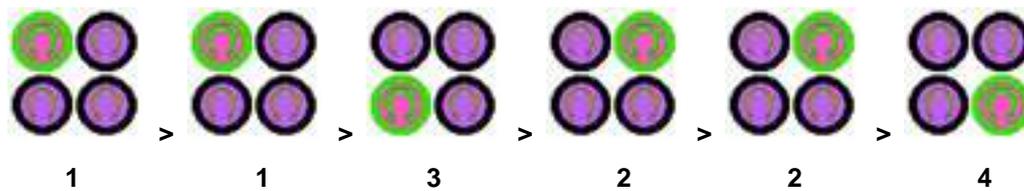
PASSAGE

The **passage** is a movement in which the horse performs a highly-elevated and extremely powerful trot. The passage differs from the collected and extended trot in that the horse raises a diagonal pair high off the ground and suspends the leg for a longer period than seen in the other trot types. The horse appears to trot in slow motion, making it look as if it is dancing.

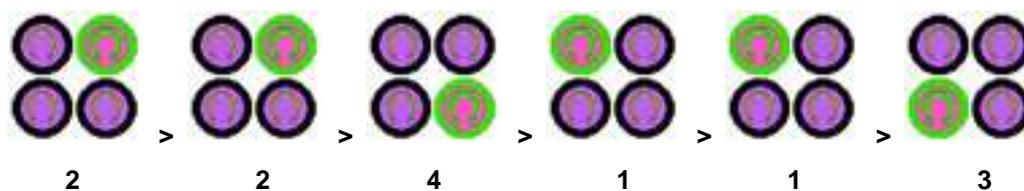
(Refs: [Info](#); [Video](#))

Icon presses (viewed from rear):

Starting on the left front hoof:

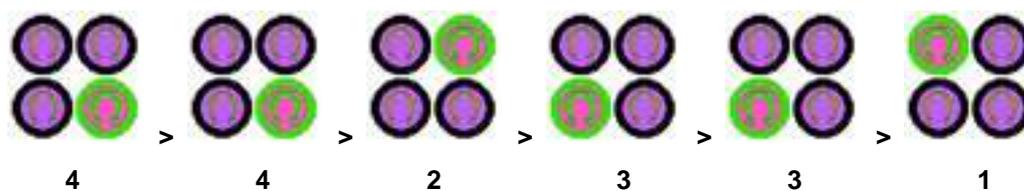


Starting on the right front hoof:

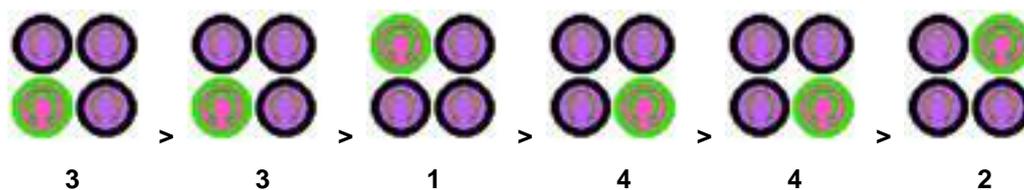


Icon presses (viewed from front):

Starting on the left front hoof:



Starting on the right front hoof:

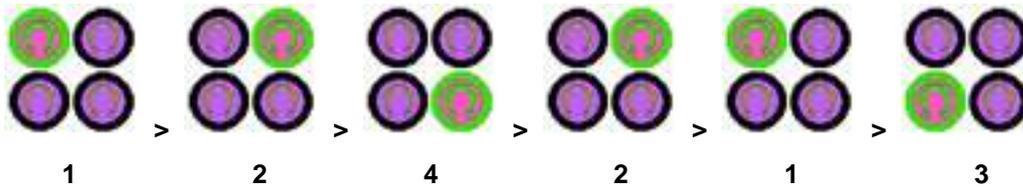


PIAFFE

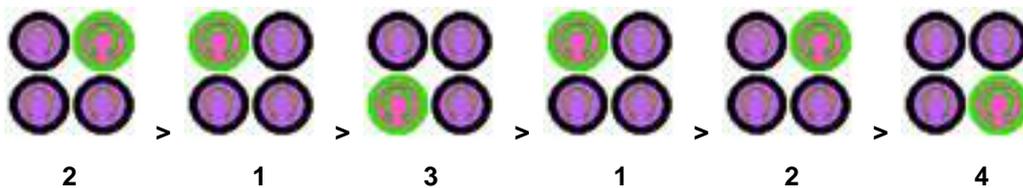
The **piaffe** is a dressage movement where the pony is in a highly collected and cadenced trot, in place or nearly in place. (Refs: [Info](#); [Video](#) at the end)

Icon presses (viewed from rear):

Starting on the left front hoof:

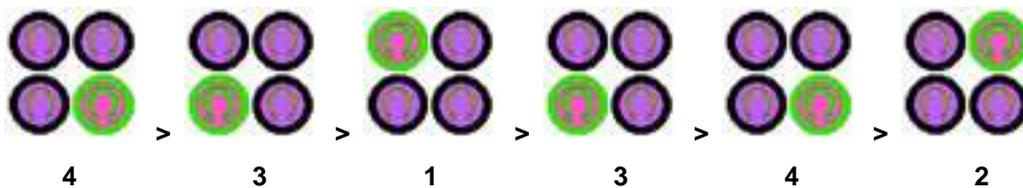


Starting on the right front hoof:

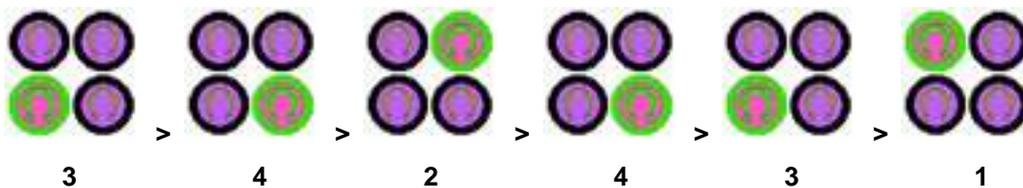


Icon presses (viewed from front):

Starting on the left front hoof:



Starting on the right front hoof:

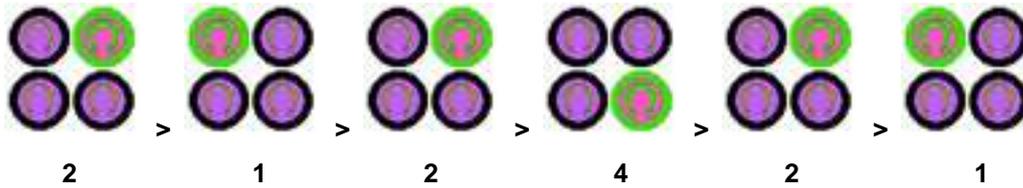


PIROUETTE

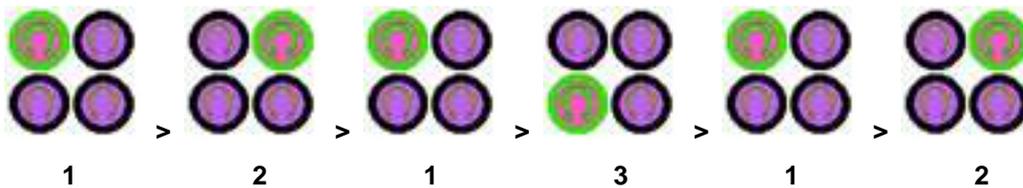
A complete 360-degree version of the half pirouette. (Refs: [Info](#); [Video1](#); [Video2](#))

Icon presses (viewed from rear):

Rotating to the right:

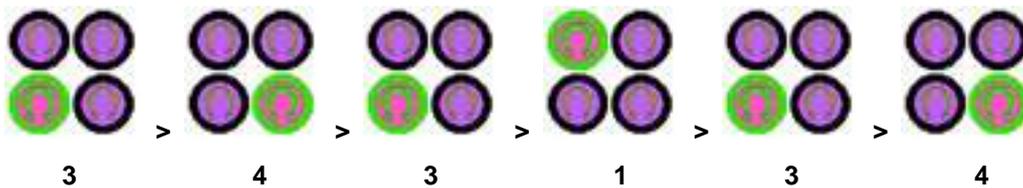


Rotating to the left:

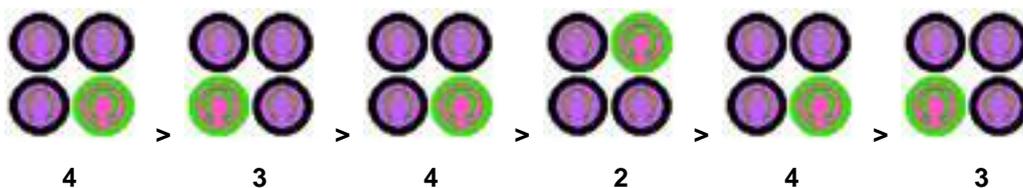


Icon presses (viewed from front):

Rotating to the right:



Rotating to the left:



12 MUSIC & SOUND EFFECTS

Pony Adventures will feature a rich audio environment combining varied background musical themes overlaid with sound effects to provide strong player feedback.

12.1 MUSIC

The general mood will be jaunty yet fairly relaxed, creating a pleasant ambience that's fun and positive but not twee or juvenile; think a laid-back version of the High School Musical sound track rather than the Teletubbies.

Each character will have their own unique theme that reflects their personality – for instance, Brenda's theme will be bubbly and fun while Brian's will be slightly more serious and sober. These themes will play whenever the character is speaking or the player visits the character's 'home' location, e.g. Jenny's theme will play at the Pony Sanctuary.

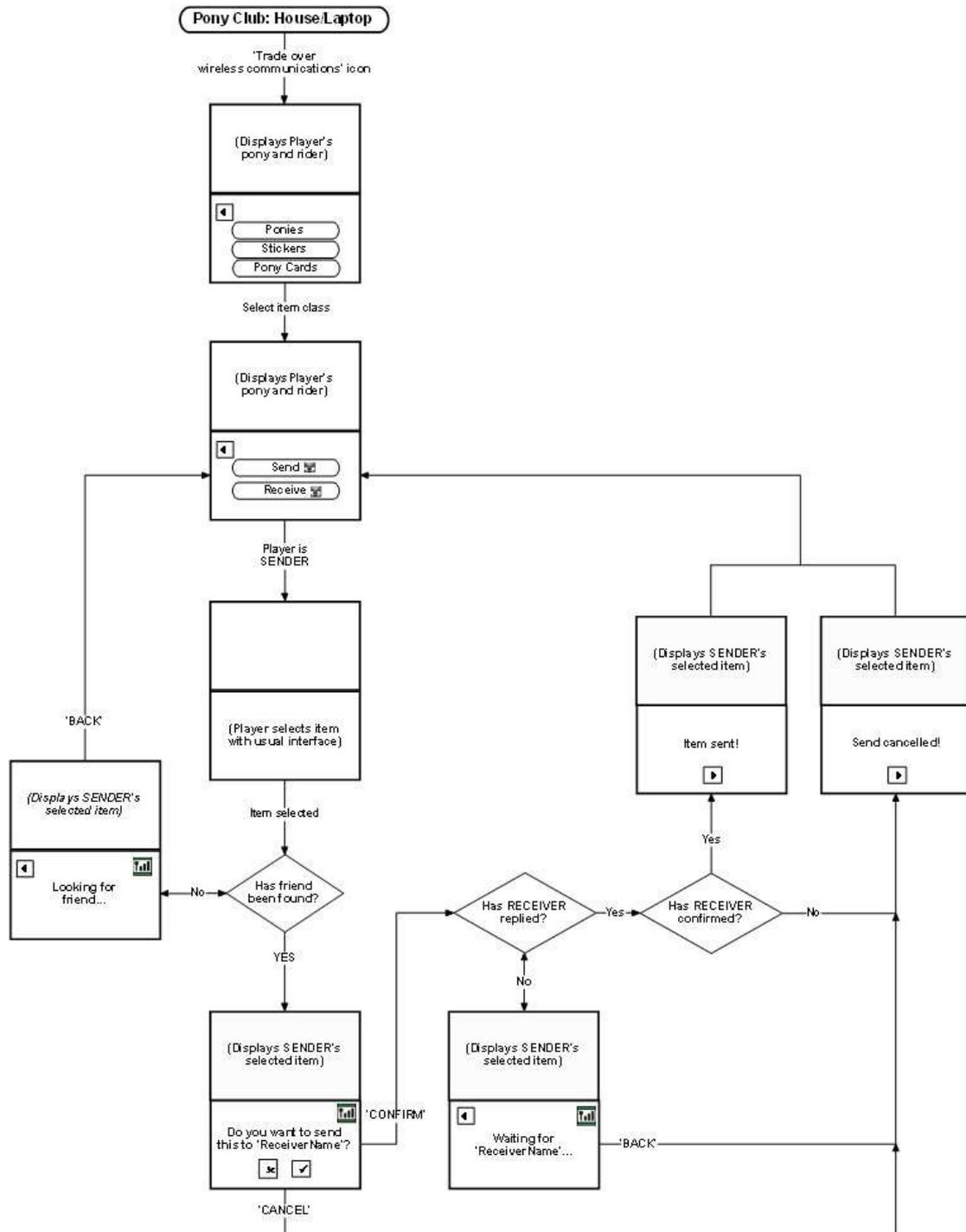
12.2 SOUND EFFECTS

Naturally, every player action – touching icons, brushing, grooming, etc – will be accompanied by corresponding sound effects to provide plentiful audio feedback. Although the task effects will be realistic (in keeping with the slight simulation feel of the game) those designed to emphasis reward moments (e.g. finding stickers, earning stat upgrades, etc) will be more fantastical and 'exciting'.

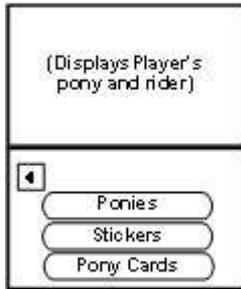
13 MULTIPLAYER

By accessing the PC on the desk in the Pony Club's house, players can link wirelessly with another player and trade ponies, stickers and/or cards by selecting the 'Trade over Wireless Communications' option.

13.1 SENDING ITEMS



Screen 1 – Main Menu



Top (3D) – Shows the player's avatar, their pony and its stats standing in front of the house.

Bottom (2D) – The player touches icons to choose between trading ponies, stickers or cards.

Screen 2 – Send/Receive Menu



Top (3D) – Shows the player's avatar, their pony and its stats standing in front of the house.

Bottom (2D) – The player touches icons to choose whether they want to send or receive items.

Screen 3a – Select Item

The player now selects the pony, sticker or card to be sent using the same interfaces employed elsewhere in the game. Once the selection is confirmed, the game will begin scanning the airwaves for a Receiver to connect to.

Screen 3b – Looking for Receiver



Top (3D/2D) – Shows the selected item (pony, sticker or card).

Bottom (2D) – An animated text message appears, informing the player that the game is looking for a Receiver to connect to. Touching the 'Back' icon returns the player to the Screen 2.

Screen 4a – Confirm Send



Top (3D/2D) – Shows the selected item (pony, sticker or card).

Bottom (2D) – Once someone to connect to is found, the player is asked to confirm they want to send the selected item. Touching the 'Confirm' icon takes the player to Screen 5a, 'Cancel' to Screen 5b.

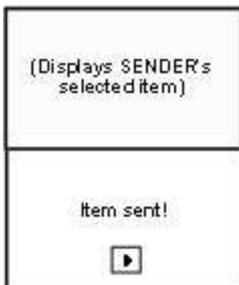
Screen 4b – Waiting for Receiver



Top (3D/2D) – Shows the selected item (pony, sticker or card).

Bottom (2D) – An animated text message appears, informing the player that the game is waiting for the Receiver to respond. Touching the 'Back' icon takes the player to Screen 5b.

Screen 5a – Send Confirmed



Top (3D/2D) – Shows the selected item (pony, sticker or card).

Bottom (2D) – The player is informed that the item has been successfully sent. Touching the 'Continue' icon takes the player to Screen 2.

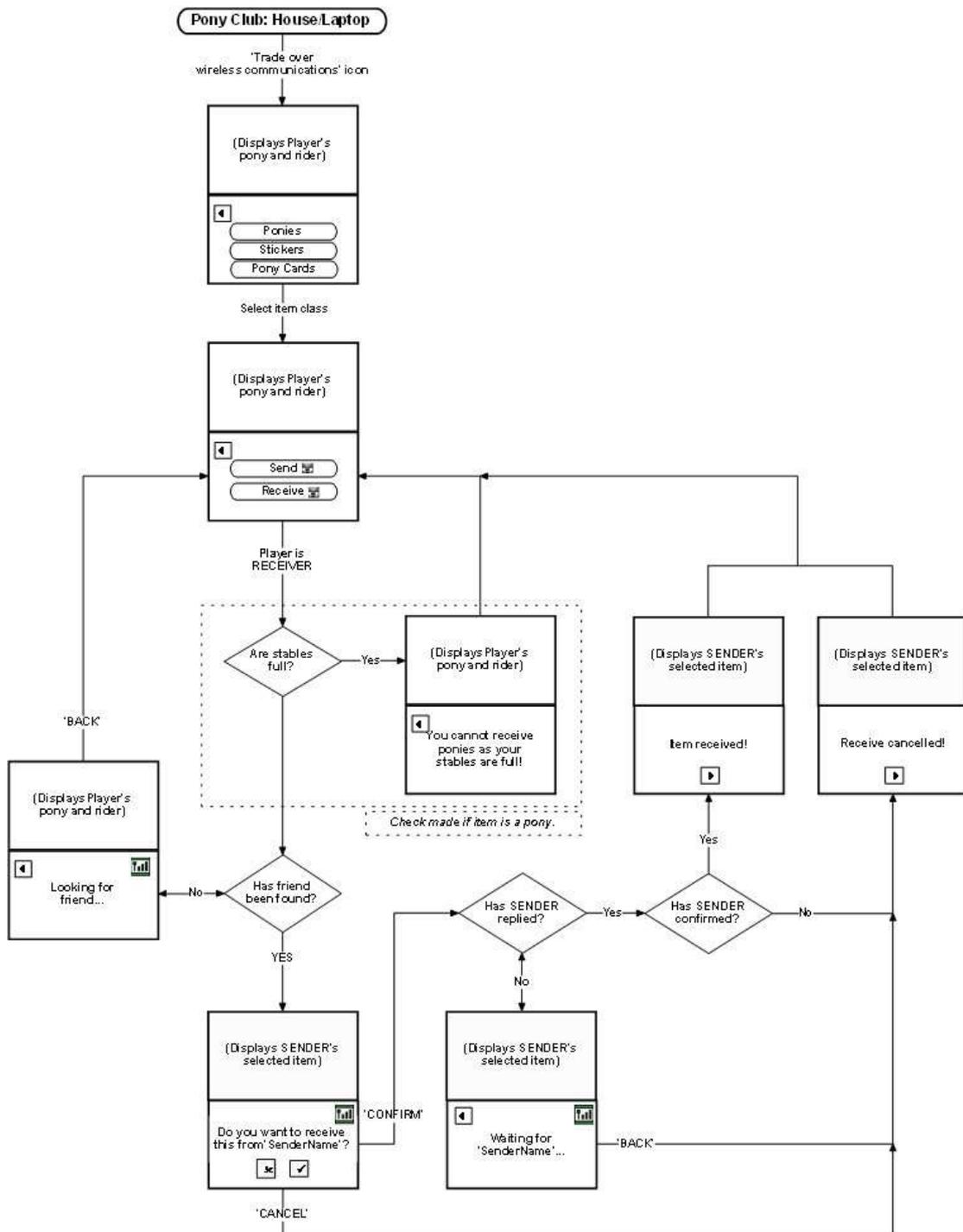
Screen 5b – Send Cancelled



Top (3D/2D) – Shows the selected item (pony, sticker or card).

Bottom (2D) – The player is informed that the item being sent has been cancelled. Touching the 'Continue' icon takes the player to Screen 2.

13. 2 RECEIVING ITEMS



Screen 1 – Main Menu & Screen 2 – Send/Receive Menu

These screens work the same as in [Section 13.1](#).

Screen 2a – Stable Full Alert (Ponies Only)



Top (3D) – Shows the player's avatar, pony and stats standing in front of the house.

Bottom (2D) – If the player is trying to receive a pony and their stable is full, then this screen is displayed informing them that they can't take on any more ponies. Touching 'Back' returns the player to Screen 2.

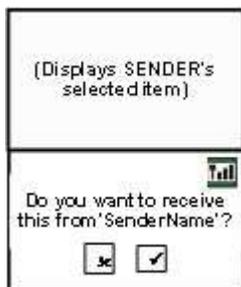
Screen 2b – Looking for Sender



Top (3D) – Shows the player's avatar, pony and stats standing in front of the house.

Bottom (2D) – An animated text message appears, informing the player that the game is looking for a Sender to connect to. Touching the 'Back' icon returns the player to the Screen 2.

Screen 3a – Confirm Receive



Top (3D/2D) – Shows the item (pony, sticker or card) as selected by the Sender.

Bottom (2D) – Once someone to connect to is found, the player is asked to confirm they want to receive the selected item. Touching the 'Confirm' icon takes the player to Screen 4a, 'Cancel' to Screen 4b.

Screen 3b – Waiting for Sender



Top (3D/2D) – Shows the item (pony, sticker or card) as selected by the Sender.

Bottom (2D) – An animated text message appears, informing the player that the game is waiting for the Sender to respond. Touching the 'Back' icon takes the player to Screen 4b.

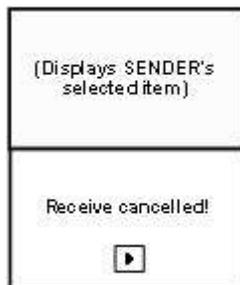
Screen 4a – Receive Confirmed



Top (3D) – Shows the item (pony, sticker or card) as selected by the Sender.

Bottom (2D) – The player is informed that the item has been successfully received. Touching the 'Continue' icon takes the player to Screen 2.

Screen 4b – Receive Cancelled



Top (3D) – Shows the item (pony, sticker or card) as selected by the Sender.

Bottom (2D) – The player is informed that the item being received has been cancelled. Touching the 'Continue' icon takes the player to Screen 2.