

Health & Safety Precautions

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES. IF THIS PRODUCT WILL BE USED BY YOUNG CHILDREN, THIS MANUAL SHOULD BE READ AND EXPLAINED TO THEM BY AN ADULT. FAILING TO DO SO MAY CAUSE INJURY.

SEIZURE WARNING

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

- Convulsions Eye or Muscle Twitching Loss of Awareness
- Altered Vision Involuntary Movements Disorientation

To reduce the likelihood of a seizure when playing video games:

Sit or stand as far from the screen as possible.

Do not play if you are tired or need sleep.

Play in a well-lit room.

Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.



Starting the Game

Language Select Screen
Please choose your language from
English, French, German or
Spanish.



Please Choose your Character







Title Menu

Press ESC to access the Title Menu. The options are Save, Load, Settings, Resume and Quit Game.



Save - Manually save your progress, or overwrite a previous save. Load - Load a previously saved game.

Settings - change Graphics, Audio, Settings for Tutorial and Auto Save Resume - quit the menu and return to the game. Quit Game - exit game.



Playing the game



Your Grandfather had been studying the nature of the meteorite crystals.

He had left his old farm to you . You can try to help him by breeding special horses and to find the lost meteorite crystals. You can upgrade the buildings by choosing the bricks icon, or you can enter them if you choose the door icon!

You have a colt waiting for you in your Stable.

Go and spend some time grooming it!





Spirit

Condition



Playing the game

Info board

You can get information about your horses at the Information board of your farm.

Blacksmith

Stable



Gate

Corral

Well

The Well will provide the Stable with fresh water,

therefore if you need more room in the Stable you should upgrade the Well.





Stable

This is the Stable where your horses live.

In the stable your horses can have some rest between trainings, races, and quests. Here you can feed and take them to water.

In the Stable you can breed your horses.



You'll find the grooming tools on the left side.

Use the grooming-brush for the body, the hoof-brush for the hooves, and the sponge for the head. You can buy new items for your adult horses which will improve their abilities. Click on the shop icon.

When your colt is old enough, you can buy horseshoes from the Blacksmith!







Shop

You need to be
in the stable
to breed your horse.
You have to choose a pair
by its name. If no names are
shown next to the heart, than you
have to train another horse to be
a good pair for your steed.
You need to have an empty box
for your new colt. To have an
empty box you have to upgrade
the well building.
You can breed a horse only once,
so be careful when
choosing the pair.



Abilities

You can click on the shop to buy new items for your horse. Every item is unique and improves your horse's abilities. You can try to find matching items for your horse.







Blacksmith

At the Blacksmith's you can make magical horseshoes. The higher level the blacksmith's building is the better horseshoes you can make.



Try the anvil
to make your magic
horseshoes! Choose three
materials and mix them on
the anvil. You can look for
new combinations in the
book.

You can make magic horseshoes
by using the anvil. These horseshoes can be made by
making use of the special descriptions which can be
found in the book lying on the table. If your horse has
horseshoes you can visit the Corral to train it in order to
reach the maximum level!





Corral

This is the Corral where you can train your horses.

You should try to reach the maximum of their abilities in order to have a successful breed. The higher level you reach, the better training your horses can have.



Here you can train your horses to take them the highest level.

Choose from the objects around your horses. If they have reached their maximum ability, you can breed them in the Stable to change them into superb steeds. Having a trained horse, you can take part in races or help others by taking on a quest at the Gate.



3



Training



During practice arrows appear on the training course.

Once an arrow is over your horse it starts to spin, at that point you must press the corresponding key. Once pressed it you get a feedback.

At the end of the training you will receive your score depending on how good your horse performed on the training course.







Training

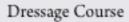
Obstacle Course

This sort of training develops the strength and reflexes of your horse.

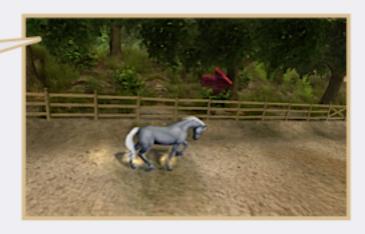


Forest Course

This sort of training develops the stamina, the dexterity and the speed of your horse.



This training requires speed and dynamic reflexes.





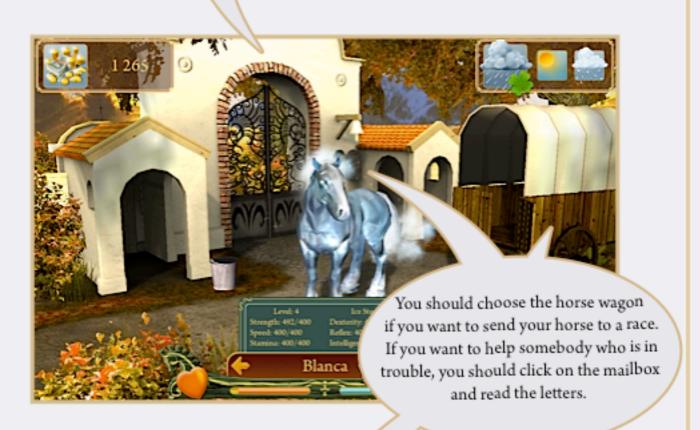
Sledge pulling

his sort of training increases the stamina and the strength of your horse.



Gate

At the Gate you can send your horse to a race or to a quest. The higher the level is the better races you can send your horses for.



Sometimes, when your horse is tired,
it may fall ill during a Quest.

If that happens you should visit the Barn to prepare a remedy for
your horse! You can also make magical potions to increase your
horse's ablilities.





Barn

This is the Barn.
You can make magical potions or cure your horse in case of illness. The magical potions can increase temporarily your horse's abilities. At every new Barn level you can find new recipes in the book.



If your horse got ill, you would have to look for the stethoscope on the table to examine it. You can cure it with an injection. If your horse is healthy, you might try to mix magical potion by clicking on the mortar. You can find lots of recipes in the book lying on the table.



Try the mortar
to make magic potions.
You need to use three
components to make a
potion. You can look for
new herb combinations
in the book.





Artwaregames Inc.

Copyright © 2010 Artwaregames Inc. All rights reserved.

Please contact us on

contact@artwaregames.com

Disclaimers

ARTWAREGAMES INC. DOES NOT PROMISE THAT THE SECRET OF THE MAGIC CRYSTAL SOFTWARE (LATER AS SOFTWARE OR GAME) OR ANY CONTENT, OR FEATURE OF THE GAME WILL BE ERROR-FREE OR, THAT ANY DEFECTS WILL BE CORRECTED, OR THAT YOUR USE OF THE SITE WILL PROVIDE SPECIFIC RESULTS. THE SOFTWARE AND ITS CONTENT ARE DELIVERED ON AN "AS-IS" BASIS. ARTWAREGAMES INC. DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTIES OF ACCURACY, NON-INFRINGEMENT, MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. ARTWAREGAMES INC. DISCLAIMS ANY AND ALL LIABILITY FOR THE ACTS, OMISSIONS AND CONDUCT OF ANY THIRD PARTIES IN CONNECTION WITH OR RELATED TO YOUR USE OF THE SOFTWARE AND/OR ANY OTHER THIRD PARY SERVICES. YOU ASSUME TOTAL RESPONSIBILITY FOR YOUR USE OF THIS SOFTWARE. YOUR SOLE REMEDY AGAINST ARTWAREGAMES INC. FOR DISSATISFACTION WITH THE SOFTWARE OR ANY CONTENT IN IT TO STOP USING THE SOFTWARE. THIS LIMITATION OF RELIEF IS A PART OF THE BARGAIN BETWEEN THE PARTIES.

