Starters Orders 6 Instructions

1. Installation, system requirements, screen modes and updates

2. General Information

2.1. Game modes and schedules.
2.2. Legendary horses
2.3. Navigation and menu's
2.4. Locations.
2.5. Travel and vehicles
2.6. Saving and Loading

3. Enabling a joystick

4. The game menus

4.1. Stable/Home menu options
- 4.1.1. Training
- 4.1.2. Breeding
- 4.1.3. Finance and bank loans
- 4.1.4. Horse game transfers
- 4.1.5. Apprentices/Stable jockeys
- 4.1.6. Racecourses
- 4.1.7. Trainers
- 4.1.8. Jockeys
- 4.1.9. Owners
- 4.1.10. Top Horses
- 4.1.11. Hall of fame (horses)
- 4.1.12. Formbook (cards and replays)
- 4.1.13. My Data
- 4.1.14. News
- 4.1.15. Diary/Notes
- 4.1.16. Declarations
- 4.1.17. Ante-post betting
- 4.1.18. Stable menu
- 4.1.19. Messages and reputations
- 4.1.20. Pre meeting multiple bets
- 4.1.21. Out to grass
- 4.1.22. Go Racing
- 4.1.23. Skip day
- 4.1.24. Skip to next horse declaration
- 4.1.25. Save/Quit

4.2. Racecourse menu options & betting
- 4.2.1. The race card
- 4.2.2. View Race
  - 4.2.2.1. Jockey control
  - 4.2.2.2. VR HMD Support
- 4.2.3. Skip Race
- 4.2.4. Skip Day

5. Other screens
- 5.1. The Auction
- 5.2. Horse data screen
  - 5.2.1. Exporting Horses
  - 5.2.2. Horse Lineage screen
  - 5.2.3. Injuries
- 5.3. Trainer data screen
- 5.4. Jockey data screen
- 5.5. Owner data screen

6. The Race Construction Kit
- 6.1. Constructing races
- 6.2. Viewing a ‘league’ or exported replay race
- 6.3. Viewing exported horse files

7. Appendix
- 7.1. Race categories and entry fees
- 7.2. Sex/Age allowances
- 7.3. Bet Types
- 7.4. Tactics/Tips
- 7.5. Horse temperament/disposition
- 7.6. Trouble shooting
- 7.7. Links / Online Help
- 7.8. Starters Orders 6 new features.

1. Installation, system requirements, screen modes and updates.

For non Steam users the Starters Orders 6 download contains just the demo/evaluation. The complete game requires a key/licence to be entered before it is unlocked and can be downloaded via the link in your key email. This key is forwarded to the user once they have paid via the BUY NOW button in either the demo or on the website www.startersorders.com.

Depending on your Windows user privileges and system configuration the game may request key input every time you play. If this happens right click on the SO6 shortcut on your desktop and select RUN AS ADMINSTRATOR. This should fix the problem.

System Requirements

Starters Orders 6 requires DirectX9 or above to run correctly. You are likely to have a compatible version of directx already installed on your machine. If you do not have download it from Microsoft's website. Go to: http://www.microsoft.com and search for 'directx'. If you have a newer PC select DIRECTX11 from the options for better perfomance and visual options.

Starters Orders 6 has been designed to run on a range of hardware. The minimum spec very much depends on the Graphics card your machine has installed and it is recommended you try the demo and make sure this runs on your machine before you purchase the full version.

Be sure to configure the game options (click the centre OPTIONS icon on the main menu). The video options will dictate how well the game runs on your machine. You should aim for a FPS (Frame-rate) of 60. Hit F during the race to display the Frame-rate.
There are a number of options that adjust the race sequence visuals. It is easier to use one of the four preset icons:



For low spec or older machines use the left icon and restart. The race visuals will be basic. For gaming spec machines use the right icon. This turns all visuals to high. In the event of frame rate warnings turn the *Realistic Weather* option off first.

if you notice the frame rate drops well below 60 during a race turn options off and experiment.

Screen resolutions.
There are a number of screen resolutions available ranging from resolutions to suit net books (1024x578) up to full HD (1920x1080). You can choose the resolution by clicking START and the SHOW OPTIONS. The resolutions are not scaled so the higher the resolution you set the more data may be on the screen and the more of the racecourse you will see on the race sequence.

Game Updates.
If you are connected to the internet and a patch/update is available the a message should appear on the main menu. Clicking the link will download the latest update.

Steam users: This does not apply. Update in the usual way through Steam.

2.1. Game Modes and schedules.

There are a number of game modes to choose from. To choose a game mode you will first need to select your schedule. Click START and then choose the country you wish to race in (either the UK, Ireland, USA or Australia).

If you choose UK or Ireland you have the options of playing flat racing only, jumps racing only or a combined selection. The USA and Australia on have flat schedules.

When you have selected your schedule click the desired game slot START NEW GAME icon  (right of screen) to begin the game.

The next screen allows you to choose your *game mode*. In the top table there are three main modes available:

Training/Owner game. This is the default and most commonly used game mode. The player takes the role of the trainer but is also the owner of the racehorses in the stable and therefore is free to purchase and sell horses, breed horses and also retains all of any prize money.

Training game/AI owners. This mode does not allow the player to buy/sell or breed racehorses. The player must attract AI owners who may then pay the trainer a monthly fee to train their racehorses. The trainer keeps a cut of any winnings.

Punter Match. This mode is a simple betting game and there is no training at all. The player must study the form and win as much money as possible by placing bets.

Below the game mode options are further *game options*:

Simple training mode. By enabling this option the player does not have to get involved in the detailed training options for his horses. And his horses are trained automatically.

Day by day play. Day by day play is a unique game option that forces the player to play the game at the same pace as 'real world' racing. For instance, if today is the 15th March then you may only play the 15th March in the game. If you wish to play the next days racing you must wait until the actual (real life) date is the 16th. If you miss racing then on re-loading your game the application will 'catch up' to the current date.

Auto Days
Selecting Auto-days results in a number of day's races being automatically run before the game starts. The only real benefit of this option is that horses have previous form at game start. Note that in Trainer mode, weekly deductions (stable bills etc.) are still made during Auto Days resulting in the player starting the game with less funds.

2.2. Legendary horses.

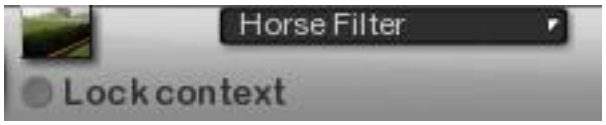
Right before a new game starts you may have the options of including Legendary horses in the game.

The legends for the particular nationality/code are selected by default (flat/jumps). You can choose to play without legends or select the legends you want in the game. You then start the game. All legends exist at the start of the game and once they leave they do not come back (unless you start another game). I can add legends at a later date (available through patches probably). The legends in the game on release are a random mix of horses I picked out. Legends can have their own specific portrait image.

Before continuing there are a number of options you may set for each Legend:
Starting Age.
Starting Year. The game year the Legend will enter the game.
Silks. Uses realistic silks.
Real Retire. The horse will retire at a realistic age.
Realistic career progression. See below.
Include in game.

Legends will in most cases follow a realistic career path (feature races only) if the option is selected. The computer AI trainers may run them in extra races and there is an option to allow this. Their performance in these races is NOT predetermined. It is based on the parameters that the person who creates the legend (me at the moment) helps set. Think of a legend as a GENETIC RECREATION of that horse. It may hit the heights of it's name sake and also may fail. They will vary from game to game. Significant failure is unlikely (unless Injured or unusual conditions etc.) but overall performance should be fairly familiar. That's the best way I can put it. Obviously this raises game play issues. Bookmakers will shorten the odds of legends to help offset betting opportunities. Legends will not be found languishing in sellers or claimers (any any auction for that matter). I am as yet undecided on breeding. Breeding your horses with legends is not allowed. Players CAN NOT train/own legends. Legends may be trained by the correct trainer and may also have jockey attachments.

2.3. Navigation and Menu's



*Note: If you are playing the UK flat/jumps schedule you will see a **context button** regularly displayed on menu screens. This button is top left on this image and will indicate either FLAT or JUMPS (changing the context changes some display items on the page). The user can toggle the context by clicking this button.*

*The **Horse Filter** will filter out either Flat or Jumps on some displays. You can also **Lock the context**.*

Note that there are **in-game help pages** available for most menu screens. Move the mouse over the small help icon that appears at the top-left corner of the screen.

Tool Tips are also available and are displayed when you move your mouse cursor over objects on screen (tool tips can be disabled in the options menu before you start a fresh game).

Much of the game is based around two main menus. The **STABLE/HOME** menu and the **RACE DAY** menu. When you begin the game you start at the STABLE/HOME menu and when you click GO RACING you go to the RACE DAY menu. The Stable menu allows the player to deal with training, finances, horse race planning and entries, jockey bookings and form analysis. The RACE DAY menu allows the player to view current race details, entries, stats, analyse the current form and place bets. Finally settling down to watch the race unfold or taking to the saddle to ride!

There are a row of icons along the top of the screen that access sub menu's. Roll the cursor over these icons for more information:



To scroll data within a Window use the mouse-wheel or drag the slider bar that may appear to the right of the window. You may also use the ARROW UP and DOWN keys and the PAGE UP and PAGE DOWN keys to scroll window contents.

Horse data and form cards, Trainer, jockey and racecourse data screens are designed to be readily accessible. Whenever an item of text appears in YELLOW it can be clicked to reveal more information. The player can build a branch of sub-screens in this way by clicking as many times as is desired. This is ideal for form analysis where the player may wish to view a horses for card, then access another horses data from that card, then access another form card from that screen and so on. As the list of sub-screens is built up a 'stack' of back buttons (top-right screen) will appear indicating the size of the path. At any time the player can click on the small cross icon next to the branch icons to go straight back to the branch top.

Use the BACK button or press ESCAPE to go back at any time.

Often a newsreel will be displayed at the bottom of the screen. To disable or change the scrolling speed visit the FINANACE menu by clicking the FINANCE  icon.

2.4. Locations.

All racecourse and stables in the game have a world-wide location.

When you begin a game you should set your stable location. Click on the globe  icon.

Now click on the map to set you stable location. Note that different locations may incur higher stable costs. Be aware that you will be shipping your horses to racecourses and the mileage affects costs.

Click the World/Zoom  out button to view the world map.



You may zoom in on a country/location by clicking the icon next to a flag.

To the bottom of the world map screen is a list of the feature races and trainer table for that location.

2.5. Travel and vehicles.

When you begin the game you need a vehicle to transport your horse(s) to the racecourse. Click the Stable 

icon.

Select the horse trailer . This form of transport is inexpensive (and does not require the car park). The trailer can house two horses. Click Purchase.

You may also purchase other vehicles. The Van  and the Horse transporter . These options are more expensive but can carry more horses.
You may own up to three vehicles.

When you select a horse for a race (via the Declarations screen) the distance to the racecourse will be displayed. When you enter the horse for the race icons are added indicating the vehicles your stable staff have allocated for this trip. You do not have to allocate vehicles yourself. Your staff will choose the most efficient options based on the vehicles you own and the racecourse visits that day.



Clicking on the vehicle icons will display the world map and indicate the route and costs involved. You may also click on these vehicle icons on the main trainer menu (next to the relevant horse). An Aircraft icon indicates air travel which increases the travel costs significantly.



2.6. Saving, Loading and backing up.

There are ten available save game slots.



During a game the player must exit using the SAVE/EXIT button (The left icon above) on the main Stable/Home menu. Each time the player exits the game is saved to disc.
The middle icon will proceed to the race track for the next days racing.
The right icon will skip the days racing.

To continue the Last saved game click the NEW GAME  button on the main menu and then click the LOAD  icon for the required game.

To clean a slot (you should do this in the event you un-install the game) click the DUSTBIN  icon (note – once a slot is cleaned it's contents are lost!).

File locations:

You may wish to transfer you save files, exports and setting to a new computer or just back them up. Starters Orders 6 stores it's save files in a location allocated by Windows.

In windows 7 open up your explorer and look to the left. You should see a LIBRARIES category. Under this you should see a DOCUMENTS sub category. Click this DOCUMENTS location. Look for a STARTERSORDERS6 folder. This folder may contain thousands of separate files so if you wish to backup it may be best to zip this entire folder up and then unzip to the same location when you need to restore the game files.

Settings file:

In the STARTERSORDERS6 location described above there will be GENSET.IDX and BD.I files. This stores screen resolution and game settings. Should your game fail to start correctly try deleting these files and then restart the game.

3. Enabling a joystick.

During the game it is possible to control the jockey that is riding one of your horses. It is recommended that a joystick or gamepad be used to make the process easier (otherwise keys have to be used).

Be sure your joystick/gamepad is plugged in before launching the game. Click START and a popup should advise you to press C to configure your joystick.

After pressing C press each button as requested on the device.

See 4.2.2.1. for information on jockey control.

4. The game Menus

4.1. Stable/Home menu options

Note: If playing the AI OWNERS mode there may be a MAIL button displayed top-left of screen *. If this button is transparent there is no mail and it cannot be clicked. If solid there is mail. If flashing there is new unread mail.*

The Stable/Home menu consists of four windows and a stable graphic denoting the current state of your stable. To purchase stable add-ons and modify some relates settings click on the  icon on the stable image.

Owned horses
The top window contains details of any horses the current trainer may own. As usual, by clicking on the yellow horse name the player can access more detailed horse data. Note that in Punter-Match mode this window does not exist. If one of your horses is currently injured a small 'I'  icon or 'S'  (Symptoms) icon will appear to the right of it's name. From left to right the fields are:

FORM – The horses past performances (click to view detailed form cards/replays).
NAME/SLR – The name of the horses and the number of days Since Last Run. Click to view the horses data screen.
AGE/SEX – The horses age/sex (F=Filly, M=Mare, C=Colt, S=Stallion, G=Gelding)
SEASON REC – the horses strike rate and earnings for the current season.
CAREER REC – The horses lifetime strike rate and earnings.
LWR/R – Last Winning (handicap) Rating and current (handicap) Rating.
NEXT ENGAGEMENT – details of the horses next engagement (if any).
OWNER - Only in AI Owner mode.
OWNER OPINION icon - (Owner AI mode only). Smiley = happy!
STATUS – horses readiness to race. Green = ready. Red = not ready.
TRAINING OPTIONS – quick training options. See 4.1.1. (training) for more.

Race meeting(s) details
The Centre two windows describe the coming days meeting(s) and racecourse details. If a feature race is listed in yellow you may click for the specific feature races history screen. There is a small betting slip icon next to the meeting(s) (under the header 'Today's Meetings'). Click on this icon to place a pre meeting bet.

Runners and riders (for selected meeting)
The bottom window contains a full list of runners and riders for the selected meeting. This window can be scrolled and many of the fields can be clicked to provide further data. For a full description of the icons that may appear see section 4.2.3. (*the race card*).

The following pages detail the screens accessed via the icon bar at the top of the screen.

4.1.1. Training

This screen is not available in Punter Match. In 'simple Training' mode it contains some deactivated training options.

Prepping a horse (end of season)
Trainers can choose to have horses prepped for early season fitness by making sure the horse is set to LOT1 on the *last day* of the season. Setting the horse to LOT3 will result in the horses beginning the season requiring a lot of work to raise it's fitness. The penalty for prepping a horse to peak fitness at the start of the season is that the horse may well take less racing throughout the season. The benefit to beginning the season with a rested (unfit) horse is that it will probably stand more races during the season.

Training
Training is based around the LOT system. Each horse is allocated to a 'Lot'. There are three lots available. NOTE: you can change the individual horses 'lot' from the main stable/home menu:

LOT3 (BLUE) Gentle exercise (walking)
This is the most sensible option for horses returning from an injury or extended rest. The horse is brought on slowly to avoid injuries. Train horses under this lot who a have very low FITNESS level. Once the horses FITNESS improvement has slowed or stopped move the horse onto LOT 2. Note that training a horse with a high Fitness level in this lot will result in the horses fitness levels reducing.

LOT2 (AMBER) Moderate exercise (cantering)
Training horses under Lot2 is the preferred option for bringing a horses Fitness level to a point where the horse is ready for pre-race training (Lot3). Note that training a horse with very low Fitness level in this Lot instead of Lot1 increases the horses risk of injury.

LOT1 (RED) Speed work (gallops)
Once the horses Fitness levels begin to peak under Lot2 (roughly between 70% and 80%) the horse is ready for more vigorous exercise. Training under this Lot will bring the horses Fitness level to 100% as long as no injuries occur. It's quite possible to keep a horse training under this lot however intense training takes it's toll and the horse will be unable to maintain it's form for as long as if more attention was paid to 'peaking' a horse at the correct time with consideration to the horses planned campaign. A horse will remain 'fresh' for longer if a correct and realistic campaign is planned and in-between races the horse is rested or reduced to moderate exercise. This will reduce the horses fitness levels which must be increased in time for the horses next planned race. Some horses will take (or stand) more races than others, only time and experimentation will reveal many of the horses more subtle characteristics. Generally the end of season break will totally refresh a horse and may leave the horse slightly 'rusty'. Note that training a unfit horse in this lot may result in the horses Fitness levels rising very quickly but at the expense of higher risk of injury and the horse likely to become jaded more quickly.

In addition to allocating each horse one of the above Lots the player can also choose to focus on a certain area. Click the small square icon (second icon in the TRAINING column):

- SPEED. Speed training emphasis.
- MID. Default.
- STAMINA. Stamina training emphasis.

Please note these extra training options may or may not have an effect on the horse and can often take a long time to work at all.

Special training

The next icon (the third in the row of three under the TRAINING column) allows the player to specify one of the following special training schedules:

- AGILITY (the horses general agility)
- BREAKING (the horses starting ability)
- JUMPING (the horses jumping ability)

It is important to note that these training options are exclusive. So while under one of these schedules your horse cannot be involved in regular fitness training). This means that following a period on ‘special’ training you will probably need to improve your horses fitness or condition to race.

Please note these special training options may or may not have an effect on the horse and can often take a long time to work at all.

4.1.2. Breeding

The Breeding Barn
Players will be able to retire their horses to a breeding barn. Once retired to the breeding barn a horse may never race again. The horse will remain in the barn until it is retired from the game or dies. The horses within your breeding barn are displayed in the top window. Clicking on a horse name displays some horse data and also selects this horse for possible breeding.

Lineage
Players can view Lineage details for every player bred horse. This is a separate screen that is accessed via the HORSE DATA or the BREEDING BARN screens LINEAGE button that lists the horses ancestors up to three generations. For ancestors that are current (still in the game) the player can then access their full details via the ancestors HORSE DATA screen. For horses that are no longer in the game the player can still view some basic data on the ancestor plus a list of the ancestors FEATURE RACE WINS. The list of the horses FEATURE WINS never expires. For feature wins that are less than 100 years old the player can view the full form card.

Breeding
To select a breeding pair select an eligible male and female horse from the list boxes or by clicking on the horse names. Click CONFIRM. In this game, each breeding 'session' lasts for a period of fourteen days. By clicking on either name of the pair the selected horse details will be displayed to the right of the screen.

Important: Make sure you have the (main) stable capacity to accommodate the new horse otherwise it will immediately be sold!

When a session is complete the BREEDING button on the STABLE/HOME menu will flash. Click on the BREEDING button to find out is the pairing has been successful. If successful the female will be listed in the HORSES IN FOAL box at the bottom-left of the screen.

In this game, any horse 'in-foal' will give birth after the end of the season. At the beginning of the next season an UN-NAMED YEARLING (1yr old) will appear in the YEARLINGS box. The yearling is cared for automatically by stable staff/vets and cannot be raced or named until the beginning of next season.

At the beginning of the next season the 2yo horse is ready to race. Name the horse by accessing it's HORSE DATA screen (click on the horses name to access this screen). To name, simply click on the horses name box and type a new name.

4.1.3. Finance and bank loans

This screen displays your weekly Stable costs and expenses along with recent transactions.

There is a season betting summary to the bottom left of the screen.

Bank Loans:

Bottom right is a BANK LOAN table. You may only have one bank loan at a time and the loan must be fully repaid before another can be taken out.

Requesting a loan illustration:

To request a loan illustration click on the blue box and enter the amount you would like. You may enter between £1000 and £999999. In the likely event that the bank will not loan you the requested amount a popup will appear telling you how much you may have. Enter this amount or less and an illustration of the amount, monthly repayments, interest rate and term will be displayed. Interest rates tend to be higher for smaller amounts.

To take out the loan click the TAKE OUT LOAN button.

Repayments:

The monthly repayment amount is deducted from your balance every month. If your balance goes negative you will not be able to buy horses or place bets etc. and will be required to raise funds by selling your horses. If you have no horses left and no money your game is effectively over.

Newsreel settings:

To change the speed of the newsreel or disable it click the  button as desired.

4.1.4. Horse game transfers.

It is possible to transfer horses between games with certain restrictions.

This feature is intended for those who may want to transfer a flat horse to a jumps game (and possibly visa versa) or transfer between different nationality games.

4.1.5. Apprentice and Retained jockeys

To Hire an apprentice or replace your current one select the jockey by clicking on his/her name and then click the HIRE APPRENTICE button. Apprentices are eligible to a weight allowance to offset their inexperience. This allowance decreases as the jockey wins more races. Although apprentices are inexpensive in comparison to more experienced jockeys their judgement may not always be as good. Also Apprentices may not be as strong as older jockeys in a finish.

Each trainer may only have one apprentice on the payroll at a time. To replace your stable apprentice simply hire another. If hiring an apprentice that is currently attached to a stable/trainer then the apprentice may be bound to ride any remaining bookings that have been made for the previous trainer even though he/she is now signed up in your stable. You can Fire your apprentice by clicking on the FIRE APPRENTICE button.

4.1.6. Racecourses

This screen provides access to racecourse data for all racecourses in the game. The entire list of racecourses appears on the left.

Top right is the course data for the selected racecourse.

Racecourse records
The RACECARSE RECORDS window lists current records for the selected racecourse for all available distances. You may click on the horse name to access the horses data screen. Checking the '2yo records only' will list records for 2yo horses only.

Overall Distance records
This table lists record holders for a specific distance at any racecourse. Checking the '2yo records only' will list records for 2yo horses only.

Future meetings at selected racecourse
This table lists any imminent meetings at the selected racecourse.

Some horses have a notable preference for certain racecourses. Generally horses with certain physical characteristics will be better suited to specific racecourses. For example, a large horse is more likely to be inconvenienced by the tight turns of Chester.

4.1.7. Trainers

This lists all trainers (computer controlled and players) in championship order, based on current season's wins. By clicking on any trainer's name the player can view the selected trainers Data screen.

A small cup icon next to the trainer indicates this trainer is leading the trainers championship. The championship is for local (UK) trainers only.

4.1.8. Jockeys

This lists all jockeys in championship order, based on current season's wins. By clicking on any jockey's name the player can view the selected jockeys Data screen.

A small cup icon next to the jockey indicates this trainer is leading the jockeys championship. The championship is for local (UK) jockeys only.

4.1.9. Owners

Note: This screen is only available in the AI Owners game mode.

This screen lists the games owners details in order of total prize money won. Clicking on an owner takes you to the owners data screen.

If an owner is attached to a certain jockey then this jockey will also be listed.

4.1.10. Top 100 Horses

Here are listed the TOP 100 horses. Set the filters at the bottom of the screen as desired.

You may also view top horses in individual categories by clicking the button.

A small cup icon next to the horse indicates this horse is leading the jockeys championship. The championship is for local (UK) horses only.

4.1.11. Hall of fame

This screen lists the top 100 horses from all games you have played on the computer.

You may select between the top 100 all comers or the top 100 player owned horses.

Click the horses name to view a small horse data panel and to view a summary of the horses feature race win record.

4.1.12. Formbook (cards and replays)

Click the BROWSE button to browse the entire formbook in last-first order.

The formbook stores roughly 8 years of races and will be mostly accessed by clicking on form strings next to the horses name. However, the player can browse the entire formbook by clicking the FORMBOOK button from either the Stable/Home menu or the Racecourse menu and then clicking the BROWSE button. Note that the order of card display is last-race-first.

To search for a horse by name type in the SEARCH ON HORSE NAME box. You can then select a horse to view by clicking on it's name in the small box that appears under the FORM BOOK QUERY OPTIONS box. Selecting a horse will display both the horses details and the horses form summary box (a list of all the horses races). You may then browse the full details of these races by simply clicking on a race.

Note: whenever you see the FORM SUMMARY BOX (a list of all the horses races) you can move the mouse over a specific race description (without clicking) to view the horses actual race form description string describing the horses run.

The Form card
The player can view the entire replay of the race by clicking the 'R' ® button in the bottom right of the screen.

Each form card contains the following data:

The race header: The header at the top of the screen details the race type and conditions. The WINNING TIME is displayed along with a comparison to the racecourses STANDARD TIME.

FinPos/DRAW/ Paddock indicator	The horses finishing position and Draw and paddock indicator. Paddock indicator is a small upward pointing arrow that can be either blue (relaxed), none (normal), pink (on-edge) or red (very excited). See 7.5. for more information on the horses paddock state.
NAME	The horses Name. Click on this field to access the HORSE DATA SCREEN.
TRAINER	The horses Trainer. Click on this field to access the TRAINER DATA SCREEN.
AGE	The horses age.
WEIGHT	The weight the horse carried.
JOCKEY	The horses Jockey (along with any overweight). Click on this field to access the JOCKEYS DATA SCREEN.
SPLITS	(can be disabled through the OPTIONS menu). Splits give a breakdown of the times it takes a given horse to reach a certain

	point of the race. The split positions are described in the header. For example, '2f,4f,str,fin' means times are taken at the 2f, 4f poles and the 'straight' (1 furlong out) and the finish.
POS/Lengths	Used in conjunction with the SPLIT times above. Describes The horses position and (in brackets) the distance behind the Leader at the given points during the race.
ODDS	The ODDS available on the horse at the off.
(distance behind)	The Distance BEHIND the horse that finished in front (if any).
RATING	The horses HANDICAP RATING *before* the race.

The Form Description line

Below the horses data line is a textual description of the horses actual run. This Description is VITAL to form analysis as it gives clues to many things including:

- Did the horse have the 'run of the race'?
- Was the horse 'slowly away'?
- Did the horse appear to be suited by the distance? Was the horse outpaced or did it weaken in the closing stages?
- Did the horse appear to run unusually below form? And why?
- Is the horse showing improved form? One to note next time out?

4.1.13. My Data

This screen is simply the TRAINER DATA screen for the current player (see section 5.3.).

If you are playing the AI Owner mode this screen is useful for checking your REPUATION. The higher your REPUATION the more gold stars along the bottom of your portrait.

4.1.14. News

This screen lists and daily reports on events of note within the games world (with appropriate links).

News items are automatically scrolled across the bottom of most menu screen by default. Settings for this news reel are in the FINANCE menu.

The table on the left lists news items (items expire after seven days). Click on an item to display the news page (right of the screen). There may be links available towards the bottom of the news page to relevant screens.

Note: The icons next to the news items are simply to allow identification of news categories (for example Winners of a feature race or Horse changing ownership etc.).

4.1.15. Diary/Digital notes

The DIARY screen serves two purposes. Firstly it lists all the current seasons remaining meetings complete with details of showcase races (note that in the demos you can only player the first 14 days). It also shows a list of DIGITAL NOTES that the current player may have made. The player may make a NOTE on any horse in the game. When a horses name highlights (by moving the mouse over the name) press 'N' to make a not. Afterwards the horses name will be preceded by a small icon. By moving the mouse over this icon the player can view the horses notes. This is very useful for post race analysis, for example: a horse appears to run well over an inadequate distance. The player may want to make a note reminding him to back the horse when it runs over a longer distance.

Diary settings
You can choose to interrupt the SKIP DAYS process if a horse is due to run that you have made notes on. You can also choose to have the DIARY button (on the main stable menu) flash.

Similarly, you can also choose to interrupt the SKIP DAYS process if a feature race is scheduled.

4.1.16. Declarations

This screen is Key to planning campaigns for your horses.

Selecting your horse
To enter a horse in a forthcoming race it must first be selected. You can select a horse by either clicking on the 'S'elect (small white) icon in the OWNED HORSES table or by viewing the horses data screen by clicking on the horses name within the OWNED HORSES table.

Once a horse is selected the list of races (FUTURE MEETINGS table) will now be updated to list only the races your horse is eligible to enter.

You may apply further filters to this list by setting the other list boxes in the RACE FILTERS window. This feature is invaluable for quickly locating the correct race for your horse.

Note that you should make use of the horse readiness indicator in the OWNED HORSES table. A square icon either green (ready to race), amber (almost ready) or red (not ready) is displayed before the 'Next engagement' field.

Selecting a race
Next, select the desired race by clicking on its description in the large Declarations window. Note that you should plan to declare your horses at least two weeks in advance of the race. You can declare your horse later if you wish but a late declaration penalty will be deducted. So make sure you declare after the indicated 'late declaration penalty cut-off).
Two more windows will appear. To the centre right a list of Jockeys that are willing and available to ride your horse in the selected race. You can sort this window by clicking on the headers).
Below this window is a list of CURRENTLY DECLARED horses. These horses have been entered for the race by their computer-controlled trainers. This window is important as it provides the player with a means of assessing the opposition, assessing the weight the horse will have to carry and judging the terms for claiming races (where other trainers will have set their horses weight).
Don't forget though. Other trainers may still enter or withdraw horses before the race day affecting the weights in some cases. The player can click on the objects in this window to obtain even more data.

Note: Different races may have different field size restrictions. If more horses have been declared for a race than will be allowed to run a feint line will indicate the cut-off with reserves falling below the line.

Entering your horse for the selected race
The next step is to enter your horse for the selected race. Click on the ENTER HORSE button in the HORSE ENTRY SELECTIONS box.

Note that for claiming races the player will have to enter the WEIGHT his/her horse will carry. Enter a number between 0 and 32 (each unit equals 1lb). If you don't enter anything then 0 will be presumed and the horse will carry the minimum weight.

Note that after successfully ENTERING your horse for a race the CURRENT DECLARATIONS window will be updated and your horse will appear with it's predicted (if an handicap race) weight.

NOTE: There are NO PENALTIES for withdrawing a horse from a race. If in doubt how much weight your horse will be required to carry – this depends on race conditions and also other runners handicap ratings (in handicap races). Enter your horse and view the amended race field. Remove the horse if you consider the weight conditions to be unfavourable.

Choosing a Jockey

You should now choose a jockey. Note that if you haven't chosen a jockey by race day one will be selected for you by your stable minions. To choose a jockey click on his/her name (this is one of the few times clicking on the jockey name doesn't take us to the JOCKEY DATA screen). Then click on the BOOK JOCKEY in the ENTRY SELECTIONS window.

Note: If one of your horses is currently injured a small 'I'  *icon or 'S'*  *(symptoms) icon will appear to the right of it's name in the owned horses table (top-left of screen). Do not race an injured horse!.*

4.1.17. Ante-Post betting

You can place a bet on a feature race up to five weeks in advance of the race taking place. During this period there are a number of events that may cause the odds to be changed: Player bets, horse declarations/withdrawals, horses racing (new form).

To view forthcoming feature races and the current field details and odds you click on the Ante-post button from the main Stable/Home menu.

The available races are listed in the 'Available Ante-Post races' table (top-left). Click on a race to reveal the field and current odds in the table to the top-right of the screen. The current odds are displayed to the far right of the table along with the 'last' odds (if the odds have changed). Next to the current odds is a small betting movement indicator icon. Blue indicates the horses odds are 'drifting' (getting bigger). Red indicates the horses odds are contracting. A number of factors can be behind changes in the horses odds. Maybe the horse has had another race, the result will affect the odds for this feature race. Maybe other horses have been declared or *scratched (Note that if you back a horse that is later withdrawn you lose your stake*).

You may place a WIN or EACH WAY bet on any of the selected races current field at the current odds displayed. Click the yellow highlighted odds of the horse you wish to back. As with other betting screens complete the betting slip by entering your unit stake and the bet type and then click place bet. You bet will now be listed in the 'Current Ante-Post bets' table on this screen and will remain there until the race is run and any bets are settled.

Note that details of and Ante-Post bets will be displayed on the race day screen on the day of the race also.

4.1.18. Stable menu.

Click on the  button on the stable graphic to enter the STABLE menu screen.

A large visual of your stable is displayed to the top-left of the screen. This visual changes as you purchase add-ons.

The available add-ons are displayed in the table to the right of the screen. Every one of these add-ons has some *effect* on your game. Obviously some or more important than others but it should be noted than if you require a BANK LOAN (see the FINANCE section 4.1.3) the more highly developed your stable is and the more horses you have in training then the higher the bank loan you will have access to.

Some of the add-ons available:

Breeding Facilities
Enables the player to breed new horses.
Swimming Pool
Aids horse Stamina.
All-Weather-Gallops
Weather unlikely to interrupt training + improves horses familiarity with artificial surfaces.
Training Stalls
Improves Starting ability – Less likely to break badly.
Increase Stable Capacity
Increases capacity for one more horse (main stable). Capacity for the breeding barn increases automatically.
Book open day (Owner AI mode only)
Booking an open day is one of the quickest way to get owners interested in stabling their horses with you. Once booked the open day date will be displayed. Following this date hopefully you will receive some interest (via the MESSAGES screen 4.1.17).

By moving the cursor over the add-on a short description will appear.

Stable Settings:

Here you can set the STAFF LEVEL, STAFF WAGES, and FEED QUALITY.

You may also rename your Stable by clicking on the rename box and typing a new name.

In addition you may hire a PADDOCK/START specialist that will accompany your horse to the start on race day and may help calm horses that have shown a nervous or excitable disposition.

Stable deductions (including staff wages etc.) are made weekly. Note that there are no deductions in Punter-Match mode.

4.1.19. Messages and reputations.



Note: This screen is only available in the AI owners mode.

You cannot access this screen if there are no messages available.

In a game including AI owners this screen contains any messages you may receive from either owners that have horses in your care or owners that may be interested in stabling their horse(s) with you.

The top table contains any messages. Messages have an expiry date at which point they will be removed. This date is displayed next to the message subject. Clicking on the subject opens the message. Each message has a small icon attached:

Unopened message 
Opened message 
Opened message that you have replied to 



There are a number of factors governing owners attitude towards you as a trainer. Firstly, as a trainer you have a REPUTATION level. Click on MY DATA from the HOME menu and look at the portrait. There is a row of small yellow start from left to right. The further this row goes across your portrait the better your general reputation. You can increase your reputation by training winners rather than losers and building up your Stable both in terms of horse numbers and facilities.

If an owner has horses in your stables they will also have their own opinions on you based on their horses performances and you feedback.

These factors will influence when owners add or remove horses from your stables and how they react to your training fees etc.

If you are not getting any offers from owners check your reputation and also consider OPEN DAYS (book in FINANCE menu).

Types of messages:

Training offer. An owner may ask if you wish to train his/her horse(s). This could be one horse or maybe an entire string. Before replying check the horse(s) details and be sure you have room in your stables!
Feedback. An owner may be happy or unhappy with you. If they let you know you can be sure their opinion of you have been affected.
Pre-race information request. An owner may want to know if you feel their horse is up to winning. Giving the correct information will boost the owners opinion of you while giving wrong information will have the opposite effect. Do not ignore information requests as this may result in an unhappy owner.

If a message can be responded to there will be option buttons displayed on the message body.

4.1.20. Pre Meeting/multiple bets



You can place a single bet or a multiple bet (an ‘accumulator’ bet including more than one horse) from the Stable/Home menu before you go to the racecourse.

Click the small betting slip  icon in the ‘Today's Meeting’ box next to the desired meeting. You can place single (win or each way) bets here or right before the race.

If you place a pre-meeting bet you should be aware that the horses paddock state (see 7.5) is not yet available (paddock state indicates if the horse is getting upset in the paddock or at the start). The horses paddock state could significantly affect the horses odds before the race!

You can place multiple bets from two to six horses (one in each race). There are two multiple bets available: WIN ACCUMULATOR and PLACE ACCUMULATOR. A win accumulator requires that ALL of your selections win. The returns from the first winner are automatically placed onto the second runner and so on. The place accumulator requires that all your selections are placed (the number of places varies from 2 to 4 depending on the number of runners and the race type – see section7.3).

To select a horse for inclusion in the bet click on the ‘S’elect icon to the right of the ’Today’s runners’ table and complete the betting slip. For multiple bets click on all your selections before completing the bet.

4.1.21. Out to grass

You may wish to send one or more of your horses out to grass for the remainder of the season. This rest period can help injured horses and often rejuvenate tired or jaded horses. You may just want to make some space in your stables.

To send a horse out to grass click on the OUT TO GRASS button on the horses data screen.

Details of all horses out to grass are listed here. You will have to purchase the correct Stable add-on before this option becomes available.

4.1.22. Go Racing.

Clicking this button takes the player to the RACE MENU.

In Punter-Match mode this button may be replaced by the NEXT PLAYER button that ends the current players turn.

4.1.23. Skip Day

Clicking this day skips the entire days racing. View the day's results by clicking on the FORMBOOK button.

In Punter-Match mode this button may be replaced by the NEXT PLAYER button that ends the current players turn.

4.1.24. Skip to next declaration

If you have declared on of your horses to run at a future date this button will be visible from the Stable/Home menu. Clicking this button will skip all days until the day before your next horse is due to run. You should then check the going prediction for the next day suits your horse (via the DECLARATIONS screen), if not you may withdraw your horse from the race.

Note that you have a number of options to interrupt the skip-day process (if for example a feature race is due). See the DIARY section (4.1.13) for more information.

4.1.25. Save/Quit

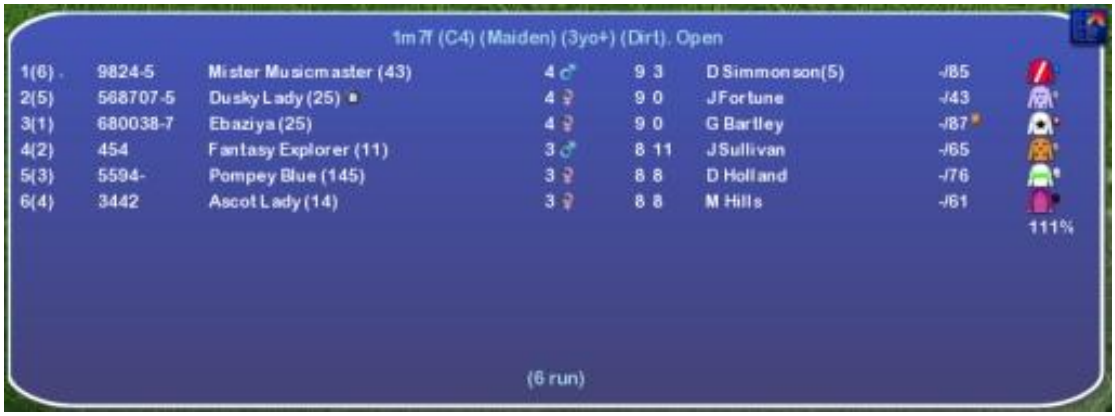
Clicking this button will save you game and return you to the main game menu. Please note that the save game process may take some time.

4.2. Racecourse menu options & betting

The Racecourse menu represents the arrival of the player at the current race meeting.

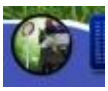
As the meeting races are run the results will appear in a small results table at the top-centre of the screen. Clicking on the race title in this table will reveal the detailed FORMCARD for the selected race.

A summary race card may be displayed.



Clicking the toggle button will toggle between the mini race card and today's results.

For a more detailed race card click the race card icon .

If you have a runner in the race you can choose to ride the horse yourself by clicking the quick-ride  icon at the top of the mini race card.

Betting

Any bets (single, ante-post or multiple) for the current race will be displayed in the 'Bets on this race' table (centre of screen). If there are no bets this table will not be visible.

The current list of runners is displayed to the right of the screen on the bookmakers blackboard (if you are playing in HD mode there will also be a race card to the right of this blackboard), along with the odds on offer and the last odds (greyed out) in the event the odds have changed, on the Bookmakers Blackboard. It is important you have studied the form via the RACECARD and the FORMBOOK before you place a bet!

Advancing the market

At the vey bottom right of this screen is the ADVANCE BETTING button .Clicking this button will advance the clock hands around in five stages. At each of these stages the horses odds may change as the race time approaches. You can skip

these stages if you wish by simply clicking the view race  button but you may be missing out on some value in the betting market!

Placing a bet
Towards the bottom of the screen is a blank betting slip. To place a bet the player simple clicks on the selected horses name on the blackboard (Note that this is one time where clicking a horses name does NOT take us to the horses DATA screen). Once clicked the horses name will appear on the betting slip. Next enter the STAKE (the amount the player wishes to bet).

Next select the BET TYPE. The bets available for a single horse are either WIN or Each Way.
A WIN bet will pay the STAKE * ODDS. The players STAKE is also returned in the event of a win.
An EACH-WAY bet will pay if the horse WINS or is PLACED. See the appendix for further information on this bet.
The player may also place two further bets. Both bets require TWO horses to be selected. To select a second horse click on another horse. Two names will now appear on the betting slip. If an error has been made click on another horse name to erase the current selections.

The two MULTIPLE bets are Straight Forecast (SF) or Reverse Forecast (RF). SF requires the first selected horse finishes first and the second selected horse finished second. RF costs double the stake but the two selected horses can finish in either of the first two finishing positions. See Appendix for more details on these bets.

Once the horses have been selected, the STAKE set and the BET TYPW selected. Click SUBMIT to place the bet.

The player can place more than one bet on each race. Once placed the bets will appear in the ‘BETS ON THIS RACE’ table.

Jockey Orders
If you have a runner in the current race a box will appear to enable Jockey Orders to be set. Select your orders or leave to the discretion of the Jockey. Most are self explanatory although by selecting the GO-EASY option you are requesting the Jockey to 'ride quietly' out the back. It's unlikely your horse will win under these orders if the Jockey can help it! However, if spotted the stewards will fine the Trainer and a deduction will be made from the Trainers Funds automatically. Also there may be a note in the formbook. If so don't expect the odds to reflect the poor finishing position next time out as the bookies and the public may be wise to your games! You may select the PACEMAKER option to help ensure the race is run at a good pace. You horse however, is less likely to last home using this tactic, which is most useful for trainers competing with a number of horses in a race with decent prize money who want to ensure a good pace for one or more of their runners.

TAKE THE REINS allows the player to control the jockey. Jockey control is described in detail in the RACE SEQUENCE section. This option is only available in single player games.

Additional (or secondary) Jockey Orders

In addition to the main tactic request selection box there are a number of additional tactical options. These are set using the bullet points. Note that these are considered to be requests to the jockey and they may or may not be carried out to the trainers satisfaction based on a number of factors.

1. DON'T LEAD. The jockey will try to avoid leading the field. However, depending on the main tactics selected and the pace of the race combined with other factors this may not be possible.
2. DON'T TRAIL. The jockey will try to avoid trailing the field.
3. DON'T GO CLEAR FINISH. The jockey will try to avoid winning the race by a large margin. Note that selecting this option could possibly result in the jockey easing up too soon and getting caught!
4. CHALLENGE LATER. The jockey will (using his judgement) attempt to challenge a little later. Possibly useful for horses who have trouble staying the trip.
5. CHALLENGE EARLIER. The jockey will (using his judgement) attempt to challenge a little earlier. Recommended if you know the horse stays further than the current trip and/or may be likely to get outpaced at some point.
6. HANDS AND HEELS ONLY. This option instructs the jockey not to use the whip. This can significantly reduce the horses effectiveness in a finish (depending on the horses parameters).

Tactical considerations

Most horses have a preference for certain tactics. This preference can vary to the point where holding up a horse that prefers early pace for example, will be guaranteed to result in the horse running well below form. For other horses, using variable tactics may not have such a dramatic effect.

One of the most important priorities for a trainer is to satisfy himself to the horse's key preferences. Tactics, going and distance preference, are the most important. The only way a player can really judge tactic preference is by experimentation. Note also that a good jockey is more likely to judge the horse's tactical requirements correctly – so it can prove beneficial to leave the tactics to the jockey for a while and study the results.

Menu Buttons

Note that the RACECOURSES, TRAINERS, JOCKEYS, TOP HORSES and FORMBOOK buttons have already been detailed in section 4.1.

The following pages detail the screens accessed via the buttons on the button bar at the top of the screen.

4.2.1. The Race card

This screen is central to analysing the current race for betting purposes. As usual, YELLOW fields can be clicked. Each race card contains the following fields:

There are a number of **icons** that may appear on the race card (and in some cases other screen):
= Group winner (1-3).
= Colt, = Gelding, = Stallion, = Filly, = Mare.
= Blinkers, = Visor, = Cheek pieces.
= Course, Distance and Going winner.
= Top rated (highest handicap rating in field).
= Favourite.
= Mental states/Paddock indicator (relaxed to over excited).

Field descriptions:

NO. + PADDOCK INDICATOR	The horses finishing position and Draw and paddock indicator. Paddock indicator is a small upward pointing arrow that can be either blue (relaxed), none (normal), pink (on-edge) or red (very excited). See 7.5. for more information on the horses paddock state.
FORM	Horses recent form - Click on this field to browse each of the horses previous form cards individually.
NAME/SLR/CDG	Horse Name followed by days Since Last Run (SLR) and Course/Distance/Going winner. Clicking on the horse name displays the horses Data screen.
TRAINER	Current Trainer (and strike rate). Clicking displays the Trainers Data screen.
AGE	Horses age.
WEIGHT	Weight the horse must carry (dependant on race conditions – see Appendix for race types).
JOCKEY	Jockey Name(and strike rate). Click to display the Jockeys Data screen. If a number follows the name it is OVERWEIGHT carried (The jockey is heavier than the weight the horse is allocated to carry).
CAREER REC	Horses total career record. Wins/Runs and Prize money.
GROUP WINS	Group 1,2 and 3 wins.
(today's going)	This item Summarises the horses record under TODAYS going conditions in format WON/PLACED/UNPLACED.

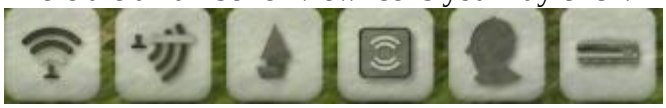
(today's dist.)	This item summarises the horses record over TODAYS distance in format WON/PLACED/UNPLACED.
LWR/R	LastWinningRating/Rating. Corresponds to the Handicap rating of the horse when it last won a handicap race and the horses current rating.
ODDS	The odds offered by the bookmaker (this can be set to either fraction or decimal in the OPTIONS).
(silks)	The colours the horses jockey will race in (the player can choose his own colours in the OPTIONS menu).

4.2.2. View Race

Setting Controls:

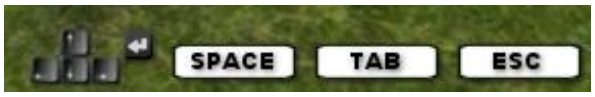
To **quit** the race sequence and see the result hit SPACE during the race.
To **Forward wind X3** press TAB.
To **Quit** press Escape.

There are a number of view icons you may click:



View Distance toggle.
View Angle toggle.
Switch view side toggle.
Aerial view toggle.
Jockey View. First click on the horse name (top-left) and then click this icon to toggle the first person jockey view.
Stands View (use mouse wheel to zoom).

Other controlls:



You may manipulate the camera using:
Cursor Keys. Move view.
Return. Flip View.
Home / End. Rotate view.
F1. Free view (use cursors).
F2. Track field view (default).
F3. Gallop past view.
F4. Finish post view.
H. Hide runner list.

The Race:
Races start automatically. The race camera is positioned to the right hand side of the field for left-hand and figure-of-eight courses and the left-hand side of the field for right-hand racecourses.

The race is played out in the top half of the screen. The horse names for the current race are displayed in the window at the bottom left of the screen. Also in this window is the current racecourse map which allows the player to track the progress of the field around the racecourse. During the race moving the mouse pointer over one of these names will Label the respective horse in the main race window.

Pay close attention to the race and make notes afterwards if required (using the 'N'otes system – 4.1.4). Especially watch for horses given an 'easy time' by the jockey as they may be available at a price that does not reflect their ability next time out. These are not always picked up by the formbook compilers! Did the jockey use

unusually little ‘persuasion’ during the race? Was the horse dropped right out and given little chance of winning?

4.2.2.1. Jockey Control

NOTE: *There is a JOYSTICK/GAMEPAD option which is recommended for both normal and simple control mode. Make sure your device is plugged in and working before you launch the game. Go to the OPTIONS bullet and reveal the options. If a joystick is detected a small joystick icon will be displayed next to the ARCADE JOCKEY CONTROLL MODE bullet. The first time you use your joystick press 'C' to configure the buttons for LEFT, RIGHT, UP, DOWN, ACTION1, ACTION2 and ACTION3.* ***The joystick mode works better and is recommended over the keyboard/mouse option.*** *If you have a joystick plugged in and do not want to use the joystick mode you will have to unplug the joystick and restart.*

Controls:

Cursor left/stick left, cursor right/stick right. Pull left or right.
Cursor down/Stick down. Pull on reins (slow down). Release to return to the Relaxed position.
Cursor up. Increase reins to push (speed up). Hold the key down for push. Let go again for relaxed.
Repeatedly Tap L-CTRL or tap Action1 button Increase reins to whip (speed up). Do not do this close to a fence as the same key/button jumps.
L-CTRL/Action1 button Jump.
Left Shift/Action3 button Jockey salute (Last 1/2 furlong only).
Z/X Look left/Right.

*During the race press '**H**' to hide the runner list. Press '**G**' to hide the HUD for added realism.*

Note: *The key to race riding is to get the horse field position right and make subtle rein adjustments. Quickly rushing your horse through the field and then restraining is unlikely to help the horse. Rein adjustment can take a few seconds to take effect (and modify the horses pace) so be patient and plan your moves in advance. Also get to know your how your horse likes to be ridden.*

At the start of the race a red START indicator flashes up. Try to hit Left CTRL or Action1 when the indicator is at it's brightest to get a better break. Holding UP/FORWARD while breaking will urge the horse to quicken early. Holding DOWN/BACK will attempt to steady and drop the horse out. Note that you should not rely on missing the break to drop a horse out as missing the break is different from the drop out action and may over penalise the horse.

A indicator (five arrows) is displayed corresponding to the horses known preferred tactics (From Hold up to force pace). If the horse is starting to get out of position a feint red light will show at the top-left of the rein slider. It will turn bright red if the horse is completely out of position. These indicators are NOT displayed if the player has selected ADVANCE JOCKEY MODE in the game options.

The level of rein is indicated by the height of the blue/red slider to the left of the screen. The lowest setting is HARD PULL and the highest is HARD WHIP.

The thin green bar on the centre of this slider is a pace guide for your horse. The pace is adjusted by moving the rein up/down with the cursors or the joystick/gamepad. The dull white bar to the right is the GAINED POTENTIAL. Gained Potential can be raised by slowing your horse to a point beneath it's cruising speed. Note other parameters may also affect the horses pace in the closing stages.

Adjusting the rein has a variable effect depending on horse parameters. To slow the horse slightly you should tap the DOWN button/key once. You will notice the rein indicator on the display reacts and then moves back to neutral. The horse will react to this adjustment but sometimes the reaction may be delayed. This is intended. After a short period you should see the pace slider change. To increase the effect hold the down button/key longer so that the on screen rein indicator moves down further. Again release the button/key and you should shortly see a response. Holding the down button will have an increased effect. There are three holding positions. The first is 'slight pull', the second 'hold' and the third 'hard hold'. You only need to reduce the rein to the desired position for a moment to have a effect.

Holding the UP button/key results in the jockey pushing the horse along. For a brief niggle/push just

tap the up button/key once. Hold for an increased effect. When it comes to whipping the horse (and this should ideally be left to the closing stages of the race) you need to tap the action 1 button or left-ctrl key rapidly. The acceleration and amount a horse finds under the wip depend on individual parameters. Note that most horses have an intolerance to being whipped in a sustained manner over a long period and this can result in the horse giving up and slowing right down. Some horses react well to the initial whip and gain a variable reserve boost.

Jump races:

Realistic Jumps mode:
As of patch 1.065 a new Realistic Jockey mode (for jumps) has been added. This mode does not require the player to hit a take off button at obstacles. *This mode must be activated in the game options from the main menu.* There are three icons that may appear as the horse approaches the fence:

Stride take off too early: 

Stride take off too late: 

Hesitant approach: 

The player should react as soon as any of these icons are noticed in order to have a higher probability of correcting the stride.

The push and pull keys (up/down) are used to adjust the reins.

If the horse is taking off too early then PUSH on the reins to encourage the horse to increase it's stride and avoid a mistake.
If the horse is taking off too late then PULL on the reins to shorten the stride and help avoid a mistake.
If the horse is hesitant a slow jump is likely. PUSH the reins to encourage the horse.

PUSHING the reins under a normal approach will encourage a fast jump however the chance of a mistake will also increase.

Rein adjustments may not always work.
React to the indicators as quickly as possible.
Incorrect rein adjustments may cause mistakes or falls.

General jockey mode information:
When approaching a fence there is a LINE OF SIGHT icon denoted by a blue EYE. The clearer (less transparent) this icon is the better the horses view of the fence. A poor view is likely to reduce the horses jumping ability and lessen the zone of opportunity the player has to hit the jump button at the correct time. Note that individual horse parameters also affect this zone of opportunity.

As you get closer to the fence you must judge the correct take off point and hit the Action1 button/key. This takes practice. The good jump zone will vary depending on horse jumping parameters. The better the jumper the wider the jump zone is and the bigger window of opportunity you have to hit the jump (Action1) button/key. The horse may only take off at the point when the leg indicator is on (the flashing horse show). The difficulty of the fence is also a factor in reducing the jumping window.

Taking off too early or late may result in a mistake or fall. An early take off mistake may be avoided if the jockey is pushing the horse the fence. A mistake caused by a late take of may be avoided if the jockey pulls the reins helping the horse 'put in a short one'.

Pushing a horse into a fence can increase the chances of a horse putting in a fast jumps. Alternatively pulling on the reins increases the chance of a slow jump but may in certain circumstances avoid a mistake.

The safest jump is to relax the reins and hit the take off button at the correct point and let the horse jump.

If the player makes a good jump it is still possible for the horse to put in a slow (or fast) jump of it's own accord. It is also possible (but unusual) for the horse to fall despite a good player jump activation. Sometimes your horse may jump early (without the player hitting the jump button).

Safer jumping

There may be an occasion when you are happy to give away a little ground in exchange for a safe jump by steadying your horse into a fence. For example at the end of a long race when your horse is tiring or if you have a clear lead. As long as your horse is not on a short stride you can 'take a pull' on the approach by moving the mouse towards the bottom of the jockey mode controller circle (or moving the joystick against the direction of travel). Your horse may end up jumping slowly but it will decrease the chance of a mishap.

4.2.2.2. VR HMD Support.

We hope to add Virtual reality headset support as it becomes available. Currently Starters Orders 6 supports the Oculus Rift DK1 (developers Kit 1) only.

Oculus Rift DK1 support.

Requires a gaming high spec PC to run correctly.

Starters Orders 6 now includes experimental DK1 support. The game runs as normal but pre-loading you must check the Oculus Rift box in the options. During the game when the race sequence is loading turn the unit on and put on the headset. Take it off right after the race and turn off the unit.

There is no HUD in Rift mode.

Rift support is experimental. We hope to support the final consumer version (when it is released) but cannot guarantee it.

4.2.3. Skip Race



Skip the race. The result will appear in a small window on the next race menu or can be viewed by clicking the FORMBOOK icon.

In Punter-Match mode this button may be replaced by the NEXT PLAYER button that ends the current players turn.

4.2.4. Skip Day



Skip the rest of the days racing.

In Punter-Match mode this button may be replaced by the NEXT PLAYER  *button that ends the current players turn.*

5. Other screens

5.1. The Auction

An Auction takes place at the end of *every week* unless there are no horses for sale. A small AUCTION  icon is displayed on the home menu screen on Auction day (in the TODAY'S MEETING table). Note that if the player chooses to Skip the whole day (from the Trainer/Home menu only) the player will not have access to the Auction.

Racecourse Auctions
If a meeting contains a selling or claiming race the winner will be auctioned on the same day as the race (after the meeting).

Today's Lots
To the top-right of the screen is a list of horses for sale. Each horse is auctioned individually in turn. Before starting the Auction it makes sense to study the horses form and data. To do this move the mouse cursor over a horses name (without clicking). After a brief moment the horses details will appear including the 'Form Summary' table that includes all the horses for (up to eight years!). You can view a textual description of the horses run by simply moving the mouse (without clicking) over the desired 'race description' field in this table. Click on the horses name to view the selected horses data screen.

Breeding indicator
For unraced horses there is a breeding indicator that provides the player with some indication of the horses Potential, likely preferred distance and going. This indicator is displayed on the HORSE DATA screen (for unraced horses only) and also towards the centre of the screen once the auction starts.

Bidding
Click the BEGIN button to start bidding on the next lot.

Note that during an auction the player may click the SKIP LOT button to jump to the next lot or the QUIT AUCTION button to quit the entire auction.

The AUCTION IN PROGRESS window contains details of the:

Lot number
Current Bid
Auction Status
The Last/current bidder
The current owner

There are three buttons available to place a bid (in increments) for the current horse:

+£100
+£1000
+£10 000

Keep an eye on the LAST BIDDER field in case another Trainer outbids you. The auction ends after a short period of bidding inactivity.

5.2 Horse Data Screen

This screen displays the following details and stats for the selected horse and is a key screen that you will frequently visit during the game:

Trainers data
Details only available to the horse's current trainer that provides information on the horse fitness and general wellbeing. These parameters are displayed as graphic 'bars', the higher the red bar the better! This panel is displayed in the top-left of the screen.

FITTNESS	The horse's current fitness level.
SPEED	The horses basic speed. A higher speed means the horse is likely to be suited by sprint distances.
STAM	The horses STAMINA levels. A higher Stamina rating means the horse may prefer Staying trips.
ACCEL	Acceleration. The rate a horse can accelerate can be vital, especially in slow run races.
COND	Condition. In this game Condition refers to how 'fresh' and 'willing' the horse is. As time goes by with more race the horse may need a break.

Head Lad feedback
Pay attention to your head lad! The head lad feedback is displayed in a long rectangle just above the 'Form summary' table.

General horse data
General horse data is displayed in the horse data panel to the right of the horses stats bar chart panel.

The horses age, sex, handicap rating, career record etc.

A 'LINEAGE' button will be visible if the horse is player-bred. Click this button to view the horses lineage.

The 'E'XPORT button opens up the horse export screen (Not available in AI Owner modes).

Note: If the horse is unraced a breeding indicator text description will appear in PURPLE text in this window.

Race and Rating progression chart
This chart appears (only after your horses has raced) right below the horse data panel.

This chart plots rises and falls in your horses handicap rating (up to eight years). The chart provides a great was of viewing your horses career wins/runs at a glance and will also help reveal if your horse tends to peak at certain times of the year.

Race History (form summary)
The bottom window lists every race the horse has taken part in along with the race type, the horse handicap rating at the time of the race and it's finishing position.

Using the FILTERS (directly above this window) the player can view the horses level of form and progression over specific distances, race types or finishing position.

You can view the horses textual description of it's race by simply moving (not clicking) the mouse over the yellow race description field.

Clicking on any of these races will display the full FORMCARD for the race enabling even more in-depth form analysis. While browsing the resulting form cards the filters are retained. For example, you may wish to browse all you horses winning form cards.

Horses declarations
This table is at the top-right of the screen under the heading 'Future race declared for this horse'.
If the horse is currently entered for any forthcoming race the race description will appear in the Declarations window. This is the small window at the top-right of the screen. Click on a race description to view the current field and weights for this race. As usual, clicking on the yellow highlights in this box will reveal further data.

Career feature race win summary
Horses, jockeys and trainers all have a career feature race win summary table on their respective data screen. This table details all of their feature race wins and (unlike some other data) this data never expires. For feature races that occurred within the last 50 years you can view the full form card by clicking on the race description.

Horse Options
This is the small panel to the bottom-right of the screen

Pacifiers
Some horses may benefit from blinkers or visor for example. Check the required box and your horse will be raced in the selected pacifier. You may also Geld your male horses. This procedure can only be done once and cannot be undone so don't geld a horse you may wish to breed from in the future!

Retirement options
You can retire your horse to your breeding barn by checking the **Retire to stud** check box. The horse will be retired at the end of the current *day (you must have purchased breeding facilities via the finance menu!)*.
To retire your horse from the game check the **Retire from game** check box. The selected horse will be retired at the end of the current season and will leave the game. Any money from the retirement will be automatically credited to the players balance.
To retire the horse to the GAME TARNSFERE POOL check the **Retire to game pool** box. This allows you to transfer the horse into another game you may have started. For example you may wish to transfer an older flat horse into a jumps game.

Note: Some retirement options are not available in AI Owner mode.

5.2.1. Exporting Horses

You may export an owned horse at any time (though not in AI owner mode games). The horse is exported along with it's current state of fitness/condition etc. Horses may not be re-imported into a game but they may used later in 'constructed' races (including possible online competitions). See section 6.

An exported horse is saved along with your chosen tactics so be sure to set them before clicking the EXPORT button. For example. You may wish to email you horse file (the resulting files are very small) to a league master for who would then import you horse along with other users horses and race them. He would then make available the replay file so all competing trainers could watch the race. If you have not set jockey tactics then the jockey (allocated at race time) will choose for you.

5.2.2. Horse Lineage

Player bred horse will have a ‘Lineage’ screen available for viewing (via the horses data screen ‘Lineage’ button). Clicking on this button will reveal the horses ancestors (up to three generations). Even if these ancestors have long since left the game or are deceased you will still have access to their records (if the horse has left the game however this data will be provided in a cut-down form). For feature wins that are less than 50 years old the player can view the full form card by clicking on the race description within the table.

Click on the ancestors button (a small question mark next to it’s name) to reveal the ancestors basic data panel and a summary of the ancestors feature race wins.

For ancestors that are current (still in the game) the player can then access their full details via the ancestors HORSE DATA screen by clicking on the HORSE DATA button.

5.2.3. Injuries

If one of your horses has a small 'S' icon displayed next to it this indicates the horse is displaying Symptoms. To view the symptoms visit the horse data screen. The news reel will contain a description of the symptoms.

Depending on the symptoms you may simply decide to rest the horse or you may choose to pay for a Vet's Diagnosis which may reveal the affliction. Injuries can range from a mild virus through to career ending injuries. To purchase a vet's diagnosis go to the horses data screen and click the PURCHASE DIAGNOSIS bullet at the top of the screen (vet's diagnosis are not always successful). If successful the symptom icon will change to the injury 'I' icon denoting a known Injury.

Possible Injuries:

Bucked Shins.
Anaemia.
Cut's and wounds.
Splints.
Dehydration.
Diarrhoea (acute)
Diarrhoea (chronic)
Cough (infection)
Pulled Muscle.
Sore Shins.
Luxations.
Osselet.
Tiredness.
Virus (mild).

Note: the risk of some injuries may be reduced slightly by improving feed and purchasing certain stable add-ons.

Some injuries can be career ending. Racing a horse with symptoms will likely make the condition worse and in some cases a condition that could have been treated can become career ending with continued racing (and the horse is likely to run poorly anyway).

5.3. Trainer Data Screen

This screen displays the following details and stats for the selected Trainer:

General Data
The data panel is at the top-left of the screen.
Includes the Trainers Name, Stable, Stable details, Staff and Record etc.

Horses in training
The main window (centre of screen) displays all the Trainers horses along with some data and the horses NEXT declared race. Click on the race description for the full race field to be displayed in the third window (Top-Right). Again, click on the horses name to view the horses data screen.

Career feature race win summary
Horses, jockeys and trainers all have a career feature race win summary table on their respective data screen. This table details all of their feature race wins and (unlike some other data) this data never expires. If you play the game for 100 years this data will remain complete. You may click on the race to reveal the full form card.

5.4. Jockey Data Screen

This screen displays the following details and stats for the selected Jockey:

General Data
The data panel is at the top-left of the screen.
Includes the Jockeys Name, current Weight, retainer etc.

Today's Rides
The main window along the bottom displays and rides the jockey is booked for, for the CURRENT DAY. Click on the horses name for the Horse Data screen or the Race Description to display the current declarations for this race. Note that the selected jockey is highlighted in pink on the current declarations window. Again, click on any field in this window if desired.

Career feature race win summary
Horses, jockeys and trainers all have a career feature race win summary table on their respective data screen. This table details all of their feature race wins and (unlike some other data) this data never expires. If you play the game for 100 years this data will remain complete. You may click on the race to reveal the full form card.

5.5. Owner Data Screen

Note: Only available in AI Owner mode.

This screen displays the following details and stats for the selected Jockey:

General Data
The data panel is at the top-left of the screen.

Preferred Trainers
To the right of the data panel, this table lists the Owners preferred trainers and a small icon indicates how happy (or otherwise) the owner is with the trainers performance.

Previous seasons summary
Only displayed after year one. Right underneath the data panel this lists the Owners rankings and winnings from previous seasons.

Owned horses
The large table toward the centre/bottom of the screen lists all horses is this owners ownership along with details including the horses trainer, general stats and the horses next engagement (if any). Clicking on the next engagement field will open a table detailing the field for that engagement.

Career feature race win summary
This screen will not be visible if the Owner has not won a feature race.
Horses, jockeys, Trainers and Owners all have a career feature race win summary table on their respective data screen. This table details all of their feature race wins and (unlike some other data) this data never expires. If you play the game for 100 years this data will remain complete. You may click on the race to reveal the full form card.

The Race Construction Kit

The construction kit can be used for a number of purposes.

1. To ‘trial’ horses that you may have exported from different games against each other.
2. To take part in any online leagues that may be in progress.
3. To view past game races that you may have exported to disk.

Online leagues

In-progress.

6.1. Constructing a 'trial' race

To construct a race using previously exported horses follow these steps:

1. Click the RACE CONSTRUCTION KIT button from the main menu.
2. Click the CREATE A RACE button.
3. The top box contains general race setting such as going and distance. To begin with these will be set to default vales. It's a good idea to set these before moving on to importing horses. Note that if the PRIZE MONEY is left blank it will be set to a random 'low' amount (between around £ 1500 – £ 6000).
4. Next you need to choose the runners for the race. All horses you have exported from games appear in the box to the right of the screen along with the horses name, the players (trainers name), the horses age/sex and horses handicap rating (at the time of exporting).
5. To enter an individual horse click on it's name. If the horse is eligible to enter the race it will be moved into the race FIELD window to the left of the screen.
6. To select ALL eligible horses from the list for the race click the SELECT ALL ELGIBLE RUNNERS button. To clear ALL the selected runners click on the small 'C' button below the race FIELD box.
7. When the race field has been constructed satisfactorily then it's time to run the race. Click the VIEW RACE button.
8. When the race is over the form card will be displayed. On exiting this screen the user will be returned to the main menu.

6.2. Viewing a ‘league’ or exported replay race (in progress)

Click on the VIEW A RACE button from the construction kit menu.

To view a previously exported replay make sure the SAVED GAME REPLAYS box is checked.

Select a race to view by clicking on it’s title in the STORED RACE FILES table.

The selected races race card will now be displayed in the SELECTED RACE FIELD. The race card is a similar format to race cards within the game. League races can include past performances for the runners. If so you will be able to click on the FORM field to reveal the selected horses form cards. League races may also include the horses Lineage (if the horse was player bred) – if the horse has a small red ‘L’ icon preceding it’s name you may click this to reveal the horses lineage details.

Note: league races may have trainer comments attached. A small white ‘N’ icon next to the race file name in the STORED RACE FILES table indicates there are trainer comments for this race. To view these comments you simply move the mouse over the trainers name (yellow to indicate notes/comments attached) in the SELECTED RACE FIELD table and the comments will appear.

Click the VIEW RACE button to watch the race or to just view the form card click the VIEW FORMCARD button.

6.3. Viewing Horse files

By selecting the HORSE FILES button from the RACE CONSTRUCTION menu you can access a screen that displays details of exported horse files.

The box along the left hand side of the screen lists all the different trainer names that are associated with the horse files found. You can select the *LIST ALL* item to view all horse files or click on an individual trainer name to list only horses associated with this trainer.

The main horse window lists the horses and some of their performance record details and parameters. You can sort this table by clicking on the headers.

A small red 'L' icon preceding the horses name indicates that the horse is a PLAYER BRED horse as opposed to a game horse and you can view the lineage details by clicking the icon.

You may want to adjust the horses handicap rating. Click the yellow rating (RTG) column for the selected horse and enter the new rating (from 30-120). Entering 0 will reset the horse to a maiden and clear it’s performance record (note that this will not affect the horse of the same name that may exist in an actual game!).

7. APPENDIX

7.1. Race Categories and entry fees

Selling races (entry fee: £30)

Generally attract lower quality horses. Horses carry level weights. The winner is auctioned at the end of the day.

Claiming races (entry fee: £30)

Claiming races offer the trainer an opportunity to handicap his own horse and therefore gain a possible advantage. Claiming winners are auctioned at the end of the day.

Maiden races (entry fee: £80)

Open to horses that have never won a race.

Novice races (entry fees: £80)

Juvenile races (entry fees: £80)

Handicap races (entry fee: £80 - £225 (showcase races))

Open to horses who's rating falls within the specified range. A 0-90 race is open to horses rated between 0 and 90. Each horse carries an amount of weight directly related to it's handicap rating. Note that there is a weight range limit. If the limit is exceeded (between the highest and lowest rated horses in the race) the lower rated horses may have to carry more weight than they are officially allocated.

HANDICAP SIMULATION NOTE: When a new game starts, NO horses in the game have ever run a race whatever their age. Autoraces can build up form, but in order to simulate the fact that older horses would have raced at some point these horses start the game with a estimated handicap rating (In the UK a horse runs three times before the handicapper allocates a rating). The exception to this is 2yold horses, which are presumed to be unraced and therefore do not begin the game with a handicap rating. An unraced horse receives a handicap rating after it's first run. Until a horse has a handicap rating it will not be eligible to run in Handicap races.

Listed and Listed Handicap's (entry fee: £250)

Higher quality fields. Level weights with no age/sex allowance. There are weight penalties depending on the horses past performance in Group races:

Group 1 won/placed: +12lb
Group 2 won/placed: +9lb

Group 3 won: +6lb
Listed won: +3lb

Conditions races (entry fee: £250)

Entry conditions (such as 'not won more than x races') may be applied.

National Hunt Flat Races (entry fee: £70)

Hunter Chases (entry fee: £70)

February to May. Open to horses that have not placed 1st, 2nd or 3rd in a Grade 1 or 2 chase. All horses carry 12-0 (11-7 for mares).

Group races (entry fee: £500 - £1000)

High prize money. Horses may be subjected to penalties depending on their group record:

Group 1 race
No Penalties
Group 2 race
G1 winner: +6 lb
G1 placed: +3 lb
Group 3 race
G1 winner: +9 lb
G2 winner: +6 lb
G3 winner: +3 lb

7.2 Sex/Age allowances

Horses running in non handicap races (excluding claiming races) will be subject to age/sex penalties. These penalties are as follows.

Age: In a race containing both 3yo and older horses the older horses will carry a 6lb penalty.

Sex: In a race containing both male and female horses male horses will carry a 3lb penalty.

7.3. Bet Types

WIN
The selected horse must finish first and winnings are STAKE x ODDS.

EACH WAY
An each way bet is two separate bets. £10 e/w means that the bet costs 2 x £10 = £20. The first part of the bet is the win part. If the horse wins, the odds are calculated as a WIN bet (odds * stake). The second part of the bet is the PLACE part which only pays if the horse is placed. The place terms depend on the race type and field size:

Less than 5 runners
No Places
5 to 7 runners
1/4 odds, 1,2
8 to 12 runners
1/5 odds, 1,2,3

Non-Handicap races
8 to 15 runners
1/4 odds, 1,2,3
16 or more runners
1/4 odds, 1,2,3
Handicap race
13 to 15 runners
1/4 odds, 1,2,3
16 or more runners
1/4 odds, 1,2,3,4

STRAIGHT FORECAST (or SF) - This bet requires that the first two finishers of a race are predicted in the CORRECT order. This bet is not allowed on fields of less than 5 horses.

REVERSE FORECAST (or RF) - This bet requires that the first two finishers are predicted in EITHER order. The cost of this bet is always STAKE x 2.

WIN ACCUMULATOR - A win accumulator requires that ALL of your selections win. The returns from the first winner are automatically placed onto the second runner and so on.

PLACE ACCUMULATOR - The place accumulator requires that all your selections are placed (the number of places varies from 2 to 4 depending on the number of runners and the race type).

7.4. Tactics/Tips

- *Quickly find your horses optimum distance and going conditions*

  Once the trainer has identified these key preferences he will find the process of campaign planning much more straightforward. The horses preferred going is indicated through the training process on the horses Data Screen. Unfortunately the player must experiment to some degree, especially when attempting to identify the horses preferred distance. Does your horse always fail to 'get home' over a trip? Then it's probably too far. Does your horse always get outpaced over a trip? Even when the jockey is ordered to race prominently? Then the trip is probably too short. Also bare in mind the specific race conditions. Running you horse over a trip in excess of the horses preferred distance could pay off in a small field where the pace is expected to be slow, where the horses superior speed at the end of the race wins the day.

- *Find your horses 'level'*

  Few horses have the potential to be world beaters. Estimate your horses potential and then 'target' a suitable race. Make sure the horse is fit and is running over its optimum distance/going conditions.

- *Play to form 'patterns'*

  Attempting to keep a horse at its maximum fitness for the entire season is unlikely to work. Horses need periods of rest. And realistically, from a handicapping point of view they need periods performing below their potential! Every horse has different resistance to racing. Some appear to thrive on racing while others become jaded more quickly. Also some horses may appear to thrive at different stages throughout the year for no particular reason! As the game progresses, the astute trainer will begin to understand each of his horses and know when, and under what conditions, the horse will hit peak form.

- *Look for value when betting*

  An odds on favourite may be more likely to win than a 66/1 shot but are the odds really a true reflection of the horses chances? Keep an eye out for horses that appear to have been running over unsuitable conditions. There recent poor form may result in a falsely inflated price when returning to a race under more suitable conditions.

Continued…

- *Make use of the form book!*

  The formbook is a goldmine of information and will reward the player who studies it with winners.

- *Make frequent Notes*

  Use the ‘notes’ system that allows comments to be stored on any horse in the game (not just player owned horses). See section 4.1.4.

7.5 Horse temperament/disposition and paddock indicator

All horse have a temperament/disposition text indicator (available only to the horse owner on the HORSE DATA SCREEN). For example a horse may be labelled as ‘laid back’ or ‘excitable’. The horses temperament affects the horses mental state on the day of racing. A horse that is exhibiting unusual behaviour may be disadvantaged in a race.

On the day of racing the horses current mental state is indicated on the RACECARD screen by a small rectangular icon displayed before the horses name. No icon indicates the horse appears normal. Blue indicates the horse appears relaxed, pink indicates the horse appears on edge, red indicates the horse appears to be very excited or ‘boiled over’. This icon should be considered in the context on the horses temperament/disposition and past form as some horses are prone to get over exited and the horses unusual state may not unduly affect the horses form.

Bookmakers will take note of the horses state in the paddock and are likely to adjust the horses odds accordingly.

> The player may hire a specialist (via the FINANCE menu) that accompanies the players horses to the start and will significantly reduce the chances of the horse boiling over and may therefore improve the horses finishing position.

7.6. Trouble Shooting

The most common cause of problems are related to video card drivers so the first step is to identify the make and model of your video card (via the control panel) and then visit the manufacturers website and download the latest drivers:

Settings file:

In the STARTERSORDERS6 location described above there will be GENSET.IDX and BD.I files. This stores screen resolution and game settings. Should your game fail to start correctly try deleting these files and then restart the game.

To update your video card drivers:

1. Find out the make/model of your video card by going to the control panel and clicking DISPLAY > SETTINGS > ADVANCED > ADAPTER. The ADAPTER type is your video card. For example 'Nvidia GeForce 3'.

2. Find the manufactures website and search for the driver download for your card and download the correct package.

3. Install the drivers and follow the instructions.

4. Restart your machine (if required) and run the game.

If you cannot get the game to run please email support@startersorders.com or visit the technical support forum on the website.

7.7 Links / Online help

The main Starters Orders website is at: www.startersorders.com

The forums are here: http://www.startersorders.com/phpBB2/index.php

(C)Strategic Designs Ltd., 2015.
www.StartersOrders.com

7.8. Starters Orders 6 new features added since Starters Orders 5.

3D RACE SEQUENCE:

Realistic 3D courses simulated with undulations and weather effects.
New horse and jockey models and animations.
Slow-motion finishes.
Fast-forward option (replaces TAB skip).
New jockey control modes.
Rag doll physics.
Oculus Rift support coming soon.
A number of useful camera options for altering the race view. Classic view tracks the field from the (raised) side.
Improved in race horse and jockey movements. Smoother and more realistic.

GUI/Menu improvements:

Feature race progression help (on feature race summary screen).
Improved full screen support.
Jockeys may advise races to target with winning horses (in jockey feedback).
Ring-fenced save game showcase databases. Helps stop crashes caused by changing or modding schedule or showcase data after a game has started. Games now retain the original data for their lifetime.
Horse names databases are now separated into male and female gender specific databases.
Horse database age/category spread code rewritten and improved. Should help avoid walk-overs and very low fields while keeping down the main horse database to a minimum.
In game active horse database now set from within the schedule file. More horses are allocated to combined schedule games. Great care should be taken changing this.
Emails now added to trainer game for auto entry notifications, gallop feedback, followed horses etc. You may choose to interrupt auto days by changing the settings in the DIARY screen.
Players may now FOLLOW game horses. Click the follow button (on any horse data screen) to follow that horse. Followed horses are displayed on the players MY DATA (trainer) screen. Your staff will email you when a followed horse is declared for a race, due to race, entered in the weekly auction or leaving the game etc.
Maximum horses per trainer now 150 (from 100). Maximum horses per owner now 300 (from 200).
Option to specify feature race entries for horses before races open (via the Feature race history screen, via the Diary). When the race opens for entries a staff member will attempt to make the entry automatically. The head lad will email the trainer confirmation once the entry is made. It is possible to specify a race in future seasons by selecting a race that the horse will only be eligible for in that season. Eg. Entering a 2yo in a 3yo race. These entries are also listed on the horse data screen in the decs table where you also have the option of removing entry requests.
Head lad feedback following gallops may now be given in certain circumstances.
Previous Champion Trainers listed on Trainer ranking screen (up to 10 years).
Previous Champion Jockeys listed on Jockey ranking screen (up to 10 years).

Jockey AI improvements.

Horses ‘out to grass’ can be returned to the main stable at any time.

Dead Heats.

Breeding. Auto naming of yearlings using parents name(s) where possible. The name may not be gender appropriate or desirable so you may still name 2yo’s on the first day of the season.

Going visual indicator on some tables to indicate going at a glance.

Possible to max out stables or add blocks of 5 (rather than one at a time). It is cheaper to buy stable housings in multiples.

New backup game options. From the load/save screen you can choose to backup a save or restore the backup.

Full HD screen mode layout enhancements (only 1920 x 1080 mode!): Extra horse data and horse form displayed on declarations screen. Stats on horse data screen.

Handicapping improvements including for novice, juveniles.

Silks:

The silks database can be expanded (new silks may be released). In theory up to around 450 different silks could be added.

Shirts and caps can now be mixed creating many new combinations. Trainers/Owners have a reserve cap colour for races where they have more than one runner.

User mods: For those with the required art skills, silks can now be changed or new ones added by editing two small texture files (per silk) and a small silk menu icon.

Locations:

Every stable and racecourse now has a location on the world map. Some stats/data is available for each location including feature races and trainer rankings.

World map screen available with region zoom. Displays locations of stables and racecourses and also specific route details (such as the route from a stable to a selected racecourse.

The GLOBE icon that was inactive in previous games now links to the main Map screen.

Players may choose their desired stable location within the local country at start (within the MAP screen).

Depending on the location the players stable will have a location expenses band. This higher this band number the higher wages and other local expenses may be.

Transport:

Horse transport vehicles available for purchase in the Stable menu. You must now have sufficient transport to get your horses to and from the racecourse(s) on a given race day.

- You must buy a vehicle at the start of the game. Owned Vehicles are shown on the Stable graphic. Additional vehicles can be purchased via the STABLE menu. Some vehicles require a CAR PARK at your stables.

- There are three transport options available each having a different capacity and purchase price and you may own a total of three vehicles (of any type).

- on selecting a race for your horse your vehicle inventory is checked and re-organized by your staff. If no vehicles are free or no room on a vehicle exists you will be notified before booking.

- Clicking on the allocated vehicle icon (on the declarations menu) reveals the correct map with route and travel details and costs displayed.

- Vehicles that are replaced by higher capacity options are automatically sold by your staff and the sale price is refunded.

- Transport costs depend on distance to racecourse (see LOCATIONS new feature) and the vehicles MPG rating.

- Transport to foreign locations will incur the extra cost of air travel.

Legendary horses:

(Legendary horses in the game will not have real names. Players may edit legend names before a game begins. Players may not own or breed from legends)

Option to include one or a number of legendary horses in your game. It is possible to have Legends running over any code (flat, hurdles or fences) irrespective of the horses specified code.

Legends follow realistic career paths unless specified.

Legends may be linked to specific trainer/jockey combinations and may run in specified silks.

The player can modify the game year a legend enters the game.

Notes: For game play related reasons a legend is intended to reflect a genetic copy of a specific horse rather than any real life horse. That is to say legends are likely to perform to a similar level as their namesakes and follow a similar career path but may not always perform to the exact level and win (or take part in) the same races. A legend may dominate in one game and under perform in the next however, legends are never going to be bad horses. Bookmaker's are aware of legends and shorten odds accordingly.

Owner mode improvements:

Evictions. It is now possible to evict one or all an owners horses from your stables (button on the selected owners or individual horse data screen). Care. This will likely have a negative impact on the Owners opinion of you! You must give the owner 7 days notice in all cases.

AI Improvements.

Early season 2yo offers.

Achievements:

A number of possible achievements are available for each game mode.

As players progress they should aim to collect as many achievement medals as possible.

The medals are displayed next to the players name on the main trainer/home menu. Clicking on this area opens up an achievements screen containing details of all possible achievements.