



My Best Friends - Cats & Dogs



*Instruction
Booklet*

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Preface

My Best Friends - Cats & Dogs is a totally fun mix of games and activities that allow you to shape your pet's development and influence its actions. You can choose from a range of cute kittens and puppies, all of which have distinct personalities that affect how they respond to you and the world around them. This game is all about caring for your pet, juggling all the tasks this entails, and competing to win prizes that will aid your progress.

Controls

Menu-based

- Left Mouse Button (LMB) - Select
- Enter - OK
- Cursor Pad - Scroll
- ESC - Pause Menu (Exit, Load, Options, Continue)

Game-based

- Left Mouse Button (LMB) - Select
- Enter - OK
- Cursor Pad - Walk Boy/ Girl
- ESC - Pause Menu (Exit, Load, Options, Continue)

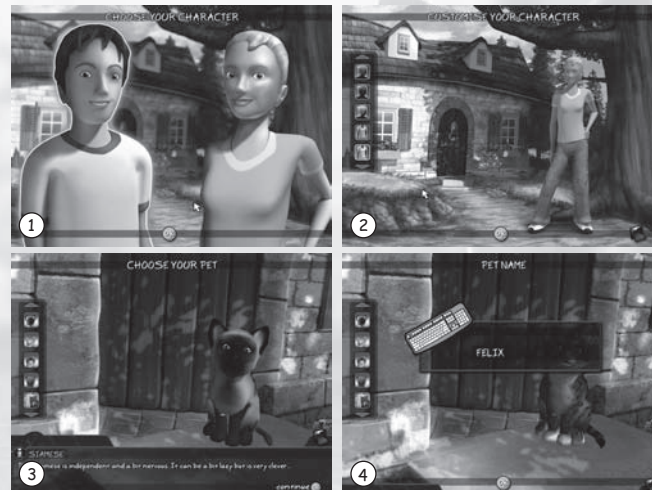
Starting Off

You begin with selecting the language for the session about to be played. After that, if there are no saved games you start a new game. Otherwise, you can choose between loading a saved game and starting a new game.



New Game

You can choose whether to play as a boy or girl (1), customise their appearance (2) and then choose which pet you get to play with (3). At the start of the game there are four breeds of cat and four breeds of dog available, each with their own distinct personality. When a pet is viewed its personality is described. After confirmation you must name the pet (4) and then you can begin playing.



Load Game

You have three save-game slots at your disposal. The game auto-saves when the pet sleeps at night. A save-game can be deleted in the game slots menu - first select it from the menu bar and then select the delete option in the message box that appears.

Game

If you are starting a new game, then the game starts in the pet house. If you are loading a saved game you will start in the courtyard.

Play Zones

From the courtyard you can access three distinct play zones, each of which contains specific games and modes.

Pet House

The pet house (1) is where the core caring tasks are carried out. Here, you can check your pet's condition, feed it, wash it, groom it, clean its home, and stroke and tickle it. This is also where the pet sleeps, during the day and at night.



Yard

The yard (2) is where the training and playing tasks are carried out. Here, you can teach your pet tricks, play fetch (dog only), play hunt (cat only), practice the agility course (dog only), practice the barrel-leaping course (cat only), play tug of war, and access a level editor.

Out & About

Out & About (3) is where the walking and competing tasks are carried

out. Here, you can unlock up to four different walkies maps, each of which gives access to shops, competitions and bonus features.

Games & Modes

Petting

Petting your pet is essential for keeping its bond value high. If your pet enjoys your stroking it will keep leaning until it reaches full tilt, after this hotspots appear for you to tickle. You have to be skilful to hit and tickle the hotspots. If enough consecutive hotspots are hit then your pet will want a big rub, the ultimate bond booster.



LMB press and move the hand cursor to stroke and tickle your pet.

Check-up

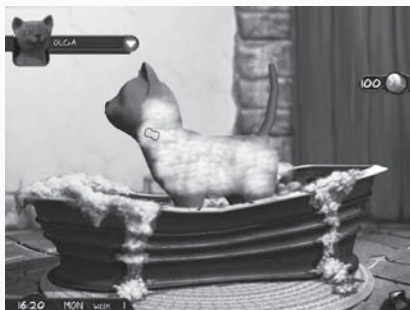
Checking your pet's health is essential for keeping its health value high and applying cures. In this mode you get advice on how best to treat a sickly pet, in extreme cases you can immediately buy and apply expensive cures.

LMB click the quick cure icon (if unlocked) to purchase a quick cure.



Wash & Groom

Washing and grooming your pet is essential for keeping its hygiene value high and preparing it for beauty contests. You must scrub away all dirt patches, rinse away all foam, and finish off by brushing away any tangled-up fur patches. When all stages are completed your pet is totally clean and perfectly groomed. You can choose between six different wash & groom sets, each of which achieves different results. The basic set is free. After a successful wash & groom you can also accessorise your pet.



Wash & Groom mode:

Select a shampoo set from the menu bar, then LMB press on a wash & groom tool to wash and groom your pet.

Accessorise mode:

Select a body slot from the menu bar then LMB click the horizontal arrows to cycle through accessory options associated with that body slot.



Feeding

Feeding your pet is essential for keeping its hunger at bay and its energy values high. In this mode you can choose between four different diet types, ranging from basic tinned meat, tinned meat with worming tablets, a fresh & healthy mix of meat & vegetables, and an oil-rich mix that boosts the condition of your pet's coat. The basic diet is free.



Select a meal from the menu bar.

Maintenance

Maintenance of the pet house is essential for keeping your pet's environmental hygiene value high, and in turn the pet's overall condition. You must use various tools to clean away dirt that builds up as your pet performs its tasks. The vacuum cleaner removes dirt patches, the mop removes puddles, the scrubbing brush removes paw prints, the spray removes stains, and the brush removes fur balls. Select a tool from the menu bar, select another to switch tools. LMB click on the menu bar tab to re-open.



Tricks

Tricks are a fun way to slowly build your pet's bond and confidence values, without burning off loads of energy. As your pet's ability improves the player will unlock more and more tricks, ranging from 'sit' to 'roll over'. Select a trick from the menu bar to preview the action. LMB press and draw a gesture to give the command for real.



Fetch

Fetch is a fun way to quickly increase your dog's confidence levels. You must set the angle and the force in order to throw a ball for the dog to fetch. You must be careful to keep the ball within reasonable range, if it goes too far your pet might not feel like returning with the ball. The further the throw the higher the confidence gained by your dog.



LMB press on the ball and direct the arrow to set the angle of your throw, the duration of your press determines the force of your throw.

Hunt

Hunt is a fun way to quickly increase your cat's confidence levels. You have control of a target and must wiggle it close enough to the cat to get its attention. Your cat will then pounce to catch the target. You must be quick to pull the target out of your cat's catch range or it will get caught. The nearer the miss the higher the confidence gained by the cat.



LMB press and move the target's elastic to control the movement of the target.

Agility

Agility is essential for training your dog in preparation for the weekend's agility competitions. As the competitions get tougher so does the range and mix of obstacles that the dog must master during practice. You must use commands, authority and treats to keep your dog motivated. If a dog gets too nervous or tired, it will be unable to beat an obstacle.



LMB press on the command bar to ramp-up the authority of your pet command, then release the LMB to issue the actual command. The command bar appears (top left) whenever a command can be given.

Leap

Leap is essential for training your cat in preparation for the weekend's barrel-leaping competitions. As the competitions get tougher so does the distance and mix of barrels that the cat must leap during practice. You must use commands, authority and treats to keep your cat motivated. If a cat gets too nervous or tired, it will be unable to jump a gap.



LMB press on the command bar to ramp-up the authority of your pet command, then release the LMB to issue the actual command. The command bar appears (top left) whenever a command can be given.

Tug of War

Tug of War is a fun alternative to fetch and hunt and is unlocked later in the game. You boost your pet's enjoyment (property gains) by keeping the rope's rag (1) near the halfway mark (2). However, you must be careful to avoid: letting the knot enter the pet's (right) half of the screen; pulling the pet into the player's (left) half of the screen; or pulling the rope too hard and snapping it from the pet's grip. All of these outcomes will have negative effects on the pet's behaviour.



LMB press on the handle to start a tug-of-war session. Move the handle to pull and slacken the rope.

Walkies

Walkies is a good all-rounder for developing your pet's properties. When walking your pet you must take care to keep it away from negative objects, such as the butterfly and smelly can. These objects cause your pet to misbehave, waste time and even fall ill. On the other hand it pays to let your pet be your helper, this happens when its bond, confidence, and ability levels are high. When feeling helpful the pet will seek out and fetch bonus items and rewards. Crossing the map is also essential for accessing shops, competitions and spotting beauty contest announcements.

Press the LMB and guide your avatar around the map or walk him/her with the Cursor Pad. LMB press on the command bar to ramp-up the authority of your pet command, then release the LMB to issue the actual command. The command bar appears (top left) whenever a command can be given.



Shop

The shop is where you can buy extra items to upgrade your play experience. There are four shops in total, one per map. The shops are open all the time. There are over 40 care products, pet accessories and pet treats for you to buy. Keep a special eye out for the costume



pieces, if you collect a full set it will really help with upcoming beauty contests. Roll over the shop items that are displayed on the menu bar to view their details. To make a purchase select the item and then confirm its purchase.

Beauty Contests

The beauty contests are your chance to win prize money after washing and grooming your pet. The beauty contests get progressively harder, forcing you to become more efficient and to buy better wash & groom sets and pet accessories. You automatically register for a beauty contest upon spotting the announcement during walkies. On the contest day, if you wash, groom and accessorise your pet you will then get the extra option to enter the beauty contest (invite is unlocked). When happy with the styling you can submit your pet to the judges and see whether you have won a prize. Select the invitation from the menu bar to submit your pet for judgement.



Agility Competitions

The agility competitions are your chance to put your dog's agility practice to good use by winning prize money. There are three arenas in total, accessed via the first three walkies maps. Each arena stages two heats and one final. You have to win both heats and the final in order to qualify for the next map's arena. The competitions only take place on Sundays, if your pet fails a competition you can try again the following week. Winning the final of the third arena unlocks a level editor that is accessed in the yard.

LMB press on the command bar to increase the authority of your pet command, then release the LMB to issue the actual command. The command bar appears (top left) whenever a command can be given.



Barrel-leaping Competitions

The barrel-leaping competitions are your chance to put your cat's leaping practice to good use by winning prize money. There are three arenas in total, accessed via the first three walkies maps. Each arena stages two heats and one final. You have to win both heats and the final in order to qualify for the next map's arena. The competitions only take place on Sundays, if your pet fails a competition you can try again the following week. Winning the final of the third arena unlocks a level editor that is accessed in the yard.

LMB press on the command bar to boost the authority of your pet command, then release the LMB to issue the actual command. The command bar appears (top left) whenever a command can be given.



Sleep

Sleep is essential for resting your pet and allowing it to recover energy and health. You can tell your pet to sleep but the pet will also sleep when the day ends or when the pet gets too tired. Select a sleeping duration from the menu bar.



Pet Properties

In order to let your pet develop you must ensure that you maintain a good balance of pet properties. These properties strongly influence your pet's behaviour and performance and update as game events occur. There is a drop-down arrow to the immediate right of your pet's name bar, click on this to open a statistics window. These statistics provide a detailed view of each pet property.



Bond

Bond determines your relationship with your pet. High bond makes it easier to get the pet's attention, give commands, and turns the pet into an eager helper.

Confidence

Confidence determines your pet's relationship with the world. High confidence makes it easier for the pet to try new things, attempt actions, and turns the pet into a helper that is keen to roam.

Ability

Ability determines your pet's efficiency in completing an action. The higher your pet's ability the better it is at performing an action and therefore the less energy it consumes. Ability also helps you keep track of your pet's progress in developing its various skills.

Energy

Energy determines your pet's level of activity. High energy makes it easier for your pet to complete physically demanding actions, and for longer.

Health

Health determines your pet's susceptibility to illnesses. The lower your pet's health the greater the chance of falling ill and your pet's behaviour worsening until it is inactive. It's a good idea to follow

advice and keep your pet healthy, give it plenty of rest and invest in preventions and cures.

Hunger

If your pet gets too hungry it will not cooperate.

Hygiene

Hygiene mainly determines how much cleaning your pet requires and impacts your pet's health. Keeping your pet clean will make it happier, healthier and increase your chances at winning beauty contests. However, it's not just your pet that needs cleaning; house hygiene is also an issue.

Pets

There are eight pets for you to play with, each with its own distinct personality.



Tabby Cat

This Tabby is affectionate, adventurous and quite energetic. On the downside it is a bit slow to learn things.



Siamese Cat

This Siamese is independent and a bit nervous. It can be a bit lazy but is very clever.



Maine Coon Cat

This Maine Coon is outdoorsy, curious. On the downside it gets dirty easily and has a big appetite.



British Blue Cat

This British Blue is proud and clever. On the downside it is quickly tired and prone to illness.



Retriever Dog

This Retriever is affectionate, not so adventurous and easily tired. It is a quick learner.



Husky Dog

This Husky is loyal but has an independent streak. Its stamina is very good but it is stubborn about learning.



German Shepherd Dog

This German Shepherd enjoys being outdoors more than anything. On the downside it has got a big appetite.



Dalmatian Dog

This Dalmatian is strong-willed and looks after its appearance. On the downside it easily becomes bored and moody.

Click & Treat

You can treat your pet and boost its properties on the spot. This helps you to keep it motivated and loyal during hard tasks. Furthermore if you time it well your treat can reinforce your pet's learning, further boosting its ability. Be careful though, the reinforcement applies to the last task the pet carried out – so be sure to reward for good rather than bad behaviour. There are four treats for dogs and four treats for cats. Each treat has a different impact, some are healthier, some are high-energy, and so on. You have three treat slots recharged for free at the start of each day, others can be added but need to be purchased at the shop. There is a limit to the number of treats you can use per game, so use them wisely.

LMB click on the treat icon to give your pet a treat.

Authority

Often a pet is motivated enough to carry out an action, but a bit of encouragement goes far. It all relies on your deftness at releasing your command. If you are too soft the pet will not be motivated but if you are too strong you end up breaking your bond with your pet, as if you shouted at it. Be careful how you use your authority but remember that sometimes encouragement is still not enough. A command bar is displayed whenever a command can be given.



This bar indicates an optimum range (green area) for boosting your pet's motivation, by ramping-up authority. If you exceed the optimum range you risk entering the shorter damage range (red area). Upon entering this range you boost your pet's motivation but at the cost of damaging your relationship with your pet.

Pet States

Recognising the emotional state of your pet is important. There are six states represented on your pet's display.

- 1) Neutral: normal state, everything is fine with your pet.
- 2) Happy: your pet has just enjoyed a Click & Treat.
- 3) Tired: your pet's energy level is rather low.
- 4) Nervous: your pet is too nervous to execute your command, the combination of confidence and authority is too low.
- 5) Ignore: your pet is ignoring your command, try training, higher authority, or building up your pet's bond and energy.
- 6) Ill: your pet's health level is critical, care is required.

Dogs

1) Neutral



2) Happy



3) Tired



4) Nervous



5) Ignore



6) Ill



Cats

1) Neutral



2) Happy



3) Tired



4) Nervous



5) Ignore



6) Ill



Time

During the week you have less spare time to play with and care for your pet. You must structure your week well and give priority to taking care of the basics. At the weekend you get more free time and chances to enter competitions and push your pet's development. Your pet will pass from infancy to youth whilst under your care. Treat it well!

Downloadable Content

Create your own cat and dog textures for the game. Please use the *.tga file format to save your textures. Furthermore try uploading and downloading designs from our website www.anikids.de.

In order for your special pet texture to appear in-game you must save it into the game's dedicated download folder. Doing this unlocks special slots in the pet breed menu. Upon starting a new career your special breed is selectable, in addition to the standard 8 breeds.

Warning: You can only keep one special cat texture and one special dog texture in your download folder. Changing the name or format of your textures will also cause problems.

Credits

Copyright CD-ROM:

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EPILEPSY WARNING

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Preferably play the video game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

WARNING: AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain television screens and monitors. Some televisions, especially front- or rearprojection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may „burn in“ to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

