

Starters Orders 6 quick start tutorial

Covering some basic transport and Stable settings, entering a horse in a race, simple betting and proceeding to the race.

Starters Orders 6 is an in-depth horse racing management simulation and some time may be required to become familiar with the workings of the various game modes. The game presumes some understanding of horse racing and it's terminology.

1. Troubleshooting.
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3. The main Stable/Home menu.
4. Setting your Stable location.
5. Training and maintaining your horses fitness.
6. Entering a horse in a race.
7. Race day. Betting, form and viewing the race.

V1.2.

Note that the screenshots in this document were taken in 720p mode (1280x720). In some screen modes the layout may change. If you are playing in 1080p we recommend switching to 720p for this tutorial.

1. Troubleshooting.

Q. Starters Orders will not launch.

A. Some people have reported issues on Windows 10 relating to privileges. If you purchased via Steam open Steam and right click on STARTERS ORDERS 6. Select PROPERTES. Now click the LOCAL FILES tab. Now select the BROWSE LOCAL FILES option.

Now (in explorer) right click on SO6.EXE and select PROPERTIES. Select the COMPATABILITY tab and make sure the RUN AS ADMINISTRATOR check box is ticked.

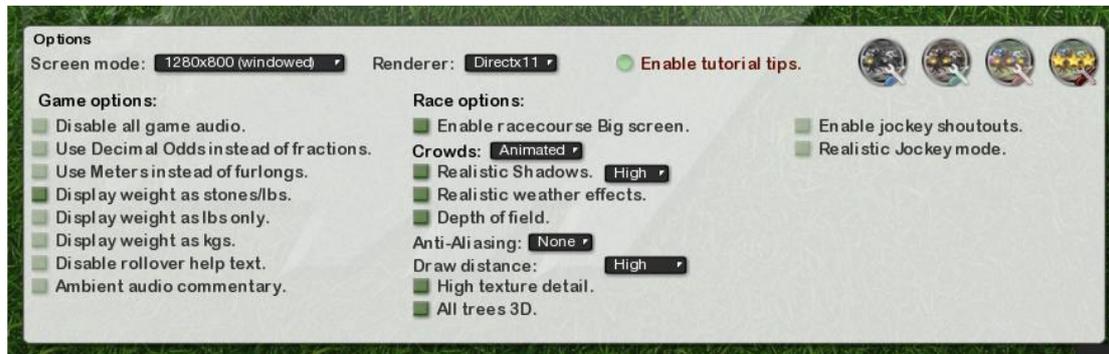
Q. I get a frame rate warning after a race or the race sequence stutters.

A. You may need to turn some visual options down. See below.

2. Options.



When you launch the game click the middle button to set some visual and game options.



There is a very basic Tutorial option designed to take you through some key processes such as entering your horse for a race. Check the **ENABLE TUTORIAL TIPS** to enable this feature.

The four buttons to the top right are race visuals. If you have a high spec gaming PC click the fourth button to the right (you may need to restart). If you have an older or low spec PC choose one of the other three preset buttons with the lowest quality being the button to the left.

You can set some visual options manually using the other bullet points. If you get a frame rate warning after the race or the race sequence stutters try turning off features in the order:

Turn OFF realistic sky.

Turn down the CROWD options (Animated is for higher spec machines).

Turn OFF the big screen.

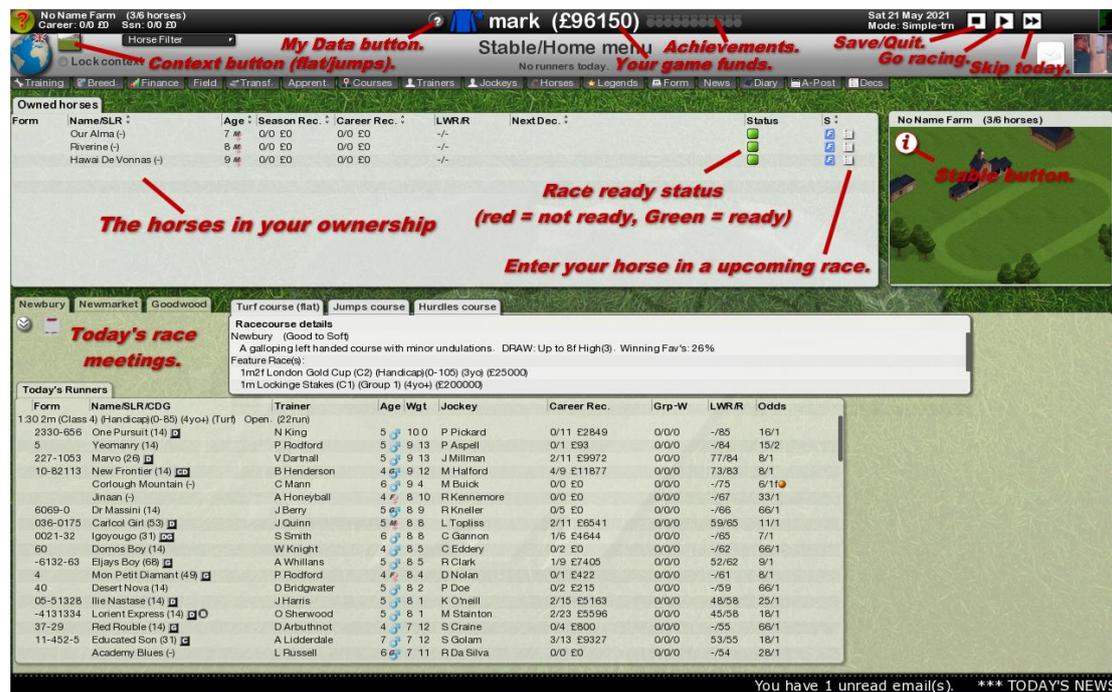
Experiment with the other settings. During the race hit 'F' to display the Frames per second. Ideally it should be 60 throughout the race.

Oculus Rift.



If you have an Oculus Rift plugged in your should see a Oculus button on this menu. See the main instructions for details on using the Oculus Rift in jockey mode.

3. The main Stable/Home menu.



This is the main hub screen where you return after a day's racing. From here you can manage your horses, stable and finances and enter your horses in upcoming races.

Note the control buttons to the top right:  These buttons may appear on a number of screens and are important. The first button **Saves you game and Quits** back to the main menu. The second button **begins the current race day** (by progressing to the race menu) or race (by running the current race). The third button **skips the current day or race**. The fourth button only appears if one of your horses is entered into a future race. Clicking this button will **skip to the day before your horse is due to race**.

The top windows lists the horse(s) currently in your Stable. Clicking on a horse will open up the horses data screen.

The STATUS indicator can be used to judge the readiness of your horse(s) to race. **Red** means not ready, **Green** means ready to race.

To the right is a blue icon. This may be F (flat horse) or J (jumper) depending on your game mode.

To the right of this is a white icon that takes you to the DECLARATIONS screen. From that screen you will be able to enter the horse in a future race. 

Note: if you are not in 'Simple' training mode there may be other icons here to allow you to set the type and intensity of training. The simple mode is set at the start of a new game. See the instructions for more information.

The Stable buttons takes you to the screen where you can manage and extend your stable and buy add-ons. 

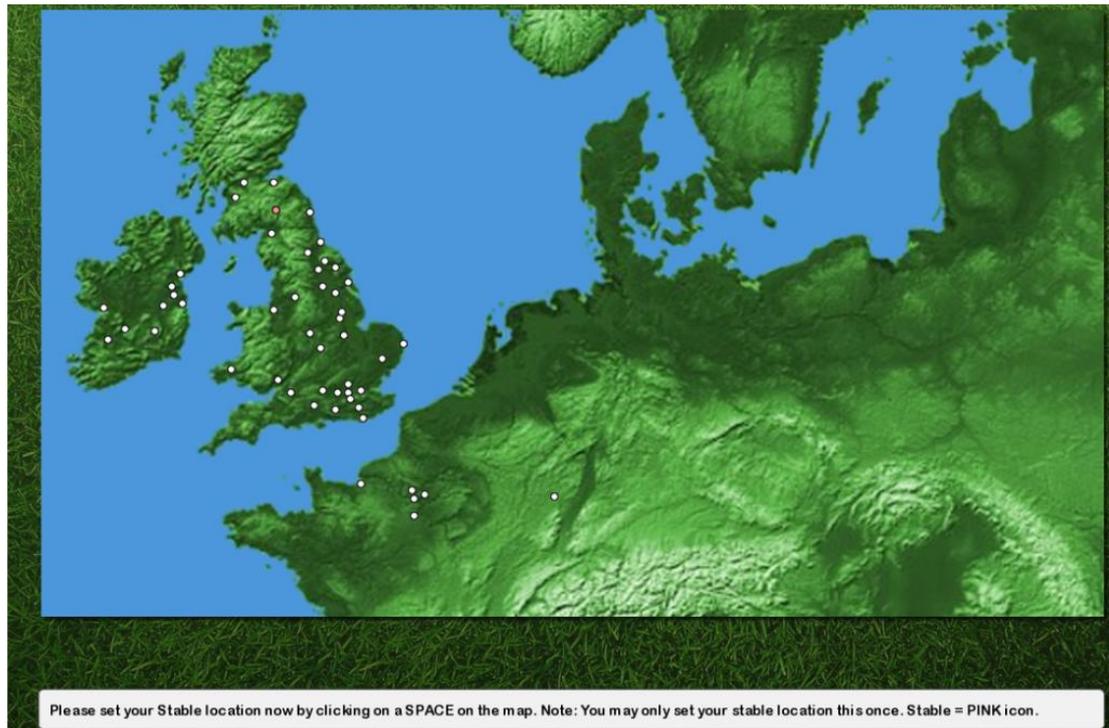
Click the Stable icon now. You will need a vehicle to transport your horse to the races. You may want to buy the single horse trailer as it is inexpensive (but can only transport one horse at a time).



4. Setting your Stable location.



Click on the **World Map** to set your **Stable location**. The first time you do this you will be prompted to set your location. Note that some locations have a higher expense band than others. It will be more expensive to be based here.



The white dots are racecourses. **Do not select a current location** (any dot). Select some space and a pink dot will appear along with a **FIX STABLE** button.

The expense level will appear on the grey menu bar at the top of the screen.



When you are happy click the **FIX STABLE** button. **Fix Stable**

Hit **Escape** or click the **back button** (top-right) to return to the Stable/Home screen.

5. Training and maintaining your horses fitness.

From the previous Stable/Home screen click the TRAINING tab and you will arrive at the training screen.



Note: if you are not in 'Simple training mode' some more icons may appear next to your horse(s). These allow you to set the type and intensity of training. See the Instructions for more information on training.

This screen allows you to adjust the individual horses training type and intensity (in complex training mode) but the primary purpose is to allow you to gallop or trial your horses.

Galloping your horses is useful for two reasons. Firstly it will give a fitness boost if your horse is not 100%. Useful right before a race. Secondly it allows you to compare your horses so you have a good idea of how they will perform on the race course.

Remember that when you gallop horses your staff will not use the whip so certain traits (such as the horses ability to perform under pressure) may not be revealed.

When selecting the gallop distance consider your horses breeding indicator (displayed) if you are not already aware of your horses preferred distance and range.

6. Entering a horse in a race.

This screen is where you enter your horse in a future race and book any available jockey (if you do not book a jockey you will get a random one available on the race day).

Note: If you access this screen by clicking on the Entry icon on the main Stable/Home menu then that horse will be already active and the races listed will only be races that are suitable for this horse. You can set the active horse by clicking on the red button in the horse list (top-left).

The screenshot shows a software interface for managing horses. At the top, the user's name 'mark (£96150)' and the date 'Sat 21 May 2021' are visible. The interface is divided into several sections:

- Owned horses (3):** A table listing horses with columns for Name, Age, RTG, B-Ind., Going Pref, St, Next Dec., and S. Red arrows point to the 'S' column, with labels: 'Your horse(s)', 'Active Horse', and 'Breeding (distance, going) indicators'.
- Horse entry details:** Shows details for a horse named 'Hawal De Vonnas' in a race on '22 May 2021' at 'Longchamp'. It includes a 'JOCKEY' field, a 'TRAVEL' distance of 404 miles, and a 'Late declaration penalty: £30000'. A red arrow points to an 'Enter horse' button, with a label 'Submit entry'.
- Race Filters:** Includes dropdown menus for 'Race Distance', 'Age Groups', and 'Race Type'.
- Available Jockeys (for selected race):** A table listing jockeys with columns for Name, Weight, Season Rec., Career Rec., and Fee.
- Current Declarations (for selected race):** A table listing horses declared for the race with columns for Form, Name, Trainer, Age, Wgt, RTG, and Jockey.
- Future Meetings:** A table listing upcoming races with columns for Date, Race Name, Distance, Group, and Purse/Field Fee. A red arrow points to a race on '25 May 2021' at 'Perth' with the label 'Available races filtered for the active horse'.

The races that appear in the Future Meeting table (bottom-left) will be filtered to the current active horse. Look at the breeding indicator in the horse table. Select a low class race of around this distance. If the horse is 2 or 3 it may not have matured to this distance yet so choose a shorter distance. If the horse has a Handicap rating (the rating is displayed in the horse table) be sure to enter the horse in a race that suits your rating.

To view the field click on a race. The field will appear bottom right.

An ENTER HORSE button will also appear (if the horse is eligible) in the top-right status panel (left of the horse portrait). **Click the ENTER HORSE button.**

If you wish to enter your horse click this button. If you cannot enter due to a lack of transport go back to the main menu and click on the Stable icon and buy a vehicle.



Once you have entered your horse in a race select the desired jockey and then **click on the BOOK JOCKEY button** that will appear.

When you return to the main menu you should now see the declaration listed next to your horse. If you view the horses data screen (click on the horse name text) then the declaration will also be listed here.

Form	Name/SLR	Age	Season Rec.	Career Rec.	LWR/R	Next Dec.	Status
	First Fleet (-)	3	0/0 £0	0/0 £0	-/-		
	Mister Musicmaster (-)	4	0/0 £0	0/0 £0	-/-	13 Jan (Wolverhampton) 1m2f (C7) (Selling Race...	
9-	Stolen Thunder (21)	5	0/0 £0	0/1 £0	-/30		

Next race scheduled for this horse.

Note that in some cases (usually feature races) the field may reach the limit for that race. In this case horses that have the lowest handicap rating will be removed from the race.

For the sake of this tutorial let's skip right to your race. Click the skip to next dec' button. The fourth button (right):



When you arrive at the preceding day to the race click the above button one more time. The declaration text (next to the horse) should now read "TODAY" followed by the distance to the race (costs depend on this distance).

Name/SLR	Age	Season Rec.	Career Rec.	LWR/R	Next Dec.
First Fleet (-)	3	0/0 £0	0/0 £0	-/-	
Mister Musicmaster (-)	4	0/0 £0	0/0 £0	-/-	TODAY (252 miles)
Stolen Thunder (24)	5	0/0 £0	0/1 £0	-/30	

Note that clicking on the declaration text (in Blue above) will take you to the map that describes the route and cost.



From the map screen press Escape or click the back button (top-right of screen) to return to the main Stable/Home screen.

Lets now go to the racecourse screen. Click the advance button:



7. Race day. Betting, form and viewing the race.

The screenshot shows a horse racing betting interface. At the top, it displays the user's name 'mark (£93973)' and the time '3:35pm. Racing at Wolverhampton.' The main area is divided into several sections:

- Paddock information (top-left):** A blue window showing details for a race: '1m2f (C7) (Selling Race) (4yo+) (Dirt). Open'. It lists 13 runners with their names, jockeys, and odds.
- Betting board (top-right):** A black window showing the current race odds for various horses, including BALDEMARA (9/2JF), NIGHT SCENT (11/2), NORSE BLUES (7/1), SLIMS LADY (10/1), YERASINA (8/1), BILLIARD (15/2), THATS YOUR OPINION (9/1), MISS MOPPIT (8/1), REBEL DANCER (11/1), FROSTED GRAPE (11/1), NOW (12/1), SHAIYBARA (20/1), and MISTER MUSICMASTER (33/1).
- Betting slip (bottom-left):** A window for placing a bet on 'Mister Musicmaster'. It shows a stake of £10 and a potential payout of £20.
- Buttons and Navigation:** A 'Watch this race' button is highlighted with a red arrow. A 'Tipsters' button is highlighted in the bottom right. A 'Paddock' button is visible in the top left of the menu bar.

If your runner is not in the current race click the skip race button:



Your runner will be marked as pink text on the betting board to the right of screen. Before placing a bet on our horse let's look at a few things. Firstly the Paddock information. This will let us know if our horse is behaving unusually. Maybe the horse is worked up or looking tired? *Get to know your horse as some horses may be disposed to this behaviour without it affecting their performance.* Click **Paddock** (top-left of the menu bar). **Paddock**

If you are told you need more staff then for now you cannot view this screen.

Following racing visit the Stable screen and set the **staff level** to high (You can also rename your stable and set some other stable parameters):

The 'Stable Settings' screen displays various adjustable parameters:

- Staff level:** Low, Mid, High
- Staff Wages:** Low, Mid, High
- Feed quality:** Low grade, Mid grade, High grade
- Paddock/Start:** Hire help (£280 p/r)
- Rename Stable:** No Name Farm

To view some race tips click the **Tipsters** button on the menu bar: **Tipsters**. Return back to the Race menu by pressing Escape or clicking the back button.

The mini race card (the blue window top-left of the screen) gives us some information on the runners and riders. Check out previous form by clicking on the form string or the horse names. Check out jockey stats by clicking on the Jockey name etc.

Studying the form is a key part of the game and improves the players chances of making money by betting on the horses.

You can view a more detailed race card by clicking on the race card button at the bottom of the screen.



As our horse is running in this race we may want to give the jockey some orders. If we don't do this the jockey will use his/her own judgement.

There are two buttons at the top of the mini race card:



The first button takes us to the race **to ride our own horse in3D**. If you have an Oculus Rift it will be in VR. Riding a race is not covered in this document. *Please see the main instructions that came with the game or access via the link on the store page.*

The second button toggles between the mini race card and the day's results and jockey orders (if we have a runner in the current race. **Click this button now.** 



Set the jockey orders by clicking on the list box and selecting and /or checking some of the sub-orders bullet points below the list box.

Let's place a bet. Our horse is the 33/1 outsider and has no form at all. On this basis it is unlikely to win but for demo purposes we will place a bet.

Click on the horses name on the black betting board (in Pink).

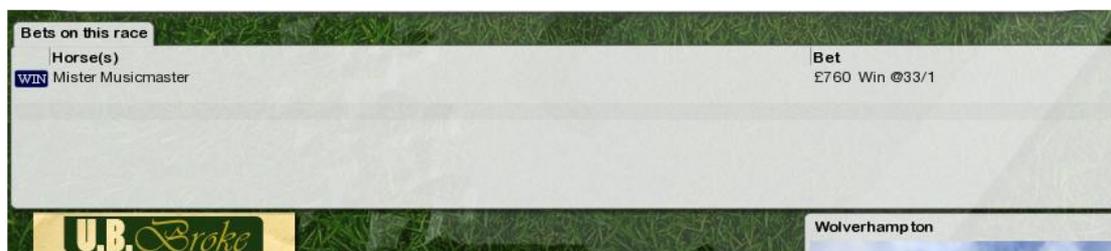
The name should appear on the betting slip (bottom-left of screen).

You can now fill in the betting slip or press one of the quick bet buttons.

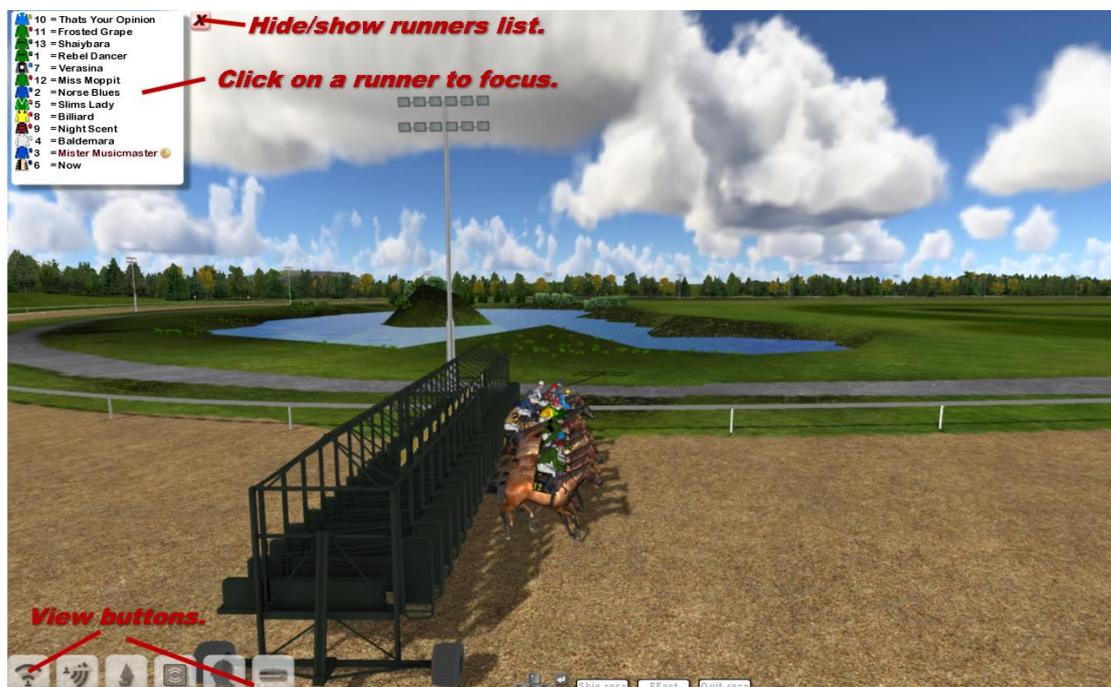
Click on the MAX E/W button (next to the betting slip). This will place as much as the on course bookmaker will allow in a single bet on your horse.

Continued...

Once place your bet will appear in a window above the betting slip:



We are now ready to watch the race. Click either of the two view race buttons:



Keyboard race controls:

SPACE will skip to the end of the race.

ESCAPE will quit the race.

TAB will toggle between fast forward and normal race speed.

The cursors and ENTER will adjust the current view. PageUp and PageDown may also be used in some views.

The buttons at the bottom left will adjust or change the current view.

Once the race is over any bets will be paid out and the game will move onto the next race or the next day.

Any questions regarding this tutorial or game play in general please post on either the Steam game forums or the forums at www.startersorders.com.