

APX publishes programs in
these categories:

Systems/Telecommunications

Home Management

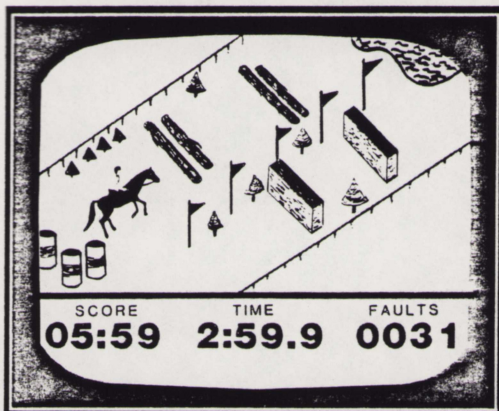
Personal Development

Entertainment

Learning

EQUESTRIAN

ENTERTAINMENT (ages 6 and up)



*Race Your Horse
Through A Cross Country
Steeple Chase Course*

CASSETTE (16 K)
APX-10268

DISKETTE (32 K)
APX-20268

By **AL P. CASPER**

Requires One ATARI Joystick Controller
Edition B

CONSUMER-WRITTEN PROGRAMS FOR

ATARI®

HOME COMPUTERS

APX

ATARI Program Exchange

EQUESTRIAN

by

Al P. Casper

Program and manual contents ©1983 Al P. Casper

Copyright notice. On receipt of this computer program and associated documentation (the software), the author grants you a nonexclusive license to execute the enclosed software. This software is protected by copyright. You are prohibited from reproducing, translating, or distributing this software in any unauthorized manner.

Distributed By

The ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

To request an APX Product Catalog, write to the address above, or call toll-free:

800/538-1862 (outside California)

800/672-1850 (within California)

Or call our Sales number, 408/727-5603

Trademarks of Atari

ATARI is a registered trademark of Atari, Inc. The following are trademarks of Atari, Inc: 400, 410, 800, 810, 820, 822, 825, 830, 850, 1200XL.

Limited Warranty on Media and Hardware Accessories. Atari, Inc. ("Atari") warrants to the original consumer purchaser that the media on which APX Computer Programs are recorded and any hardware accessories sold by APX shall be free from defects in material or workmanship for a period of thirty (30) days from the date of purchase. If you discover such a defect within the 30-day period, call APX for a return authorization number, and then return the product to APX along with proof of purchase date. We will repair or replace the product at our option. If you ship an APX product for in-warranty service, we suggest you package it securely with the problem indicated in writing and insure it for value, as Atari assumes no liability for loss or damage incurred during shipment.

This warranty shall not apply if the APX product has been damaged by accident, unreasonable use, use with any non-ATARI products, unauthorized service, or by other causes unrelated to defective materials or workmanship.

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are also limited to thirty (30) days from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded.

The provisions of the foregoing warranty are valid in the U.S. only. This warranty gives you specific legal rights and you may also have other rights which vary from state to state. Some states do not allow limitations on how long an implied warranty lasts, and/or do not allow the exclusion of incidental or consequential damages, so the above limitations and exclusions may not apply to you.

Disclaimer of Warranty on APX Computer Programs. Most APX Computer Programs have been written by people not employed by Atari. The programs we select for APX offer something of value that we want to make available to ATARI Home Computer owners. In order to economically offer these programs to the widest number of people, APX Computer Programs are not rigorously tested by Atari and are sold on an "as is" basis without warranty of any kind. Any statements concerning the capabilities or utility of APX Computer Programs are not to be construed as express or implied warranties.

Atari shall have no liability or responsibility to the original consumer purchaser or any other person or entity with respect to any claim, loss, liability, or damage caused or alleged to be caused directly or indirectly by APX Computer Programs. This disclaimer includes, but is not limited to, any interruption of services, loss of business or anticipatory profits, and/or incidental or consequential damages resulting from the purchase, use, or operation of APX Computer Programs.

Some states do not allow the limitation or exclusion of implied warranties or of incidental or consequential damages, so the above limitations or exclusions concerning APX Computer Programs may not apply to you.

Contents

Introduction...1

- Overview...1
- Required accessories...1
- Contacting the author...2
- Acknowledgments...2

Getting started...3

- Loading EQUESTRIAN into computer memory...3
- The first display screen...4

Your options...5

- The horses...5
- The courses...5
- Starting the game...6

Playing EQUESTRIAN...7

- The start...8
- The joystick...8
- The finish...9
- Scoring...9
- Faults...9

Mastering EQUESTRIAN...10

- Obstacles...10
- Running the course...11
- Mastering the jumps...12

- Riding tips summary...13
- Quick reference sheet...15

International equine sport...16

- Dressage...17
- Three day events...18
- Stadium jumping...19
- The horses...22
- In summary...22

Glossary...23

Figures

- 1 Initial display and options screen...4
- 2 Start/finish line...7
- 3 Using the joystick...8
- 4 Preventing faults...10
- 5 The place to be...11
- 6 Examples of legal jumps...14
- 7 Examples of illegal jumps...14

Introduction

OVERVIEW

EQUESTRIAN is an arcade style game for all ages. Your joystick becomes a pair of reins as you maneuver your horse through a demanding cross country and steeple chase style course. The smooth action of your horse as he travels the three dimensional course assures you of a realistic and challenging session.

With a choice of three horses and three courses, EQUESTRIAN is always ready for you to set a new record time. Unlike many arcade games, there's no set number of lives to use up. Once EQUESTRIAN starts, the horse can finish the entire course without any control from the joystick. Although the score is terrible, younger children can play this way. EQUESTRIAN has a unique set of three courses. Courses 1 and 2 always play the same. Course 3 however, is new each time you turn on the computer. You can play the new course over and over, or you can create a brand new course each time you play.

Select a horse and plug in a set of reins. There are record times to shatter!

REQUIRED ACCESSORIES

One ATARI Joystick Controller

Cassette version

ATARI 410 or 1010 Program Recorder
16K RAM

Diskette version

ATARI 810 or 1050 Disk Drive
32K RAM

CONTACTING THE AUTHOR

Users wishing to contact the author may write to him at:

152 East Juneau Ave.
Milwaukee, WI 53202

ACKNOWLEDGMENTS

Jill Casper prepared the section of this manual entitled "International Equine Sport".

Getting started

LOADING EQUESTRIAN INTO COMPUTER MEMORY

1. Remove any program cartridge from the cartridge slot of your computer.
2. Plug your joystick controller into the first controller jack of your computer console.
3. If you have the cassette version of EQUESTRIAN:

- a. Have your computer turned OFF.
- b. Turn on your TV set.
- c. Insert the EQUESTRIAN cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY to prepare the program recorder for loading the program.
- d. Turn on the computer while holding down the START key.
- e. When you hear a beep, release the START key and press the RETURN key. The program will load into computer memory and start automatically.

If you have the diskette version of EQUESTRIAN:

- a. Have your computer turned OFF.
- b. Turn on your disk drive.
- c. When the BUSY light goes out, open the disk drive door and insert the EQUESTRIAN diskette with the label in the lower right-hand corner nearest to you. Close the door. (Use disk drive one if you have more

than one drive.)

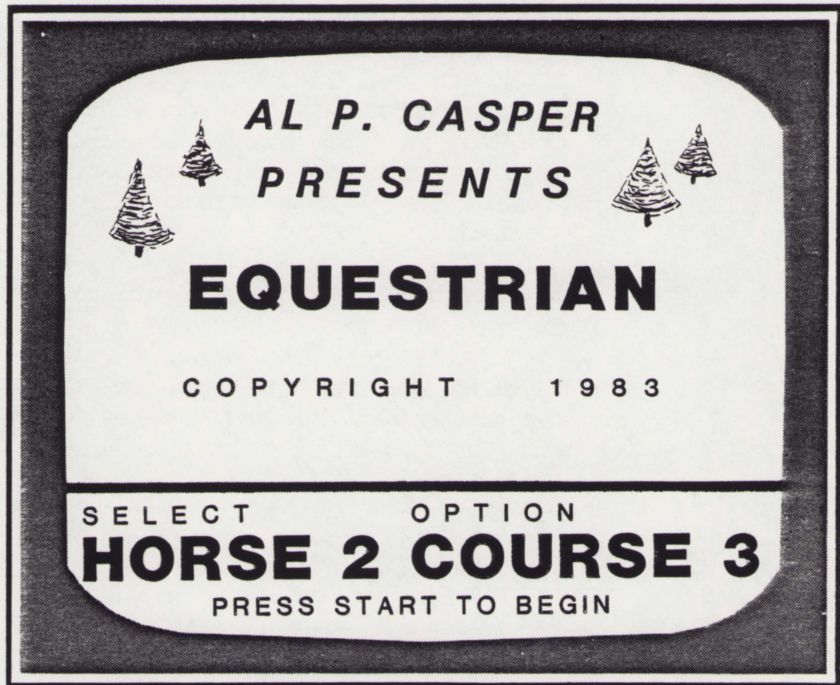
d. Turn on your computer and your TV set.
The program will load into computer memory
and start automatically.

THE FIRST DISPLAY SCREEN

When the program has loaded into computer
memory, a screen like the following appears:

Figure 1

THE INITIAL DISPLAY & OPTIONS SCREEN



Your options

THE HORSES

Each of the three horses in the EQUESTRIAN stable performs differently, giving the program three difficulty levels. The jumping ability and speed vary with each horse. (The speed of the horses doesn't physically change. Inserting different distances between the jumps and obstacles gives the illusion of different speeds.)

Press the SELECT key to choose a horse. The number next to HORSE at the bottom of the screen cycles from 1 to 3.

1 - POKEY PETE

Pokey is the ideal beginner's horse. He has tremendous jumping ability and takes his time through the course. Pokey is slow, but his jumping makes him easy to maneuver with a minimum of faults.

2 - AUNTY ANTIC

Aunty is a little harder to handle than Pokey. She has average jumping skills and she's a little faster through the course. You can get faster times with Aunty, but only when you keep your faults to a minimum.

3 - GTIA ROYLE

Gtia runs the course faster than his stablemates. Unfortunately Gtia has below average jumping ability. The ambitious rider who can squeeze every ounce of skill out of Gtia gets the fastest possible scores.

THE COURSES

A variety of courses assures an ever ready challenge from EQUESTRIAN. You can choose two courses that are set permanently, or new and

unique courses. Each one is the same length. Since course 1 avoids the most difficult obstacles and jumps, it's a bit easier to run. Course 2, using all the jumps and obstacles, is more challenging. Course 3 is different every time you turn on EQUESTRIAN, so it ranges from difficult to easy.

Press the OPTION key to select a course. The number next to COURSE cycles from 1 to 3.

COURSES 1 AND 2

These are the permanent courses included with EQUESTRIAN. When you want an easier and familiar one, use Course 1. Choose Course 2 for more of a challenge on a course you're familiar with.

COURSE 3

EQUESTRIAN sets up a new course each time you load the program. This means you always have a new course waiting for you. Once you load it into memory, Course 3 remains the same as many times as you use it. Even if you use Course 1 or 2, and then return to Course 3, it stays the same.

Press the red joystick button while you're holding down the START key to begin the action. The program displays the word "NEW" on the screen, and creates a new course 3.

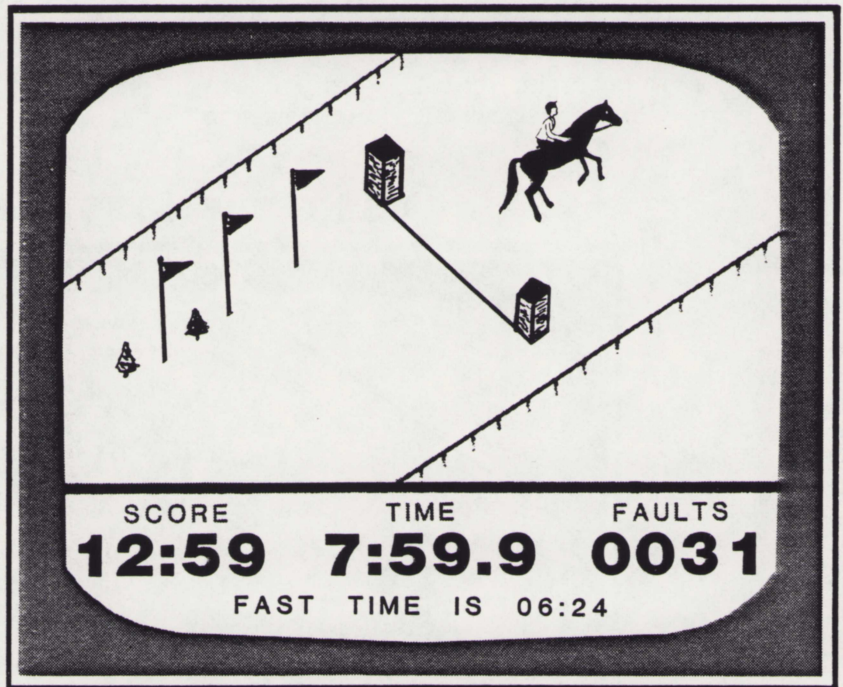
STARTING THE GAME

When you've chosen the course and the horse you want, press the START key. The race begins!

Playing EQUESTRIAN

Figure 2

THE START / FINISH LINE



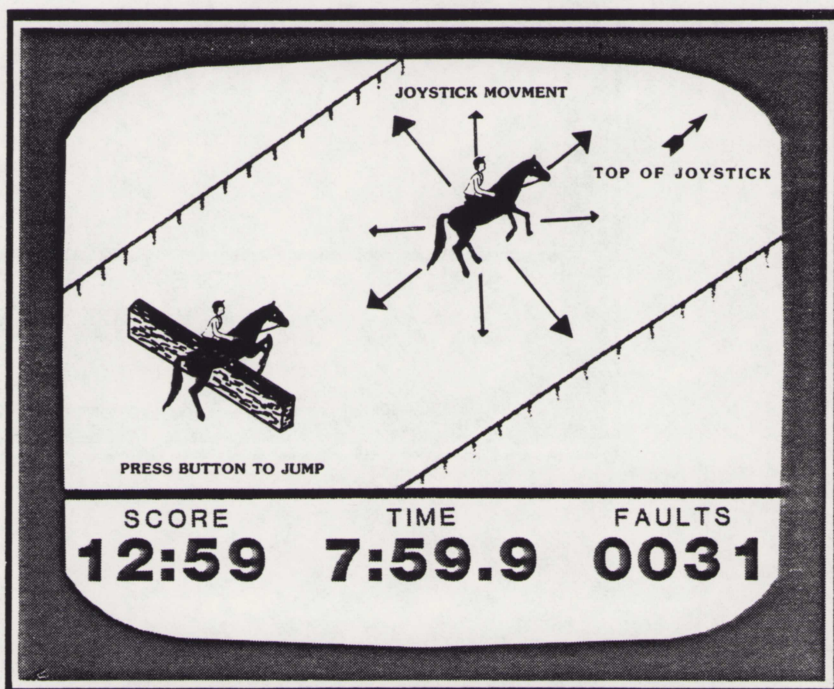
THE START

Only seconds after you press the START key your horse crosses the Start/Finish Line, the clocks start running, and you're off! (See Figure 2.) Use the joystick to guide your horse around each obstacle and over the jumps. (Find a detailed description of jumps and obstacles in the "Mastering EQUESTRIAN" section of this manual.)

THE JOYSTICK

You have to move the joystick in an unusual way because of the diagonal pattern of EQUESTRIAN. Try holding the joystick with the button at the top right corner (as shown in Figure 3) until you're familiar with the game.

Figure 3
USING THE JOYSTICK



THE FINISH

Unless you press the SPACE BAR to pause the game, the horse runs nonstop to the finish line. Then all action stops and the FAST TIME of the day is displayed on the bottom of the screen.

You can start a new game by pressing the START key. If you want to change one of the options, press the OPTION or SELECT key. You return the options screen (Figure 1).

SCORING

EQUESTRIAN displays the SCORE, TIME, and FAULTS on the lower portion of the screen. TIME shows exactly how fast you completed the course. FAULTS records how many obstacles you hit and how many jumps you missed. SCORE is the total TIME and penalties accumulated from each fault committed.

FAULTS

Missing a jump or hitting an obstacle results in a fault, and a penalty is added to your score. Since penalties vary with their severity, they add from 2 to 16 seconds to your score. A tone sounds when you commit a fault. The pitch shows the severity of the penalty:

- *low tone - low penalty
- *medium tone - medium penalty
- *high tone - high penalty

Mastering EQUESTRIAN

This section is for ambitious riders who want to get the most out of EQUESTRIAN in their quest for perfection.

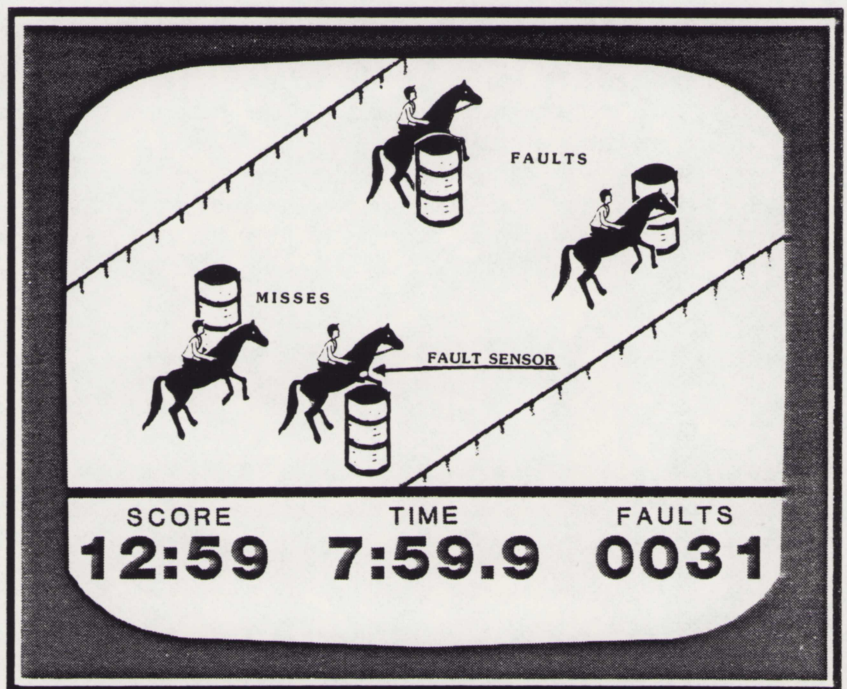
OBSTACLES

EQUESTRIAN is not a one or two dimensional game. Touching an obstacle isn't always a fault. You find yourself dashing in front and ducking behind obstacles all the time without committing a fault.

Keep your eyes on the horse's lower chest area, not on his legs. This is where a fault sensor is located on the horse. (See Figure 4.) This is probably the most important item to remember while you're mastering the many obstacles you find in EQUESTRIAN.

Figure 4

PREVENTING FAULTS



RUNNING THE COURSE

Being in the right place at the right time affects your scores in EQUESTRIAN. Riding too low on the screen doesn't allow you full directional control of your horse. (See horse 1 below, in Figure 5.) But you'd have the best view of the course!

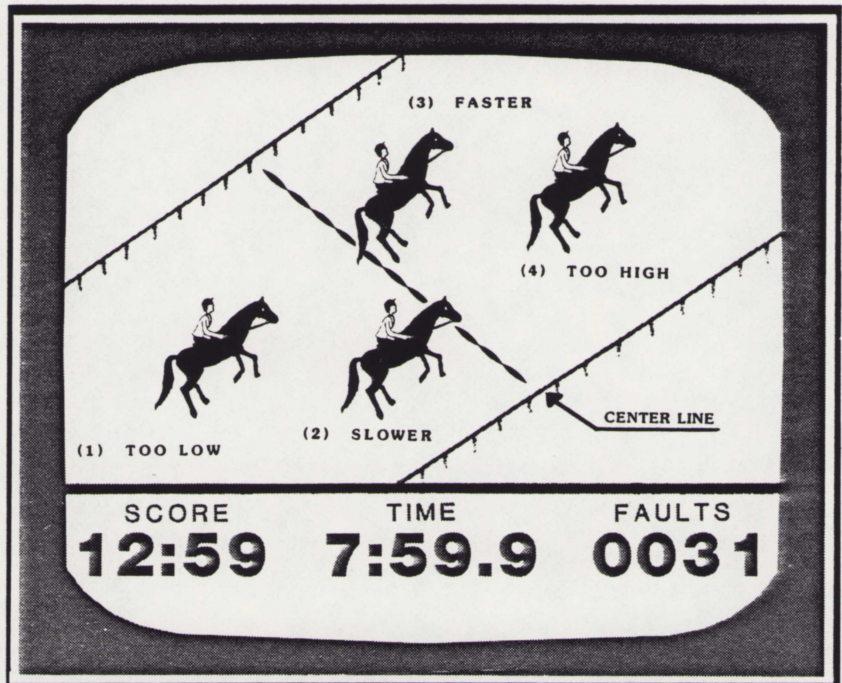
If you're riding too high (Horse 4), the horse can't surge forward while jumping. The view of the course is also limited at the top.

The ideal riding positions are in the middle area of the screen (horses 2 and 3). Notice the Center Line. If you ride above the line (as horse 3 does), it seems as if you're moving faster. Obstacles and jumps are closer together and you reach the finish line more quickly. Riding below the line (Horse 2) is slower, but it makes it easier to complete the course without faults.

You can't see the center line on your screen. With a little practice, you'll probably have a favorite place on the screen for each of the three horses.

Figure 5

THE PLACE TO BE



MASTERING THE JUMPS

Pokey Pete makes successful jumps with a minimum of effort. His stablemates can't because their jumps must be timed more accurately. The trick is to wait until the nose of the horse is just about touching the jump. When you need a longer jump, move the joystick forward while you're pressing the button.

For a quick jump, pull back on the joystick while you're pressing the button. This is a good technique when jumps are close together.

Riding tips summary

- DON'T WATCH THE HORSE'S LEGS...
WATCH HIS CHEST
- STAY IN THE MIDDLE AREA OF THE SCREEN
- WAIT AS LONG AS POSSIBLE BEFORE JUMPING
- DON'T WATCH THE HORSE'S LEGS
MOVE THE JOYSTICK WHILE JUMPING
- MAKE A FINAL DASH TO THE FINISH LINE
- CROSS THE START LINE AS LATE AS POSSIBLE
- WHEN YOU HAVE A CHOICE...
TAKE THE EASY ROUTE
- PENALTIES VARY...
MOVE AWAY FROM OBSTACLES EVEN IF HIT

Figure 6
EXAMPLES OF LEGAL JUMPS

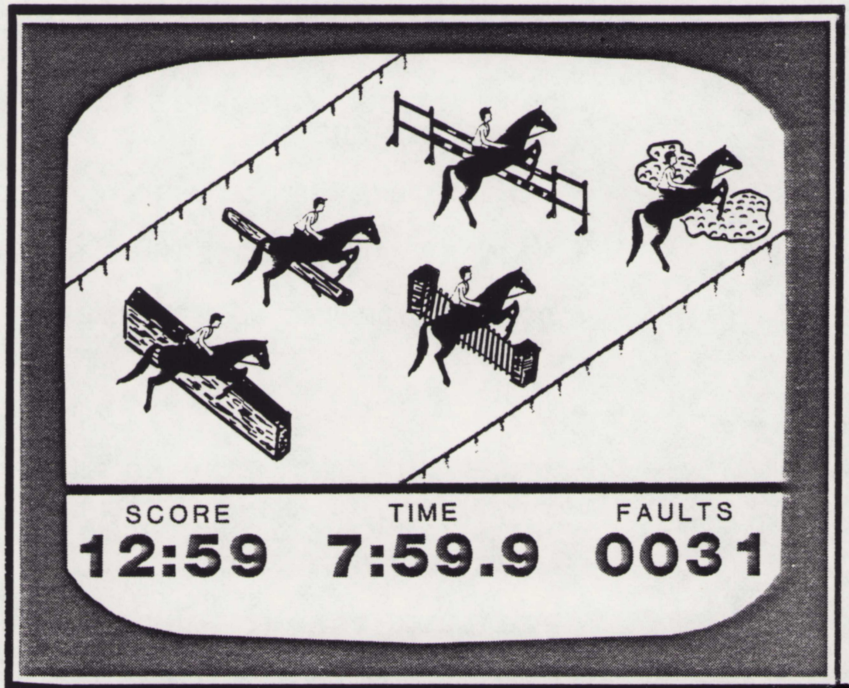
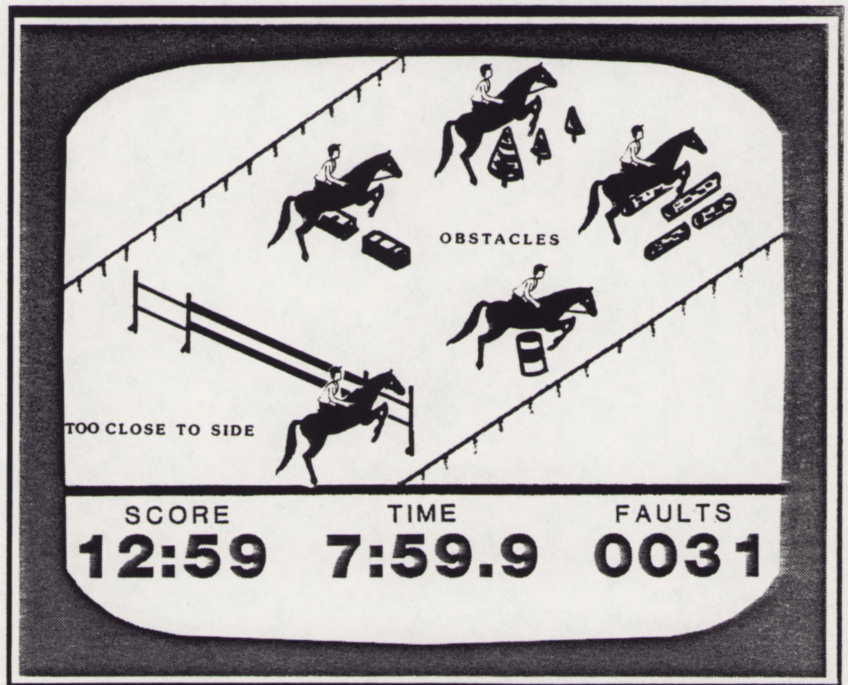


Figure 7
EXAMPLES OF ILLEGAL JUMPS



Quick reference sheet

SKILL LEVELS (THE HORSES)

Horse 1 ... Beginner
Horse 2 ... Intermediate
Horse 3 ... Advanced

COURSES

Course 1 ... A little easier
Course 2 ... A full challenge
Course 3 ... Always different

SPECIAL KEYS

START

Starts the game or restarts the game if pressed during a game.

SELECT

Use this key to select the horse. Returns you to the Options Screen if pressed during a game.

OPTION

Use this key to select a course. Returns you to the Option Screen if pressed during a game.

JOYSTICK BUTTON

Press while holding down the START key to create a new Course 3.

SPACE BAR

Pauses EQUESTRIAN any time it's running. Move the joystick to restart the game.

International Equine Sport

by Jill Casper

Welcome to the world of international equine competition. The EQUESTRIAN program is patterned after a combination of parts of some of the world's finest three day event horse trials and stadium jumping courses. The following is designed to familiarize you with the international competitions in three day eventing, stadium jumping, and dressage, all of which are held on local and international levels. Each of these sports is governed by the rules of the International Equine Federation to ensure uniform rules and courses.

Many countries around the world hold international competitions in each of the three sports. Only the best riders are invited to attend. In addition to the individual competitions there are team championships (such as the World, Pan American, and European Championships, or the Olympics Games). Of all these the Olympic Games are considered the most important.

Horses have been competing in the Olympics since 652 B.C. in sports such as chariot racing, but they made their debut in the Modern Olympic Games in 1912. Equestrian sports are unique among international sports because they're the only competition in which men and women compete equally with one another. An added dimension is that both horse and rider must be in top physical condition at the same time to do their best. This isn't an easy task since the horses, with their own special personalities and desires, must be kept in peak condition, and working willingly to succeed.

There are awards in six categories for the Olympic Games. Individual and team medals are awarded in each of the sports of Dressage, Three Day Eventing, and Grand Prix Jumping. Each country

can enter up to fourteen riders and twenty two horses.

DRESSAGE

Dressage is a series of increasingly difficult basic training movements used to teach the horse obedience, balance, lightness, and sensitivity to the rider's aids. Tests are held on local and international levels to judge a horse's progress, starting at First Level and progressing to Grand Prix de Dressage: the most difficult and the required test of the Olympic Games. Not all horses or riders have the physical or mental discipline to reach the higher levels but all can compete at local dressage tests.

There are two categories of dressage tests: dressage tests for riding horses and dressage tests for three day event horses

Tests on all levels are made up of pre-set movements to be performed in a specified order. Riders try for complete accuracy and a sense of style and grace. Gaits are the walk, the trot, the canter at medium, collected, and extended paces, the halt and half-halt, piaffer, pirouette, and passage, some of which are only performed at the higher levels. There are faults for not following the prescribed movements in their proper order, exceeding the time limit, riding a horse that's not supple enough, not moving out at the extended paces, not having proper impulsion, and disobedience such as rearing, tail switching, and not standing quietly at the halt.

The art of dressage has been around for centuries, since its first mention by an early Greek author named Xenophon. His views on horse training are still quoted today. The Romans didn't practice dressage because they kept their training more simplified. In the middle Ages, some of the more specialized moves made the man and horse a more awesome opponent on the battlefield. Not until the Renaissance did advanced dressage have a true

resurgence of popularity. It became fashionable for European aristocrats and their children to be well schooled in the art of dressage. In recent years though, it has become recognized as a valuable training technique for any of the equine sports from barrel racing and trail riding to Grand Prix jumping.

THREE DAY EVENTS

The three day event is considered one of the hardest tests of the stamina, speed, heart, and versatility of the horse and rider. Three separate parts are held on three consecutive days; they're dressage, speed and endurance, and stadium jumping. Actually, the name "three day event" is misleading because most international competitions take longer than three days. The riders and their mounts generally set aside most of a week to settle their horses in, walk the cross country course, and attend briefings and veterinary inspections.

The first phase of competition is the dressage. Although the three day event dressage test is easier than the Grand Prix de Dressage, many riders still consider it the most difficult part of the event. In many cases, a good dressage score can make the difference between winning and losing.

The second phase is the speed and endurance test. The four parts of this program are performed with only one break. They can cover up to 30 km (19 miles) in about 1 3/4 hours to cover. Part A is Roads and Tracks with a distance between 3 and 6 km, but penalties are assessed for going over a set time. Part B is the Steeplechase, a test of speed. It's about 3.5 km (2 miles) with ten fences. This entire section must be run at a fast gallop to finish with no penalties, but many riders would rather incur penalty points to save a horse's endurance for the cross country course. Part C, another stretch of Roads and Tracks 9.6 km (6 miles) long, is often walked in the beginning to

give the horse a rest, and finished at a canter to regain time.

Before part D, the cross country, is a ten minute break during which a veterinary panel examines the condition of the horse. If a horse is lame or exhausted he's not allowed to continue. The cross country course is about 6.5km (4 miles) long with thirty or more fences that require great skill and courage to negotiate. Since penalties are awarded for falls (60 points) and refusals (20 points), the rider must have as clear a round of jumping as possible. Penalty points also mount up quickly if the time limit is exceeded.

Stadium jumping, the final phase of the three day event, is held on the day after speed and endurance. Horses are again inspected for soundness, and they aren't allowed to continue if they fail the examination. As with the dressage, this phase is less difficult than the Grand Prix jumping. It's intended to show that the horse is still a careful, supple, and obedient jumper after the physical strain of the day before.

STADIUM JUMPING

Stadium jumping, with its neatly tailored shrubs, flowers, and brightly painted obstacles, is a glamorous counterpart to the more "wild and woolly" cross country courses. The first stadium jumpers were military riders from England and Europe who participated in a sport known as the high jump and jumping contests in their local areas. Annual shows have been held in cities throughout the world since the early 1900's. Each course is noted for its own personality and built-in difficulty. The most difficult level of stadium jumping is the Prix des Nations or Grand Prix.

The rules for stadium jumping are not difficult:

- if a horse knocks a rail off the jump while jumping, he's assessed 4 faults.
- one or more of his feet in the water — 4 faults.
- first refusal to jump — 3 faults.
- second refusal to jump — 6 faults.
- third refusal to jump — elimination.
- fall of horse and/or rider — 8 faults.
- refusal and knocking down obstacle — 3 or 6 faults + 6, 8, or 10 seconds added to time.
- exceeding time limit — 1/4 fault for each second over.

Other penalties include leaving the ring without crossing the finish line, or starting before the judge signals to do so. When the four best riders come to the final round, each has to ride his opponents' horses to determine the placings. This adds tension to the drama as each horse responds differently to different riders' signals, requiring skill and riding form to bring off a good round.

Course design is an intricate part of stadium jumping. It provides challenges in obedience, courage, and the rider's knowledge of his horse's stride and jumping ability. Twelve to twenty obstacles are usually set alone or in pairs (doubles) or groups of three (trebles). The obstacles are over five feet high and seven feet wide. In a contest called the high jump or puissance, jumps have been cleared at eight feet six inches. Course builders around the world have a common denominator to work within: the length of the average jumper's stride which is about 10 feet (3 meters) at the balanced canter. The

designer can set regular or irregular distances between obstacles. For instance if there's a distance of 30 feet between jumps the rider knows to allow three strides. But if the designer sets a distance of 45 feet, the rider has to allow four long strides, five short strides, or four and a half strides. As you can see, the rider has to know the horse's usual way of going and how he's jumping that particular day to decide how to approach each jump. The rider's knowledge of these things determines whether he or she will be successful that day.

THE HORSES

The different breeds used for international competitions are chosen for their conformation, breeding, disposition, size, courage, and stamina. From Germany comes the Trakehner, Holstein, and Hanoverian. Some riders from the U.S. and Australia prefer the Thoroughbred, either pure or crossed with Arabian or Quarter Horse blood. The French breed their own Anglo-Arab crosses, and the Irish use Thoroughbred-Irish Draught mixtures to create their own special event horse. Overall, the Hanoverian has been the most successful breed in international eventing, dressage, and stadium jumping. Germany, France, Ireland, and Sweden have national breeding programs funded and administered by the government of each country. Without such programs, the United States, England and Australia are dependent on individual efforts.

IN SUMMARY

EQUESTRIAN has tried to capture some of the excitement of international equine sport. By combining accuracy, speed, knowledge of your horse, and practice you can enter this exciting world.

Glossary

AIDS

The different methods a rider uses to communicate with the horse: legs, hands, weight shift, voice.

BAY

A body color ranging from light golden to reddish brown with black mane and tail.

CAVALLETTI

A very low jump used in training and exercising.

CONFORMATION

The body shape and structure of a horse.

COLIC

A pain caused by a digestive upset: the leading cause of equine deaths.

DUN

A yellow body color with darker mane and tail.

FARRIER

A blacksmith.

GAITS

The foot movements for a horse's speed of traveling (such as walk, trot, or canter).

GYMKANA

A variety of mounted games.

HEAVES

Equine emphysema.

LUNGING

A method of training and exercising a horse from the ground using a long line attached to the horse's halter and causing him to travel in a circle around the trainer.

PASSAGE

A slow, shortened, very collected, elevated, and cadenced trot.

PIAFFER

A trot in place.

PIROUETTE

A turn on the haunches with the forehand moving around the haunches.

TACK

All the equipment worn by the horse: saddle, bridle, girth, leg protection.



ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to

know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

Equestrian (268)

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- _____ Easy to use
- _____ User-oriented (e.g., menus, prompts, clear language)
- _____ Enjoyable
- _____ Self-instructive
- _____ Use (non-game programs)
- _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From

STAMP

APX

ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

[seal here]

