

my little Pony

BRAND



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FIRST THINGS FIRST

The ReadMe File

The *MY LITTLE PONY*™ CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print.

You can view this file during installation of the game. To view this file after you install the game, double-click on it in the *MY LITTLE PONY* directory found on your hard drive (usually C:\Program Files\Atari\My Little Pony). You can also view the ReadMe file by first clicking on the Start button on your Windows® 98/98SE/Me/2000/XP taskbar, then on Programs, then on Atari, then on My Little Pony, then on the ReadMe item.

System Requirements

Operating System:	Windows® 98/98SE/Me/2000/XP
Processor:	Pentium® II 300 MHz or higher
Memory:	64 MB RAM
Hard Disk Space:	50 MB Free
CD-ROM Drive:	4X Speed or higher
Video:	4 MB Windows® 98/98SE/Me/2000/XP-compatible SVGA video card* or higher
Sound:	Windows® 98/98SE/Me/2000/XP-compatible sound card*
DirectX®:	DirectX® version 9.0 (included) or higher

* Indicates device should be compatible with DirectX® version 9.0 or higher.

SETUP AND INSTALLATION

1. Start Windows® 98/98SE/Me/2000/XP.
2. Insert the *MY LITTLE PONY* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. Click on the Install button to install the game. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK.
Note: If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing the *MY LITTLE PONY* CD-ROM game.
5. Once installation is complete, double-click on the *MY LITTLE PONY* game icon on your desktop to start the game.

Note: You must have the *MY LITTLE PONY* game disc in your CD-ROM drive to play.

Installation of DirectX®

The *MY LITTLE PONY* CD-ROM requires DirectX® 9.0 or higher in order to run. If you do not have DirectX® 9.0 or higher installed on your computer, click “Yes” when asked if you would like to install it.

SAVING AND LOADING

Once you exit a game, your progress is automatically saved to your mailbox. So when you play the game again, you can continue an existing game by clicking on your mailbox with your saved game, or click on a blank mailbox to begin a new visit to PONYVILLE.

WELCOME TO PONYVILLE™!

From choreographing new dances, to creating spectacular desserts together, to helping the ponies look their best, and decorating the grand halls of the castle, you will share lots of fun with your pony friends as you get ready for the ball.

You can roam freely through PONYVILLE™ and interact with almost anyone or anything you see. You will encounter friends who are happy to see you and who might even need your help. When you help them, you are rewarded with more decorations for the ball. Enter TWINKLE TWIRL'S DANCE STUDIO™, COTTON CANDY CAFÉ™ and the CELEBRATION SALON™ to play one of the main activities. Once you have completed the activities, you can visit CELEBRATION CASTLE™ to decorate the ballroom. When the castle is ready, it's time to party!

GETTING STARTED

After installing the game, RAINBOW DASH™ will appear and help get you started. RAINBOW DASH will stick around to help you throughout the game.

Signing In

Click on a mailbox to go to the mailbox design screen. On this screen you can add a name to the mailbox (up to 10 letters long), color your mailbox and add an animal on top. Just click on the letters, colors or animals to make them appear on your mailbox.

Pick a Pony

You have a choice of four ponies to play the game with: SUNNY DAZE™, SKY WISHES™, PINKIE PIE™ or SPARKLEWORKS™. To select a pony, click on it. The pony will introduce herself. If you want to play with it, click on the Play button.

PONYVILLE™

Once you have entered PONYVILLE, the home of all of your favorite MY LITTLE PONY friends, move the mouse cursor to the left or right side of the screen to travel around the area. You will notice five buttons along the bottom of the screen:



Click on the Back button to leave PONYVILLE.



Click on the Scrapbook button to view the pictures you've taken during the game. If the first page is full, click on the turning page to view the next set of pictures.

Note: Each page holds 25 pictures. Once 100 pictures are stored, each new picture will replace the oldest picture in the scrapbook.



The Party Checklist shows all of the activities you must complete before you can begin the FRIENDSHIP BALL™ activity. RAINBOW DASH will explain what you need to do when you click on any of the items on the checklist.



Click on the Camera button to "take a picture" of what is on the screen at that moment. A new screen appears with that picture in a frame, and four new buttons appear:

- Click on the Back button to exit to the previous screen (the picture will automatically save).
- Click on the Trash Can button to return to the previous screen without saving the picture that was just snapped.
- Click on the Send button to send the picture to one of your pony friends. After you select a pony to receive your picture, the picture will be saved to your scrapbook.
- Click on the Printer button to create a printout of the current picture. **Note:** You must have a printer installed and attached to your computer in order to print.



Clicking on the Pony Select button will bring you back to the Pick My Pony screen. At this point you can either click on a new pony to choose a new one to play with, or hit the Back button to return to the game.

Exploring PONYVILLE™

Once you complete the Sign-In process, you'll find yourself in PONYVILLE in front of the cottage of the pony you selected. The selected pony will peek its head out the door and invite you to come inside. Next you will be inside of the Pony Cottage, where you will be told about the upcoming FRIENDSHIP BALL. You can stay and decorate the cottage, and try some of the printing activities. If you want to leave, just click on the Back button to return outside.

A path runs through PONYVILLE tracing a route around the CELEBRATION CASTLE. Along this path are all of the activities and interactive elements in PONYVILLE.

If you click on your pony, she will offer helpful suggestions as to what to do next.

Clickables

Many of the items around PONYVILLE react in response to your pony. Some creatures, such as birds and butterflies, fly away when startled. Other objects react when touched and blow away in the wind (such as flowers and leaves). Other objects grow and bloom. You can even turn on a pretty water fountain. To activate a clickable, just click on it!

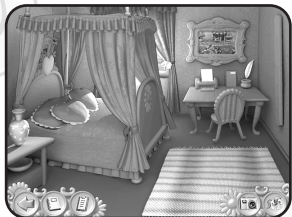
In addition to the activities and clickables, there are hidden treasures scattered around PONYVILLE: Rainbow Berries, pony charms and bunches of flowers. If you click on these treasures, a pony will tell you what it is and where it should go. For example, she might say, "Great, a charm for our cottage!" The next time you enter the cottage, you will see the charm hanging on the charm tree.

Helping Hand Activities

Ponies you meet outside during your adventures are also preparing for the ball. They need your help to get ready. When you click on one of these ponies, she will ask you to find three items hidden somewhere in PONYVILLE.

THE PONY COTTAGE

Every new game starts at your pony's house. The design of the bedspread, canopy, pillows and wallpaper can be customized to suit your taste. Just click on them to see the next option.



Hidden Treasure

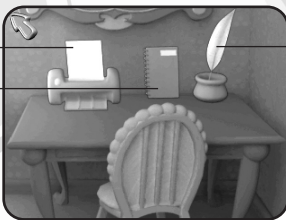
Some of the objects that you can collect around PONYVILLE are displayed in the Pony Cottages. For example, a fruit bowl fills with Rainbow Berries as you collect them, and a vase fills with pretty flowers. A charm tree on the wall shows the charms you have found. There is even space to hang a kite (which you can build as a Helping Hand activity).

Printing

Click on the desk to print coloring pages, do activities away from the computer, or send invitations. **Note:** You must have a printer installed and attached to your computer in order to print.

Coloring Pages

Away from the
Computer Activities



Sending Invitations

Coloring Pages

Click on the small picture of the page you want to color to see a full-sized version of the picture in a frame. You can print out a page and color it away from the computer.

Click on the Printer button to print the picture and then return to the picture selection page.

Click on the Cancel button to just return to the picture selection page.

Click on the Exit button to go to the activity selection page.

Away from the Computer Activities

Click on a small picture to see a full-sized version.

COTTON CANDY CAFÉ™: Check out three recipes for real cakes — chocolate, vanilla and strawberry.

CELEBRATION SALON™: Print and cut out pictures of ponies and kids with fun hairstyles, plus get ideas for styling real MY LITTLE PONY hair.

CELEBRATION CASTLE™: Make invitations to your own party, host your own "FRIENDSHIP BALL" during a party or sleepover in the real world, or print party decorations to cut out and color.

TWINKLE TWIRL'S DANCE STUDIO™: Try some fun dance moves!

Click on the Printer button to print the page and then return to the activity selection page.

Click on the Cancel button to just return to the activity selection page.

Sending Invitations

It's your job to make sure everyone comes to the FRIENDSHIP BALL. Choose an invitation background, decorate the invitation with stickers, and send it to all of the ponies.

Click on one of the backgrounds at the top of the screen.

Use the stickers from the right side of the screen to decorate your invitation. To place a sticker, click on it, drag it to where you want to put it, and then click there to drop the sticker into place.

To erase a sticker (or part of it), click on the Eraser, hold down the mouse button, and drag the eraser over the sticker you want to erase.

To send the invitation, click on the Send button.

Click on the Exit button to return to the print area. **Note:** Your work will not be saved.

Receiving Mail

Every time you pass by the front of the Pony Cottage, it's a great idea to check your mail. A pony may want to welcome you to PONYVILLE or thank you for helping them get ready for the FRIENDSHIP BALL. They always remember to write you back when you send them a picture or an invitation.

When you have mail, your mailbox door will be open and an envelope will stick out from the box. Click on the mailbox to read your mail.

Click on the Printer button to print the piece of mail you are reading.

Click on the Exit button to return to the print area.

CELEBRATION SALON™

It's time to dress up your pony for the FRIENDSHIP BALL! Inside the salon, you can choose hairstyles, hats, costumes, jewelry, gems and sparkles.

Click on the item you want to use. There are some items you can place wherever you want by dragging the item and then clicking on your pony. Other items will automatically appear on your pony when you click on them.

Click on the Reset button to return your pony to her initial state.

Click on an item and drag it off of your pony to erase it.

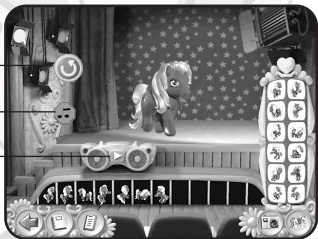
At any time in the CELEBRATION SALON, you can take pictures of your styles. These images are saved in the scrapbook, where they can be viewed or printed out whenever you want.

Click on the Exit button to leave the CELEBRATION SALON.



TWINKLE TWIRL'S DANCE STUDIO™

Reset —
Music —
Play / Stop —



TWINKLE TWIRL™ wants you to help her choreograph the dance that she will perform at the FRIENDSHIP BALL.

Choose the Music

Start the music by clicking on the Music button on the boom box just below the stage. Click on the Music button a second and third time to hear three different music selections.

Create a Dance

You can make new dances any time you want! Click on one of the dance moves on the right side of the screen, drag it to the timeline at the bottom of the screen, and then click the mouse button again to drop the move into the timeline.

Click on the Play button to see the dance so far, or add more dance moves.

If you want to, you can change the order of the dance moves after you've placed them. Click on a move in the timeline, and then drag it to the spot where you want it to go. The other moves will shift to make room for the new move.

While TWINKLE TWIRL is performing the dance, press the Spacebar on your keyboard to add musical accents and light effects. The dance and music will repeat until you click on the Stop button.

Click on the Reset button to erase all dance moves from the timeline.

To successfully complete the Dance activity, you must have created at least one 12-move dance and played the dance sequence from start to finish.

Click on the Exit button to leave TWINKLE TWIRL'S DANCE STUDIO.

Note: Look for four "special" moves hidden throughout PONYVILLE!

COTTON CANDY CAFÉ™

When you pass the COTTON CANDY CAFÉ, be sure to stop in to help prepare for the ball. Inside you can help COTTON CANDY™ make desserts. First make a cake using any ingredients you like. Then add your favorite toppings!

Make A Cake

Reset —
Recipe Card —



Mixer —
Mixing Bowl —

First, decide which ingredients to use in your cake. Click on items and drag them to the Mixing Bowl to add them to the cake batter. The Recipe Card keeps track of the ingredients as they are placed in the Mixing Bowl. Click on the Mixer when you are ready to mix up the ingredients for your cake.

Click on the Reset button to start your batter over.

Decorate A Cake

It's time to decorate the cake! The first time you play, you will decorate a circular cake. The second time, it's a square cake. The third time, it's a special pony-shaped cake. The fourth time, it's back to a circular cake.

The buttons in the upper left of the screen show the four types of decorations: icing fill, icing funnel, letter candles, and other decorations.



Decorate at least one cake to bring with you to the FRIENDSHIP BALL.



Icing Fill

Click on the Icing Fill button to change the cursor to an icing spreader. Click on the color you want to put icing on the spreader. Then click on the cake to fill an entire section of the cake with that color.



Icing Funnel

Click on the Icing Funnel button to change the cursor to an icing funnel. You must hold the mouse button down to "draw" on the cake.



Letter Candles

Click on the Letter button to open a drawer revealing all of the letters. Click on a letter to stick it onto the cursor, drag the cursor to the part of the cake where you want to put the letter, and then click the mouse button again to drop the letter there.



Other Decorations

Click on this button to use other decorations.



Done Button

Click on this button when you are done decorating your cake.

Click on the Exit button to leave the COTTON CANDY CAFÉ. The most recent cake you have decorated will show up at the ball. If you decorated at least one cake, this activity will be checked off of your checklist. You're one step closer to The FRIENDSHIP BALL!

DECORATE CELEBRATION CASTLE™

Once you finish everything on your Party Checklist, the castle gate opens and your pony can go inside. Oh no! It looks like, in the rush to get ready, nobody decorated the castle. It's up to you to save the party!

At the top of the screen, you will see all of the decorations you can use. You can decorate the hall by changing the colors and patterns on various castle elements and adding your own party flourishes. Your decorations will sparkle gorgeously when hung in the hall.



Stickers

Click on the left and right arrows to scroll through all of the decorations.

When you click on lights, ribbons or streamers, they will stick to the cursor. Try decorating the pillars and walls with these items by clicking on them, dragging them to the area where you want to place them, and then clicking again to drop them into place. You can also place beautiful plants and festive fabric.

Placeable Objects

When you click on one of these objects in the menu (such as balloons, ice sculptures, flowers and banners), the object will stick to the cursor.

Click on them, drag them to the area where you want to place them, and then click again to drop them into place. When you put the item over a usable location, the background will glow to show that it can be placed there. You can pick up each dropped item and move it around if you want to.

If you drag an item back onto the menu, it stays there for you to use later.

When you are finished decorating, click on the Party button to go the FRIENDSHIP BALL!

If you want to return to PONYVILLE to collect even more decorations, click on the door or on the Exit button.

THE FRIENDSHIP BALL™

It's Party Time! Now that you've decorated the castle, it's time to start the FRIENDSHIP BALL. Inside you can listen to fun music, see your decorations in action, visit with your pony friends, watch the dance recital, take glamour pictures, see the desserts you made, and, if you're lucky, you can even meet STAR CATCHER™!

Guide your pony around the room as you chat with your friends and sample the great activities you helped to set up. Click on a pony to start a conversation. Walk over to a party booth to look at it. Step into the photo booth to show off your CELEBRATION SALON style against different backdrops. Stop by the dessert table and sample the delicious food you made. Move to the dance floor to watch the performance.

When you're done with the ball, you can exit and help another pony get ready for the next party. Any pictures you've previously sent your new pony will be on her wall when you visit her cottage.



Dance Recital

TWINKLE TWIRL is on stage ready to do her dance! Click on the Play button to start her performance.

You can stop the dance recital at any time by clicking on the Stop button.

Play / Stop



Glamour Pictures

Click on the backdrop to see your pony dressed up in the special outfit you designed at the CELEBRATION SALON. Take her picture against any of five fun backgrounds. You can save the pictures to your scrapbook, where you can look at them any time you want. You can even print them out to give to your friends.



Dessert Table

Click on the dessert table to see desserts at the ball.

To Exit the Ball

Click on the castle door or the back arrow.

If you leave the ball after all of the activities have been completed, the ponies have a special surprise for you. A picture is taken and sent to your scrapbook to be displayed on the front cover. You will have the option to print this picture, which comes in a special frame. Hope you had fun in PONYVILLE!

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www.atarikids.com

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www.atari.com/us/freebies

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

www.ataricomunity.com

Kids, check with your parent or guardian before visiting any web site.

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Use of Atari web sites is subject to terms and conditions, which you can access at:

www.atari.com/us/terms_of_service.asp

TECHNICAL SUPPORT

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

www.atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.)

Note: Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98; Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

END-USER LICENSE AGREEMENT

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You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

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