GAME MANUAL



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1. INTRODUCTION

1.1 - About the game

The version of this manual was produced during the development phase of the game Glory Horse Racing. As a result, some information may be changed or added at a later date.

Glory Horse Racing is a flat horse racing game that allows you to win world titles at 9 racetracks with over 200 horses and 25 jockeys.

1.2 - Objectifs

The goal is to win the trophies corresponding to each race and to advance your renown while taking into account your finances, true nerve of the war.

To achieve this goal, there are several options:

- Buy/sell horses,
- Breeding to sell your foals,
- Compete with your best foals.
- Buy buildings to develop your stable.

However, it will be necessary to ensure the financial balance of your stable otherwise Game Over and you'll have to start a new game again.

2. Starting a new game

2.1 Start menu

This menu allows:

- to start a new game,
- to load your last save game,
- to access the game's options.

2.2 Game options

This menu allows:

- choose your language,
- change the graphic settings (from Version 0.9),
- to benefit from several options for sound.

2.3 Difficulty

The difficulty of the game is determined when launching a new game from the selection of your old background or job (see below).

2.4 Select your background

This is where you will choose the difficulty of starting the game based on the choice of your old job. The details are clearly readable on the screen. The veterinary bonus allows you to get a longevity of all your horses which translates into +2 races/horse owned.

2.5 Select your country

This menu allows you to choose and display your nationality of your stable.

2.6 Select your horse

This menu is a mandatory step to choose your starting horse in group 2.
The selected horse has available points that must be distributed in the "Stable" menu in order to choose the skills you want to showcase.
The game takes into account several characteristics to determine the abilities of horses.
Four features are visible and changeable by the player :

✓ Top Speed: the horse's top speed. It costs 2 free points

✓ Stamina: horse endurance. It is represented in the race by a green heart that turns yellow and then red as endurance decreases during the race. It costs 1 free point.

✓ Fitness: the horse's basic fitness. Note that a physical form of the day is determined randomly during a race. It costs 1 free point.

✓ Taming: Horse taming value that will determine the chances of success of racing skill actions. It costs 1 free point.

2.7 Horses groups.

In the equestrian world there are several categories to determine the level at which horses evolve. the most prestigious categories range from Group 3 to Group 1. Glory horse racing simulate group 2 and group 1. Gr1 is divided into 2 with normal group 1 and crack group 1. The market allows you to buy Gr 2 and Gr 1 (normal) horses. Only horses from the breeding will be part of Gr 1 (crack).
Cups can only be won from gr 1 races (normal or crack).

3. How to save and load game

The game automatically integrates the backup. It is not possible to program multiple save game.
The game works in no-return mode (iron mode). If you lose or are ruined, you have to start a new game again. The data of the old part will be erased.

4. Main screen

4.1 Head information

4.1.1 your name game

This is the name you choose to back up your data. It is displayed on the main screen..

4.1.2 game level : icon 

Your level is based on race results. It unlocks the possibility of build better-performing buildings.
The level only increases if you are ranked in the top 3 of the race.

4.1.3 money : icon 

The money you earn will allow you to:

- to buy new horses,
- to buy new buildings,
- to make bets,
- to pay a jockey's salary before each race.

All these actions will allow you to evolve your stable.

4.1.4 fame : icon 

The fame allows you to identify your rank as a player. It is visible from the investment icon. The reputation is based on the results of the races but also on the investment of certain buildings that award reputation points for each race. There are 10 ranks of fame ranging from unknown player to star.

4.1.5 Victory and second

Victory : icon  indicates the number of victories achieved since the beginning of the part.

Second : icon  shows the number of times you finish in 2nd.

4.2 Panel stable

This menu allows you to get all the information about your horses located in the stable stall. Only horses located in the 3 stalls can participate in the races.

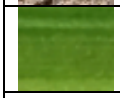
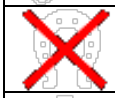
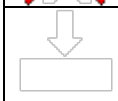
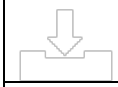
This menu lets you know the financial value of your horses to sell them. It also tells you how many points available by starting a new game or winning if you finish 1st or 2nd in a race.

Remember to save the available points you have divided into the 4 skills that your choice.

4.3 Panel market

This menu allows you to buy a new horse. The value of the horse depends on its quality which is determined by the number of stars and their color (grey, white, gold and black).
You won't know the bonuses of the horses until you've bought them. Bonuses can be seen from the stable menu. You will have to go to this menu to sell your horses.

Bonus des chevaux :

icon	nom	description
	surface dirt	Like dirt surface track (bonus : Top Speed).
	surface grass	Like grass surfaces (bonus : top speed).
	virage à gauche	Likes left-turned racetracks.
	virage à droite	Likes right-turned racetracks.
	Blinkers	The horse is equipped with a "blinkers" that will give a taming bonus.
	unshod	The horse is unshod which will give a top speed bonus.
	hard surface	This horse likes to run when there is sunshine and the surface is hard. (Bonus : speed).
	Medium surface	This horse likes to run when it's cloudy.
	Soft surface	This horse likes to run when it rains and the surface is heavy.
	Flag	This horse likes to run in his country. (Taming and stamina bonus).

4.4 Panel Invest

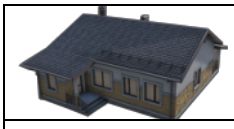
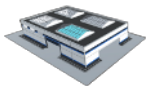
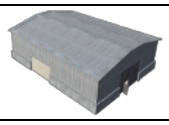
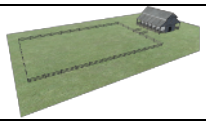
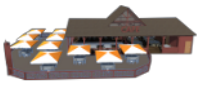
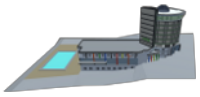
4.4.1 financial sheet

This table shows you the financial balance sheet. It specifies the current number of bonuses, the cost of maintaining the buildings per lap (per race) and the incomes per lap (race) they generate. Only the restaurant and the hotel generate incomes. At the bottom of the table is the total balance sheet. The result is green if you generate income per race or red if you lose money per lap.

4.4.2 Construction building

There are 10 types of buildings. Depending on the buildings, you will benefit from either bonuses for your horses, reputation, income or the chance to get a better foal

4.4.3 Building list

	Office	Bonus : fame / race
	runner	Bonus stamina in each race
	swimming pool	Bonus : top speed in each race
	training track	Bonus : fitness in each race
	riding hall	Bonus : taming in each race
	paddock	Extra horse slot bonus.
	breeding	Quality bonus for foals. each upgrade gives you more chance to get quality crack foals. Only the breeding produces crack foals.
	restaurant	Bonus : incomes / race.
	Hôtel	Bonus : incomes / race
	Stable	Bonus : fame / race

4.4.4 fame

Reputation is achieved by your buildings and your racing successes. See paragraph 4.1.4.

4.4.5 3D ranch view

The game proposes to view your ranch (box, paddock, breeding) in 3D thanks to this icon :



4.4.6 Male and female horse

Only group 1 horses are eligible to breed. For this you need a male (♂) and a female (♀) that you have to buy at the market.

4.4.7 Paddock

In this game, the paddock should be considered as a storage facility for breeding foals.

This is the place where they will grow up to become racehorses. If you want to run a horse that is in the paddock you have to transfer it to a free stall located in the stable.The maximum number of eligible horses in the paddock is limited to 3 and is obtained by purchasing the building concerned in upgrade 3.

4.4.8 Breeding

This is where the foals will be born. In order to give birth to a foal, the female will have to remain at least 7 rounds available and the male at least 1 round available.

Reproductive females can no longer compete. It is therefore possible to either sell it or keep it in reproduction until the end of the number of available races that are shown on the portrait of the female. It should be noted that at each lap (race) and if the female is in breeding is otroyed by one point the number of the race value of the female for each race played.

The higher the quality of the parents, the more likely you are to get a quality foal.

Grey quality foals must be sold immediately as they do not have the qualifications
to race in Gr1 Crack.

The quality of the foals is determined by the number and color of the stars as well
as the frame color of the horse (see table below).

	Yellow female icon
	blue male icon
	green horse is a medium quality horse in GR1 (crack)
	Blue horse is a good horse quality in GR1 (crack)
	Red horse is the best horse of the game in GR1 (crack)
	Sell icon to sell your horse.

4.5 Panel trophy

The 9 cups can only be won with GR1 or GR1 Crack horses (breeding).

4.6 Panel time

This menu shows the best time you've done on all the races you've done.
All races are taken into account (GR2, GR1 and GR1 Crack).

5. Race

5.1 Panel select your jockey

The skill of the jockeys is determined by the number of stars and cannot be changed by the player. These stars, combined with those of the horse, determine the number of action points available during a race.
The cost of the jockey is determined by his stars and is only valid for one race. Additional bonuses are awarded if the selected jockey has the same nationality as the horse or the location of the race.

5.2 Panel start race

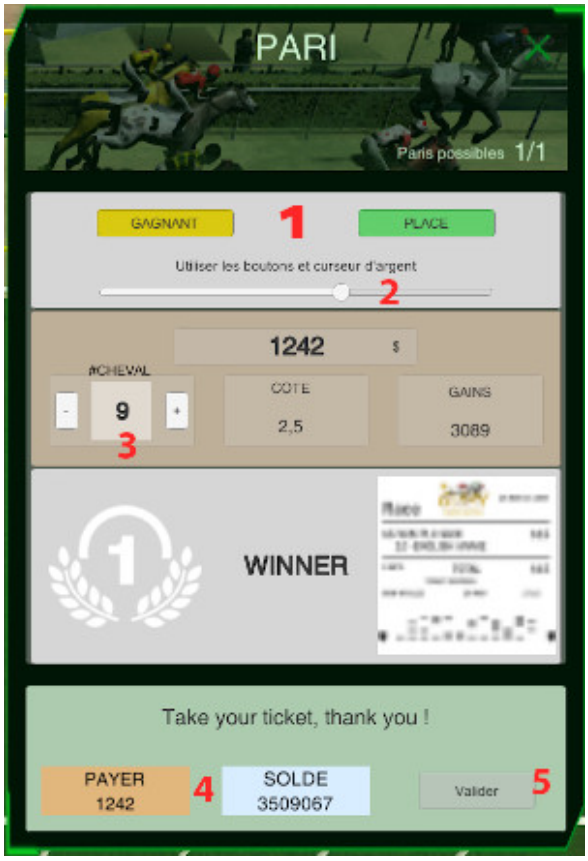
This menu is an information menu that appears just before the race.
It shows the 10 horses participating in the race and the jockeys assigned to them.
This menu also allows you to access the bet by clicking on the "Bet" button.

5.3 Panel Bet

On the betting screen you can only bet once and on 1 horse. You can play it by winning (1st place) or placed (in the first 3). Below are the steps to make one bet. Once the bet is made, it will appear at the top left of the

race window.

1. choose the type of bet (win or placed).
2. choose the amount of the bet.
3. choose the position of the desired horse related to this bet.
4. make sure you have enough money to make this bet.
5. validate the bet.



5.4 Race type surface

There are two types of surface in the game "dirt" and "grass". Some horses prefer one
surface more than another which gives them certain bonuses of speed.

5.5 Weather

The weather is also taken into account in the game and has an impact on the running and lap times of the race. It is also simulated in 3D in races. There are three types of weather:

- Sun
- Cloudy
- Rain

When it rains the horses will have their top speed decreased. The surface will be heavy.

The best times are made when the weather is nice (sun).

5.6 Simulation mode race

There are 2 possibilities to make a race either in manual or in simulation mode (automatic).

In simulation mode, you just observe the race as a spectator.

5.7 Action mode race

The action mode allows you to participate in the race as if you were the jockey. You have a list of orders at your disposal to control your horse. Many skills consume your action points.

Wins are achieved using the right skills at the right time and following an analysis of your horse's race and skills. You won't win if you try to be first throughout the race with a horse with limited stamina.

The first and second position in the race consumes more endurance than the other horses that remain behind.

Try as much as possible to have at least 1 to 3 PA (point action) in the final of the race (under 300 m) in order to boost your horse or give him more stamina if necessary.

Don't use all your action points in the first half of the race. This mode is a demanding mode that requires studying all the data and skills of the horses.

for long race you can choose to stay the last. This option give you the possibility to use the “FTG” skill (see table below).

At first use as much as possible “acceleration” and “deceleration” skills while monitoring the color indicator and your little heart icon that determines your stamina.

when your heart icon turn to red you have few seconde before your horse are overtired (can no longer gallop).

The game is still in development and many changes in this mode could appear.

Description of game icons in action mode race.

N°1	Name	ICONE	Description
1	Super Boost		Highly increases the speed for few seconds but consumes a lot of stamina.
2	Boost		Increase the speed for few seconds but consumes stamina.
3	Accélerating		Slowly increases the speed run without time limit. The more you use this skill the greater the stamina consume will be high.
4	Décelerating		Lower the speed run. If the indicator become green, the horse doesn't consume stamina any-more. (good use in a long race).
5	Whip		The whip combo can only be activated if the speed skill has succeeded. This skill gives a good top speed bonus.
6	Motivate		Lose a litle bit of stamina to gain 1 AP (action point).
7	Ressourcing		Spend 1 AP (action point) for add a litle bit stamina at your horse.
8	FTG : For the glory		Active only if your are the last one in the race. it give you +3 AP and litle bonus of speed if you click it.

5.8 Rewards/results panel

The rewards panel will only appear if you finish in the top 3 of the race. Your time and record if it takes place is also displayed.

The "Glory races", which come randomly, multiply your winnings by 2 on average.

The results panel also shows the possibility of playing the "lucky" ticket and thus having the opportunity to increase your winnings.
Race position 1 entitles you to 3 tickets while second place gives you 2 and third 1.