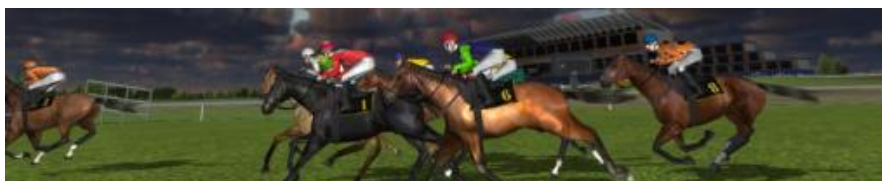# Starters Orders 7 Instructions

See the appendix for a list of <u>new game features</u> added since Starters Orders 6.

1.   Quick start tutorial

This is a brief tutorial that only covers entering one of your horses in a race and then viewing the race.

Start a new game on the default game mode (Trainer/Owner mode). From the main game menu click the NEW GAME icon.

Next choose your game nationality (this will determine the schedule used) and also the code (flat racing, jumps racing or combined). Next click the New game icon: Click the Start Game icon: . On the next page click the   icon again.

Next the game will build a full seasons worth of form. After a while you will arrive at the main **Stable/Home menu**:
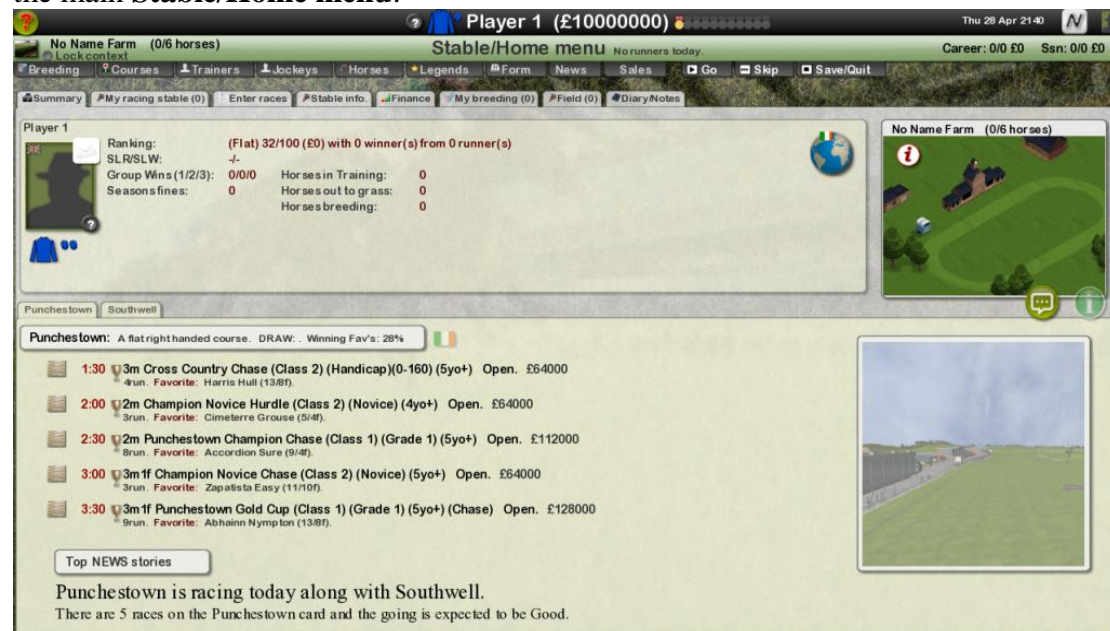
The darker tabs lead to the relevant sub menu's/screens. The lighter tabs lead to sub menu's/screen related to the players stable.

The current days races are displayed on the bottom half of the screen. Some basic player stats are displayed along with a visual of your stable. You can extend your stable or purchase add-ons via the Stable screen.

You begin with three horses and a single horse transporter   which is all you need to go racing.

Click the **Enter Races** tab to visit the declarations screen. To the left are the coming races over the next month. If you are playing a combined flat and jumps schedule you can toggle between flat/jumps races by clicking the   icon (top/left).
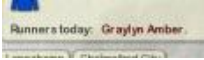
Note*: In order to progress you will need to accumulate funds to buy stable add-ons and new horses etc. Betting, buying bargain horses at the sales and training winners are the primary ways to gain extra funds.*

To the right is the Owned Horses table. Select one of your horses by clicking the 🔴 icon. This filters the races in the available race list on the left. You can view the current race details and select the race by clicking on the actual race description in the table.

With the race selected a [Enter horse] button will be visible. Click on it and your horse will be added to the race. Depending on the horse transport vehicles you own a vehicle will be allocated to your horse by your stable staff. Click the vehicle icon TRAVEL: Dist: 504miles 📘 in order to view the travel cost and details on the local map.

Return to the Stable/Home menu (click the back button 🔴 or hit Escape). Depending on the date of the race you have entered your horse in you may need to skip a few days racing. Click the [Skip next] icon. This skips to the day before the race is due to be run (giving the player the option to withdraw his horse from the race).

Click the Skip Day [Skip] icon to skip another day. You should see your horse

listed as a Runner Today: [Runners today: Graylyn Amber] .

Before you visit the racecourse you can view all the coming race cards by clicking on any of the races in the bottom list. Again, click on any horse, trainer or jockey name to view relevant stats.

When you are ready click on [▶ Go] to go to the racecourse.

The Racecourse menu displays a mini race card along with the betting (blackboard to

the right). You can view the more detailed race card by clicking 🖼 (bottom screen). You can place a bet on a runner by clicking on a horse on the blackboard and completing the betting slip.
To skip the current race click [Skip] or [Result] or [▶▶▶]. To watch the current race click [Go Race] .
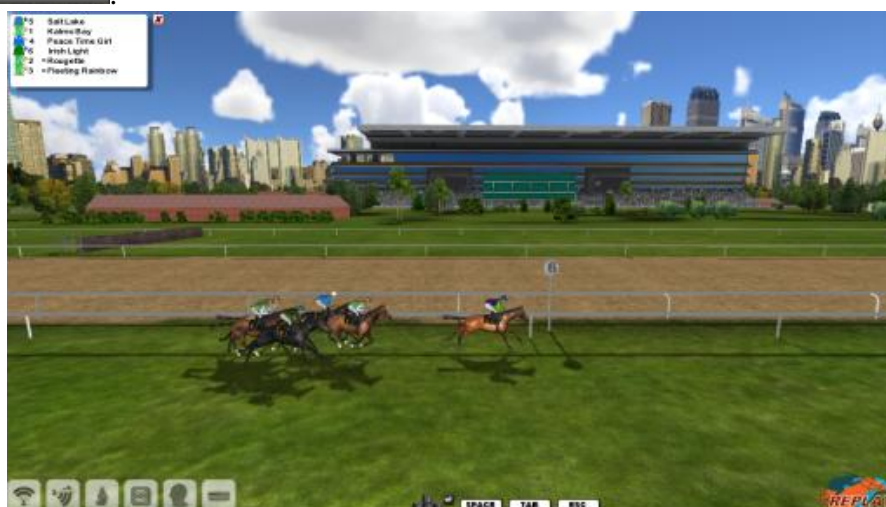
From the race menu you may click on the Quit Day icon to return to the Stable/Home menu.

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

The Starters orders 7 download requires a key/licence to be entered before it is unlocked (unless purchased via Steam). 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 SO7 shortcut on your desktop and select RUN AS ADMINSTRATOR. This should fix the problem.

System Requirements

Starters orders 7 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.
For a high spec gaming PC set the following:
Big screen: **ON**.
Crowd: **ON**.
Real time shadows: **ON**.
Anti-Aliasing: At least **X4**.
Draw Distance: **HIGH**.
All trees 3D: **ON**.

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

If your machine will not run the race sequence correctly select the icon to activate the Old school Betting shop mode. This mode replaces the 3D race sequence with a betting shop interior including commentary only.

Screen resolutions.
There are a number of screen resolutions available. You can choose the resolution by clicking START and the SHOW OPTIONS. There are three base resolutions (indicated by a star). The layouts on each of these resolutions may vary as does the font size. The remaining resolutions are scaled from the previous base resolution. The default recommended resolutions is 1280x720 (windowed).

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.

3.   General Information

3.1.   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 and then choose the country you wish to race in (either the UK, Ireland, USA or Australia).

When you have selected your schedule click the desired game slot Start 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.

3.2.   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.

Starters Orders 7 introduces a **Legend Editor** which allows community members to create legends. It is likely that new Legends will eventually be made available for download via the games forums.

3.3. Navigation and Menu's

Note: If you are playing the UK flat/jumps schedule you will see a **context button** regularly displayed on certain 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:
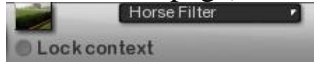
*The **Horse Filter** will filter out either Flat or Jumps on some displays. You can also **Lock the context***.

Note that there may be **in-game help pages** available for most certain 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 or by clicking the toggle button on the Stable/Home menu.

Much of the game is based around two main menus. The <u>Stable/home</u> menu and the <u>Race</u> 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 tabs 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.

During menu navigation you can go back a screen by hitting the Escape key or clicking one of the back /quit icons.

3.4.   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.
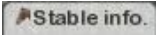
Click the World/Zoom out button to view the world map.
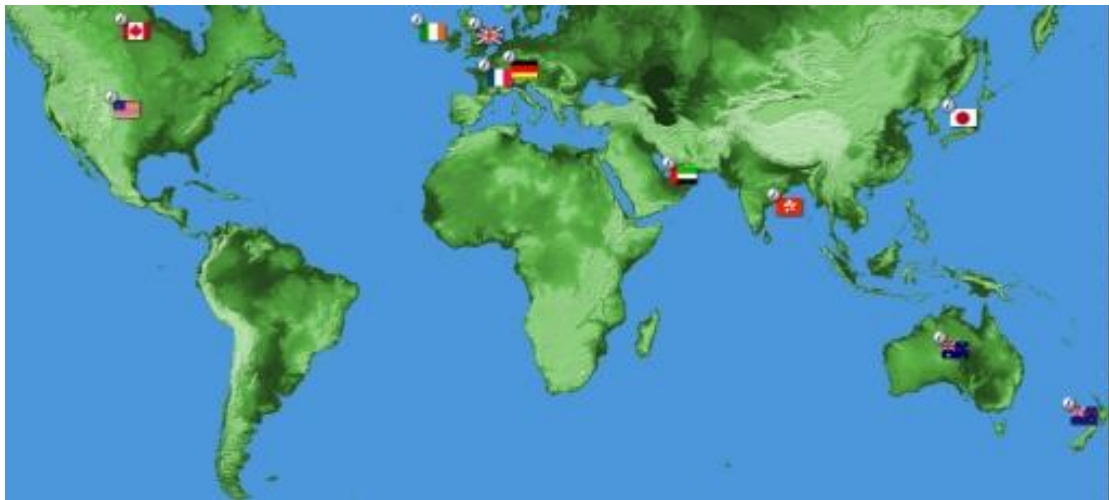
You may zoom in on a country/location by clicking the icon next to a flag.

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

3.5.   Travel and vehicles.

When you begin the game you start with a single horse transporter . You are likely to need an upgrade or new vehicle at some point (as with a single transporter you may only transport one horse to and from racing per day). Click on the Stable info. tab or the on the Stable image.

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.

3.6.   Saving, Loading and backing up.

During a game the player must exit using the Save/Exit button ![Save/Quit] on the main Stable/Home menu or the Race Menu screen. Each time the player exits the game is saved to disc.

A backup is automatically created after each save. In the event of any issues with a saved game you should contact support@startersorders.com however, it is also possible to revert to a previous backup by clicking the small icon:

![Backup: 4-10-2018]

To continue the Last saved game click the NEW GAME ![icon] button on the main

menu and then click the LOAD ![icon] 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] 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 7 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 STARTERSORDERS7 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 STARTERSORDERS7 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.

4.   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.
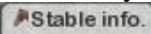
After pressing C press each button as requested on the device.

See this page for information on **jockey control**.

5.   The game menus

5.1.   Stable/Home menu options

Note: 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 shows the current days racing. Click on a race for a detailed race card. The stable image (right) displays your current stable. To purchase stable add-ons and modify some relates settings click on the ⓘ icon on the stable image or click the 🏴 Stable info. tab.

Your player name is displayed top of screen along with your game funds and achievements (medals). Click on the achievements to view details of the available achievements for the game mode in play.

Ⓠ 👕 Player 1 (£10000000) 🔸▪▪▪▪▪▪▪▪▪▪▪▪   Thu 30 Jun 21:40 [N]

Click the Ⓠ icon to view your player/trainer data screen.
Click the [N] icon to toggle news text/speed along the bottom of the screen. News is off by default. You can also view news items via the [News] tab.

The lighter tabs lead to sub menu's/screen related to the players stable.

🏠Summary | 🏴My racing stable (4) | Enter races | 🏴Stable info. | 📊Finance | 🐎My breeding (5) | 🏴Field (0) | ⬤Diary/Notes

The darker tabs lead to the relevant sub menu's/screens.

🏴Breeding | 🏇Courses | 👤Trainers | 👤Jockeys | 🐎Horses | ⭐Legends | 📖Form | News | Sales | ▶Go | ⏸Skip | ⏹Save/Quit
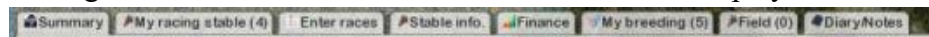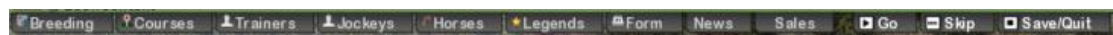
The following pages detail the screens accessed via the tabs at the top of the screen. The players stable related tabs are described first (light tabs in order left-right).
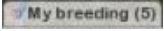
5.1.1.   Training (My racing Stable)

This screen is important and you will come here often. From here you can:

- view and sort your race horse (not your breeding horses or yearlings).
- Set any individual horse training options.
- Gallop/trial your horses. A great way of testing the relative merit of your horses over varying distances.
- Enter a horse into a future race (you can also do this directly from the
  `Enter races` tab on the main menu.

Racing stable (horses)

The main/top window contains details of any race horses the current trainer may own (but NOT breeding horses or yearlings. These are accessed via the main `My breeding (5)` tab). As usual, by clicking on the horse name the player can access more detailed horse data. If one of your horses is currently injured a small 'I' 🟥 icon or 'S' 🟥 (Symptoms) icon will appear to the right of its 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 (♀=Filly, ♀=Mare, ♂=Colt, ♂=Stallion, ♂=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.
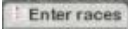- *NEXT ENGAGEMENT* – details of the horses next engagement (if any).
- *OWNER* - Only in AI Owner mode.
- *OWNER OPINION* icon - (Owner AI mode only). 🙂= happy!
- *STATUS* – horses readiness to race. 🟢= ready. 🔴= not ready.
- *TRAINING OPTIONS* – quick training options. See 4.1.1. (training) for more.

As you build a stable you may wish to filter the horse list. Use the two drop down list boxes: `FILTERS: 3yo only ▾` `Mid-dist. ▾`

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 by clicking on the respective icon:

LOT3 🔵 *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 ●*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 ●*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 (depending on its individual profile) and can often take a long time to have an effect.

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 AGL (the horses general agility)
- BREAKING BRK (the horses starting ability)
- JUMPING JMP (the horses jumping ability)
- NONE ...

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 (depending on its individual profile) and can often take a long time to work at all.

Gallops

Gallops have two benefits. Firstly they are a good way of giving the horse a fitness boost before a race. More importantly they are a great way of gauging the relative abilities of your race horses over varying distances. This can help the player decide which horse to enter in a given race in order to have the best chance of a win.

The whip is not used on the gallops and the pace may be below that of a race. This can result in some horses underperforming or over performing at home (on the gallops).

To the right of the horse information (in the horse list table) are some icons/buttons:

Initiating a gallop

You must select any horses you wish to gallop. *Note that only one gallop per day is allowed*. To select a horse click the blue icon on the horse line. The icon will brighten to indicate the horse is selected . When you have your horses selected choose a lead horse. The rider will then attempt to lead the gallop and set the pace. Click the grey icon next to the select icon . The icon will change to indicating the horse is selected to lead.

Taking the reins (gallops)

You may choose to ride one of your horses in the current gallop. *Note that the whip is disabled in gallops, hands and heels only*. To tag a horse for manual control (with the horse selected and details displayed at the bottom of the screen) click the icon on the horse panel. A small icon will not appear on the top horse table next to the selected horse details:

Set the gallop distance via the distance list box. There may be other options (such as hurdles, all-weather gallop or fences) depending on your stable facilities:
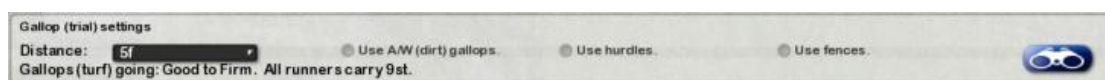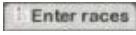
When ready click the blue icon to start the race.

Prepping a horse (end of season only) via the Lot settings

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 its 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.*

5.1.2. Entering races

By clicking the [Enter races] tab the player is taken directly to the **advance declarations** screen. This screen can also be accessed by clicking the ▣ icon on the training screen (described above) next to the desired horse.

Selecting your horse

To enter a horse in a forthcoming race it must first be selected. *If you accessed this screen via the training menu then the horse who's icon you clicked will already be selected.*

Your horses are displayed in the owned horses table (bottom right). You can select a horse by clicking the 🅵 icon next to the horse. This selects your horse and also filters the list of coming races (left) so only races your horse is eligible for are displayed. *If no races show and you are playing combined flat and jumps mode then you may need to change the flat/jumps context by clicking the ▣ ▣ buttons.*

You may also use the same filter 🅵 icon in the race table (left) to filter out your horses that are NOT eligible for that specific race.

In addition to filtering by race or horse you have some other filters (above the race list table):

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

Click on the name of the race you wish to enter your horse in [2:30 7f (C4 (Maiden) (3yo+) Open] and then click the enter horse [Enter horse] button. *Note that if you enter a race due to run within the next two weeks you will incur a penalty so play well ahead* [Late declaration penalty: £5000]*.*

You may now book a jockey by selecting a jockey from the available jockeys table and clicking the [Book jockey] button. If you do not book a jockey one will be allocated by your stable staff on the day.

The race details (bottom-right) will update and include your runner. *Don't forget though. Other trainers may still enter or withdraw horses before the race day affecting the weights in some cases.*

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.

You may withdraw a horse from a race at any time before the day of the race

4.1.3.   Stable menu.

Click on the (i) 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) 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 Messages ✉).

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.
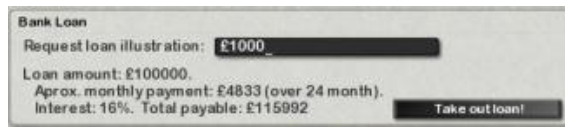
5.1.4. Finance and bank loans

This screen displays your weekly Stable costs and expenses along with recent transactions. A chart of your Cash reserves and stable value (including horses) is displayed.

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 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.

5.1.5.   Breeding

Breeding may be your best route to great horses. During the game trainers/breeders will be constantly matching and breeding new racing stock.

The Breeding Barn (purchased via the <u>Stable</u> screen)
Players are able to move their horses to and from the racing stable and breeding barn. Access your horses data screen (by clicking on its name from a menu screen). Under the *Retirement Options* is a Retire bullet along with other options.

Retirement options:
Retire to stud
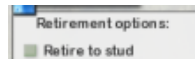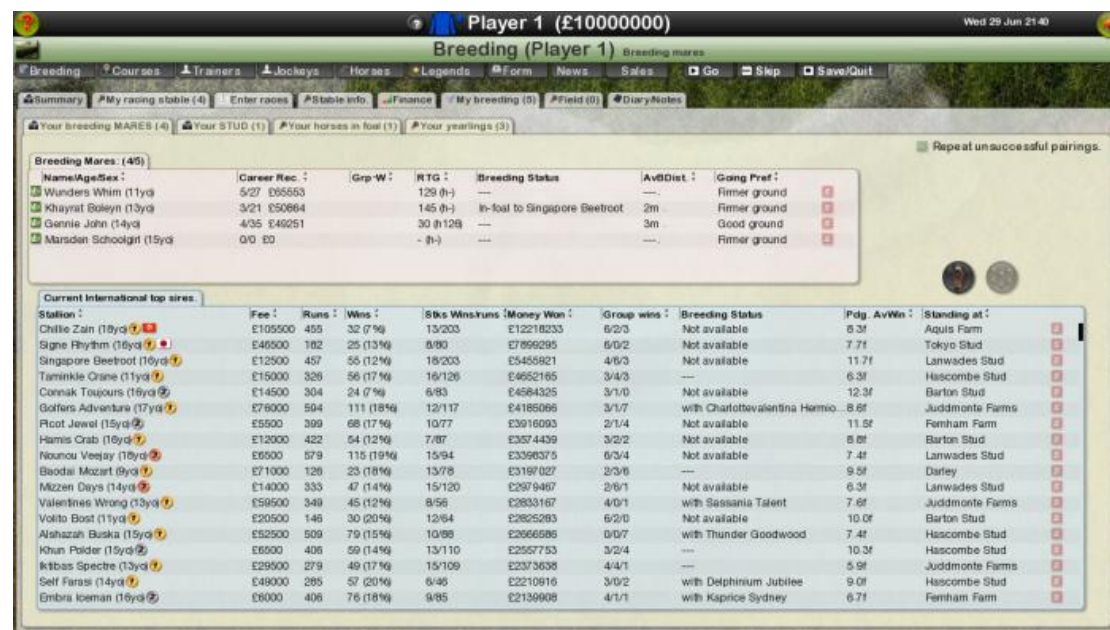
You can use the breeding barn to breed mares and stallions from your own stable or breed your mares with stallions from other stables (for a fee).

The Stud (purchased via the <u>Stable</u> screen)
Other trainer/owners may make offers to breed their mares with your stallions. In order to have your stallions available for external breeding you must purchase the Stud facilities from the <u>stable menu</u>. You should also ensure your stallion has a very good record in order to attract offers (you can set the stallions fee via the Your Stud tab).

Once your horse(s) are sent to the breeding barn you can click on My Breeding tab
My breeding (5).

Your mares are displayed at the top of the screen (pink table). Below is a list of the top game Stallions along with their progeny data. The record defaults to progeny data.

You can toggle this with the horses individual data by clicking the toggle buttons.

Breeding AEI (update)

An AEI field was introduced during the BETA phase in order to improve the evaluation of stallions or mares for breeding purposes. Some of the screenshots used in this document may have changed.

AEI stands for Average Earnings Index and the figure represents a summary of the performances off the horse's offspring. A full description of AEI is out of the scope of this document but can easily be found on the web.

Current International top sires.							
Stallion	Fee	AEI	Winners(%)	Stks Wnrs(%)	Avg. Earnings.	Group wins	Breeding Status
Pope Potter (11yo)	£8000	3.82	5/10 (50%)	5 (50%)	£211425	4/0/2	---
Howizee (10yo)	£1500	2.94	5/12 (41%)	2 (16%)	£162938	6/0/1	---
Tenby Jewel (7yo)	£5000	2.03	8/26 (30%)	3 (11%)	£112675	2/1/1	---
Captain Knock (11yo)	£14000	1.91	4/10 (40%)	1 (10%)	£105775	1/0/0	with Ros The Boss

The average value is 1.00 so the higher the better. In the example above 'Pope Potter' is the current top sire and has an AEI of 3.82.

The AEI rating is also used to rank individual Stud farms.

Initiating breeding

To breed one of your mares with a stallion (either your own stallion or an external owned stallion) click the select icon next to the desired horses ⑤. Then click on **Confirm**. A new tab (Horses in foal) will appear if breeding is successful. A Yearlings tab will be created when you have yearlings in your stable.

To put one of your Stallions up for offers (from AI owner/trainers) you must have purchased the Stud facility. When you retire your stallion it will be listed under the Your Stud tab.

Click on the Fee column. Move the mouse over the 'Set fee for' text and either enter the new amount or use the mouse wheel to set.

During play, if an offer is made an email ✉ will arrive. In order to receive any offers you *must* have a stallion with a decent group win record. View the game stallions to get an idea of fee levels.

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

Lineage

Players can view Lineage details for any horse. Access the Lineage screen via the horse data screen by clicking the ⌖Lineage (29 gens) tab. Starters Orders 7 stores all lineage for the duration of the game.

Due to screen size restrictions there is a limitation on the number of generations that can be displayed. To view further back click the small ▭ icon.

5.1.6.　　　　　　Field

You may wish to send one or more of your horses out to grass for a period. 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.

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.

To send a horse out to grass click on the ▭ Out to grass ▭ button on the horses data screen in the retirement options panel:
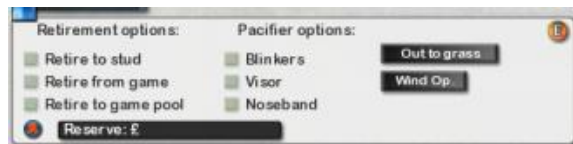
Click the ▭ Field (2) ▭ tab to view horses out to grass and return them to your main stable.

5.1.7.   Diary/Notes

Feature race schedule

The Diary lists all of the current seasons remaining meetings complete with details of showcase races (left). You may filter these races that are suitable for one of your specified horses by clicking the filter 🔴 icon next to your horse in the horse table (right).

This table also indicates when any sales are due.
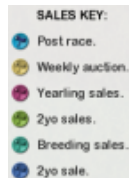
Race History / horse auto entries

By clicking on one of the displayed races the races history will be displayed including previous winners.

You may have the option (if one of your horses is currently eligible for this race) to select a horse to be auto-entered for the race (your stable staff will take care of this). Click on the 🔵 icon next to your horse in the horse table at the bottom of the screen.

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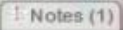
You can choose to interrupt the SKIP DAYS process if a horse is due to run that you have made notes on. You can also choose to have the DIARY button (on the main stable menu) flash.

Similarly, you can also choose to interrupt the SKIP DAYS process if a feature race is scheduled or interrupt when an email arrives.
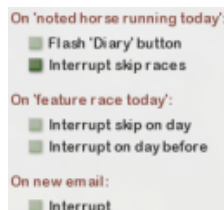
Notes

During the game you may attach a note to a horse. This may be useful for a variety of reasons. A horse with a note attached to it will have a small ▫ icon next to it's name.

If you have created any notes then a Diary Notes (1) tab will appear on the diary screen and list all of your notes.

5.1.7.1.　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).

You access Ante post betting via the diary screen. Select a race in the future (up to 4 weeks) to access the race history screen. If Ante post betting is available a flashing betting ▨ icon will be on the top menu bar. Click it to enter the betting screen.

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.

Top tab bar

5.1.8. Breeding (general)

This tab provides general global breeding data rather than data on the players breeding related operations.
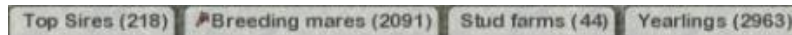
Click on any of the tabs above to access the relevant data.

AI trainers and owners (if Owner mode is active) carry out their own breeding operations. You can access breeding data related to individual trainers or owners from the Trainer or Owner data screens. To access Trainer and Owner data screens click on their name field on any screen.

5.1.9. 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 RACECOURSE 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.

5.1.10.   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.*

5.1.11.   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.*

Click on the to view apprentices or hire a retainer.

Apprentices / Retainers

To Hire an apprentice or replace your current one select the jockey by clicking on his/her name and then click the 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 button.

A retainer will be available to ride your horses over any other bookings they may have.

There is also an option to auto book the retained jockey:

5.1.12. 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.

5.1.13. 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 **Top horse catagories** button.

To view the game's all-time highest earners click the **Highest earners (all-time)** 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.*
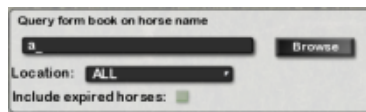
5.1.14.   Legendary Horses

Legendary horses have been described here.

This screen lists all the legendary horses in the current game.

5.1.15.   Formbook

Note that you can access the form book by clicking on any horses form string. The form card for that horse will then be displayed in reverse order.

Typing in the Query input box (above) will perform a search of the entire form book (on the horse name). You can change the capacity of the form book via the list box to the right.

Results of the search will appear in the Search Results table which is updated after every character input. Click on a horses form string to reveal a Form Summary table.

Note: You can move the mouse over a specific race description in the Form Summary table (without clicking) to view the horses actual race form description string describing the horses run without having to view the individual form card.

The Form card
The player can view the entire replay of the race by clicking the button next to the race description item. *Note that replays are stored for the last 12 months only.*

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.

There are a few other items on the form card that may need some explanation:
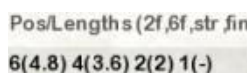
The horses **finishing position** and **draw** (in brackets) and **paddock indicator** (small triangle).
Paddock indicator is a small upward pointing arrow that can be either ▲ (relaxed), none (normal), ▲ (on-edge) or ▲ (very excited).

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.

Position/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.

The **distance behind** the horse that finished in front.

The horses **handicap rating** *before* the race.

The Form Description line

Kambaya Brema   W Greatrex   5 + 100   A Kirby   27.6 1.19.2 2.20.7 2.

Held up towards rear. Progress and midfield half way. Led inside final half furlong. Driven out. (opened 2/1).

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?

**5.1.16.		News**

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

News items can be automatically scrolled across the bottom of most menu screen by activating the Newsreel option. Click the button from the main stable/home menu..

5.1.17. Sales

There are a number of sales that take place in the game. Post race day sales occur directly after racing and are not listed on this screen.
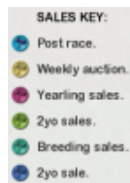
 The Sales Key lists other sale categories.

If there is no sale today a table containing past sales will be listed. To the right will be the sales diary containing the dates of future sales.

If a sale has any lots then the number will be displayed in brackets after the sale description . Click on the sale to view the lots (horses for sale).

Sale Day

If a sale is due the tab will also display the sale type icon: . In the event a sale is active the horses available will be displayed in the top table.

If you wish to bid on any of these horses click the button.

The screen will then change to the auction screen. Note that you must specify any horses you wish to bid on by clicking the small red button next to the horse. The button will change to to indicate the horse has been selected for player bidding. When you begin the auction all non selected horses will be skipped.

See **The Auction** section for more information on the auction process.

5.1.18. 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 current racecourse tab. You can place single (win or each way) bets here or right before the race later on.

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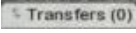
To select a horse for inclusion in the bet click on the icon to the right of the 'Today's runners' table and complete the betting slip. For multiple bets click on all your selections before completing the bet.

5.1.19.   Transfers

It is possible to transfer horses between games (with some limitations).

This is useful for example when you have a good flat horse in a flat only game and wish to send the horse to a jumps only game to see how it fares.

By selecting the 'Transfer to game pool' option in the horses data screen your horse will leave the game and enter the transfer pool.

Click on the Transfers (0) tab. Any horses exported will appear on this list. You may select and then import the game into your current game.

Points to note:

- You cannot transfer horse back into same game it was exported from.
- When transferring in remember horses always come into your main racing stable so make sure you have room.
- Transfer may need to be renamed on import in the event of a conflict.
- Transfer limit per game per year now 16 (from 6)
- Some horse parameters need to be reset on import. Lineage, feature race history.
- Do not swap game or transfer files with other players. It can cause transfer files to be lost.

5.2. Racecourse menu options & betting

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

The ☐ Today's results (0) and bets (0) tab will be available when a result is in and lists the current days results.

The current race is displayed with the runners and riders. To view a more detailed newspaper style race card click the button at the bottom of the screen.

Betting

The current list of runners is duplicated on the bookmakers 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 **Race card** and the **Form Book** before you place a bet!

Advancing the market
At the very 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!

Note that there is an option to view the 3D race in the late 1980's betting shop environment by clicking the button.

5.2.1. 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.

Once clicked the horses name will appear on the betting slip.
Next enter the Stake (the amount the player wishes to bet).
Select the bet type from the list box.

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 e/w bet costs 2 x stake.

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 type selected. Click [Submit] to place the bet.

The [Max win] and [Max e/w] buttons place the maximum possible bet the bookmaker will accept on this horse (for this type of bet).

The player can place more than one bet on each race. Once placed the bets will appear under the [Today's results (6) and bets (2)] tab.

5.2.2. Jockey Orders

If you have a runner entered in the current race a Jockey Orders tab [Jockey orders] will be available.
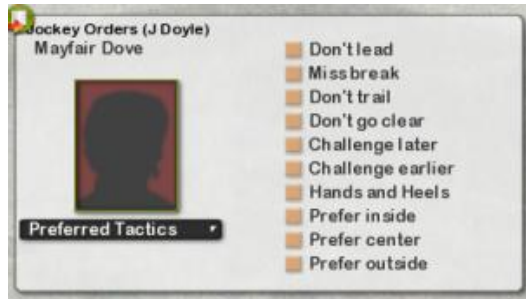
Select your orders or leave to the discretion of the Jockey. Most are self explanatory although by selecting the **Go Easy** option you are requesting the Jockey to 'ride quietly' out the back. It's unlikely your horse will win under these orders if the Jockey can help it! However, if spotted the stewards will fine the Trainer and a deduction will be made from the Trainers Funds automatically.

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. Clicking the Quick Ride [ ] button has the same effect.

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.

5.2.3. The Race Card

You can access the detailed race card by clicking the race card [icon] button at the bottom of the screen.

1:30 Newmarket. Race 1.
6f (C2) (Handicap)(0-95) (3yo+) (July course). Open.

No.	Draw Form	Horse (SLR)	WGT Age OR	Jockey Trainer	Odds
1	(6) 65-73442	Middleton Pennant (42)	10 100 72	D Fentiman A Whiting	3/1f
2	(9) 56422464	Garanciere Akaiito (9)	10 9 9 67	D Holland T Nicholls	9/1
3	(7) 435020-6	Buddy Bits (151)	10 9 8 66	A Atzeni T George	16/1
4	(3) 24-35574	Aldebaran Pony (48)	10 9 5 63	R Kingscote G Charlton	8/1
5	(1) -5645285	Culcabock Palm (14)	10 9 0 58	D O'neill D Arbuthnot	9/1
6	(2) 4-081-67	Overlady Valley (137)	10 8 13 57	M Fenton T George	20/1
7	(11) 12422-25	Littleton Dalus (13)	5 8 11 55	B Mchugh F Murphy	4/1
8	(5) 2854-453	Prospect Strength (14)	10 8 11 55	J Doyle S Smith	6/1
9	(4) 9642-664	Ragmar Knowledge (112)	10 8 8 52	J Mitchell D Bridgwater	8/1
10	(10) 50565-55	Laureldean Shamwari (8)	10 7 11 41	F Tylicki +8lb N King	16/1
11	(8) 746-4114	Ethiopia Girls (28)	10 7 11 41	E Ahern +9lb C Longsdon	7/1

Middleton Pennant (6f (G1).) (£138707) Kyncraighe Cutter (5.0f) Leitrim Stradbally (5.4f) 3/1f
2/4 (3/4 L) (R:72) 7f (C2) (Handicap)(0-105) (3yo+) (Hayd. G.F). £8134. 27 May 2140.
Steadied towards rear. Last half way. Led inside 1 and half furlongs out to inside final furlong. F...
4/5 (1 3/4 L) (R:77) 7f (C3) (Conditions Race) (4yo+) (Ling. Std). £13091. 26 Feb 2140.
Stumbled start, soon recovered and in touch. Last half way. Short of room to over 2 furlongs ou...
4/6 (3 L) (R:77) 6f (C2) (Handicap)(0-100) (3yo+) (Wolv. Std (S)). £7779. 14 Feb 2140.
Disputed lead early. Led just before half way. Not much room to inside 2 and half furlongs out....

3/6 (1/2 L) (R:77) 6f (C2) (Handicap)(0-100) (4yo+) (Wolv. Std (S)). £9843. 2 Feb 2140.
Settled early. close up half way. Faded. (opened 13/2).
7/8 (2 3/4 L) (R:79) 6f (C5) (Handicap) (3yo+) (Kemp. Std). £4913. 11 Jan 2140.
Behind. Behind half way. Never competitive. (opened 2/1).
5/5 (3 L) (R:81) 5f (C2) (Handicap)(0-95) (4yo+) (Ripo. Fm). £5733. 13 Aug 2139.
Rear early. Last half way. Outpaced finish. (opened 9/1).
6/7 (4 3/4 L) (R:84) 6f (C2) (Handicap)(0-105) (4yo+) (Catt. G/F). £8184. 10 Aug 2139.
Settled towards rear. Last half way. Not pace to challenge. (opened 5/2).
2/10 (1/2 L) (R:80) 6f (C2) (Handicap)(0-95) (4yo+) (Sout. Std). £5697. 2 Aug 2139.
Steadied early, mid-division half way. No extra. (opened 5/1).
2/8 (sht-hd) (R:86) 6f (C3) (Conditions Race) (4yo+) (Ling. Std). £15214. 31 Mar 2139.
Keen early on, led. prominent half way. Stayed on well. (opened 11/4).
2/8 (sht-hd) (R:86) 7f (C3) (Conditions Race) (4yo+) (Ling. Std). £13174. 17 Feb 2139.
Well away, taken back to rear. close up half way. Ran on. (opened 9/2).

Garanciere Akaiito (6f (G3).) (£32927) Drumadoon Kennon (6.5f) Kalahaag Rite (6.0f) 9/1
4/6 (1 3/4 L) (R:67) 6f (C5) (Handicap)(0-80) (3yo+) (Chel. Std (F)). £4781. 29 Jun 2140.
Settled towards rear. mid-division half way. Not quicken. (opened 14/1).
6/6 (2 3/4 L) (R:69) 6f (C2) (Handicap)(0-105) (3yo+) (Sout. Std). £7088. 9 Jun 2140.
Steadied early. midfield half way. Short of room to over 2 furlongs out. Faded.
4/5 (6 3/4 L) (R:71) 6f (C2) (Handicap)(0-105) (4yo+) (Good. G/F). £6748. 20 May 2140.
Settled towards rear. Last half way. Never a factor. (opened 7/1).
2/5 (3/4 L) (R:68) 6f (C2) (Handicap)(0-100) (4yo+) (Nott. G/F). £7335. 20 Apr 2140.
Settled towards rear. close up half way. Stayed on well. (opened 10/3).
2/5 (1 3/4 L) (R:70) 6f (C5) (Handicap)(0-80) (4yo+) (Wolv. Std). £4790. 10 Mar 2140.
Broke well to lead, restrained to rear. Disputed lead half way. No extra. (opened 4/1).
4/5 (1 1/4 L) (R:71) 6f (C2) (Handicap)(0-100) (3yo+) (Ling. Std (S)). £7072. 1 Mar 2140.
Started slowly, soon prominent. mid-division half way. Faded. (opened 18/1).
6/7 (1 1/4 L) (R:72) 6f (C2) (Handicap)(0-95) (3yo+) (Ling. Std). £6621. 23 Feb 2140.
Well away, dropped rear. Last half way. Not much room to inside final 2 furlongs. Never compe...
2/5 (4 L) (R:75) 6f (16.5y) (C2) (Handicap)(0-90) (4yo+) (Ling. Std (S)). £6621. 17 Feb 2140.
Missed break. mid-division half way. Faded. (opened 9/4).
2/5 (1/4 L) (R:71) 6f (C5) (Handicap)(0-90) (3yo+) (Newc. Std). £5727. 31 Jan 2140.
Rear early. mid-division half way. Not much room to inside 2 and half furlongs out. No extra. (o...
1/8 (hd) (R:66) 6f (C5) (Handicap)(0-80) (3yo+) (Kemp. Std). £4913. 11 Jan 2140.
Prominent early. prominent half way. Led inside final furlong. All out. (opened 5/1).

The race card is displayed along with a summary of each horses recent form.

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

Field descriptions:

1 (6) 65-73442

Race card number is the large number to the left followed by the **Paddock indicator** is a small upward pointing arrow that can be either [icon] (relaxed), none (normal), [icon] (on-edge) or [icon] (very excited).
Draw/Form. The horses draw no. is in brackets. Below is the recent form string (clickable).

Middleton Pennant (42) [icons]

Horse silks and **name** (clickable). Below is the **SLR** (days since last run) in brackets followed by and **Course/Distance/Going** winner indicator. If the horse is a group winner an icon will then follow. In this case a **Group 3 winner**.

The first number (top line) is the horses **age** followed by the **racing weight**. The bottom line indicates the **sex** and then the horses current **handicap rating**.

Form summary

You may view the horses form (in reverse order) by clicking on the form string next to the horse but a summary of the horses recent form is also displayed below the race card. Studying the horses form is vital when evaluating the field:

The top line lists some extra horse details including the horses **average breeding distance**, **total prize money** and **sire/dam** information.

The most recent run is listed first. So **Middleton Pennant** recently ran in a **7f handicap**. The horse finished **2nd out of 4** runners (**beaten ¾ length**). The horse was rated **72** before that race: . The race **date** was .

If you click on the horses name in the main race card you can see how the horse has progressed in terms of form via **the handicap progression graph** on the horse data screen. Press escape to return to the race card:
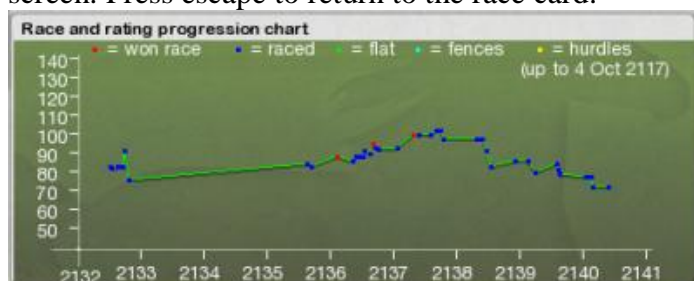
In this case **Middleton Pennant** has been deteriorating for a number of years but runs today from a lower handicap mark (rating) than its previous win (red dot).

5.2.4. View Race
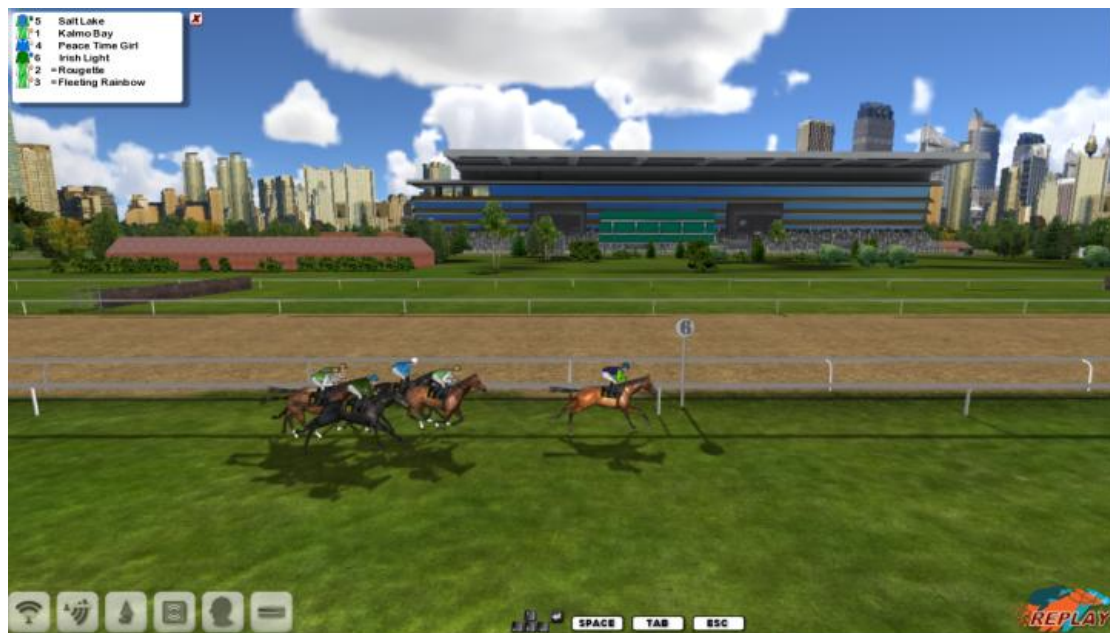
Setting Controls:

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 also a number of view icons you may click:
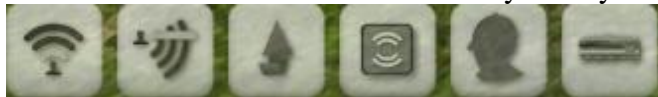
View Distance toggle.
View Angle toggle.
Switch view side toggle.
Aerial view toggle.
Jockey View. Click on the horse name (top-left) and then click this icon to toggle.
Stands View (use mouse wheel to zoom).

Other controls:
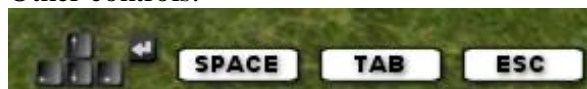
You may manipulate the camera using:
Mouse wheel (view race). Zoom in/out. Hold shift to raise/lower camera.
Cursor Keys. Move view.
Return. Flip View.
Home / End. Rotate view.
F1. Free view (use cursors).
F2. Track field view (default).
F3. Gallop past view.
F4. Finish post view.
H. Hide runner list.

Old school mode

This mode is a commentary only mode based in a old fashioned betting shop circa 1980's. It is primarily for those with lower spec PC's who cannot run the 3D race sequence correctly or those who prefer commentary only.

 You must enable old school mode from the main menu before you start or load the game.

The 3D Race (watch race only)

Races start automatically or on pressing *space*. 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.

Use HOME and END keys to raise/lower the view in addition to the buttons displayed bottom of the screen.

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). 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?

5.2.4.1.   Jockey Control

Note that this also applies to riding your own horse on the gallops with the exception of being able to use the whip (not allowed on gallops).

Enabling Joystick/gamepad
To enable the Joystick or gamepad option make sure your device is plugged in and working before you launch the game.
On launching a **Configure Gamepad** message will appear. Hit C on the keyboard and follow the instructions. If you have a problem click on the **Options** button and check the small 🔽 is visible.

Keyboard Controls:

'V'. Change jockey view.
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 ![GO!] indicator flashes up. Try to hit Left CTRL or Action1 when the indicator is at its 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 white horizontal line.

The **current pace** is indicated by the vertical green line.

The thin pale bar (to the right of the green pace indicator bar) is the **horses potential** indicator. *Potential goes up when you horse is galloping comfortably. Potential goes down as your horse is asked to travel faster.*

Adjusting pace

The horses pace is adjusted by moving the rein up/down with the cursor or the joystick/gamepad.

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.

To increase the effect hold the down stick/key longer so that the on screen rein indicator moves down further.

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 stick/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 whip depends 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

There are two jump jockey control modes. The default mode and a 'realistic jumps mode'. Realistic mode does not require the user to hit the jump action button to jump. It must be enabled in the options before starting/loading a game.
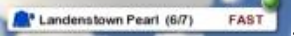
Default jumps control mode:

This mode can be quite tricky to begin with as it requires the player to hit the take off button as the horse approaches the fence. This gets easier with practice.
Importantly you should note that **the window to get a good jump varies depending on your horses jumping abilities**. So a poor jumper will be very difficult to get around the race course.
Hitting jump too early or late can result in a mistake or fall. Note that the screen flashes **red** it you take off too early or **blue** if you take off late.

As you approach an obstacle a line of sight icon appears top-centre . As the horses view of the fence becomes obstructed this icons becomes more transparent increasing the horses probability of a mistake or slow jump.

Following a jump the top panel let's you know how you did: .
In this case a *fast* jump.

Realistic Jumps mode:

This mode does not require the player to hit a takeoff button at obstacles so it is the easier option. *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 stick up/down or up/down cursors 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 its 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.

React to the indicators as quickly as possible Incorrect rein adjustments may cause mistakes or falls.

General jockey mode information:

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 off 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 jump. 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 using default control mode).

If the player activates a good jump correctly it is still possible for the horse to put in a slow (or fast) jump of its 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) depending on it's profile and paramters.

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 (realistic mode) you can 'take a pull' on the approach (down). Your horse may end up jumping slowly but it will decrease the chance of a mishap.

5.2.4.2.   Oculus Rift Support.

The Oculus Rift is supported with gamepad or joystick support. *Don't forget you can configure the gamepad/joystick from the main game menu by pressing 'C'.*

Requires a gaming high spec PC to run correctly. A minimum of a Geforce GTX 970 (or equivalent) video card is recommended.

Due to the extended time players spend in the 2D menus the Rift is ***not*** active during menu navigation.
Firstly, with your Oculus Rift plugged in launch the game. You should see a Oculus

Rift on image on the main menu indicating the headset has been detected.

On the race menu click the Take the reins button in the usual way and put your headset on. You will be given extra time (10 seconds) to get comfortable.

You should be seated facing directly ahead. ***If the racecourse is not orientated correctly press Left-Shift on your keyboard (while facing directly ahead) to fix****.*

In VR mode the view is always first person.

Take the Rift off right after the race and continue in 2D until the next time you take the reins

The Rift is ***not*** used for a normal (non jockey control) race viewing. You have to be riding your horse for it to activate.

HUD

In order to make the experience as realistic as possible the HUD in VR is minimal (and some other items are disabled). You can completely disable the HUD by pressing the H key at the start or during a race.

The minimal HUD is a small area in the bottom left of your view. This vanishes after a few seconds.

At race start the horse tactical preference is shown. In this case Hold up/closer.

The horses potential shows as a small green vertical line to the bottom-left of your view. As you gain potential the line fills.

If you are out of position a red dot will show at the base of any potential gauge.

No other VR headsets are supported at this time.

5.2.5.   The Auction

The auction occurs after a day's racing (presuming there are horses available) and also after accessing the sales screen.

Form	Name	Age	Season Rec.	Career Rec.	Grp-W	RTG	Reserve:	Status	Bidd
	Needles Wheel	7	0/0 £0	0/0 £0	0/0/0	- (h-)	£22000		

The horses due to be auctioned are listed to the top-right. View the form and details by clicking on the horse name and/or form string. If you wish to bid on the horse click on the small bid button to the right ❌ . The button will turn green to indicate the horse has been selected ✅.

When ready to start the auction click the start button ▶ (top-right screen).

The auction starts with the first horse in your list. The ⏭ button will skip the current lot.

To quit the auction click the ▬ button.

To bid click on one of the above buttons.

When the auction is complete the horse will be added to your stable.

5.2.6. Horse Data Screen

This screen displays data and stats for an individual horse and is a key screen that you will frequently visit during the game. There may be a number of tabs available depending on the horse:

Summary tab

There is a small stats panel top-left. You can access more detailed stats by clicking on the button. *This panel is only available to view by the horses owner!*

FITNESS   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.

Among the other items on this screen are a number of retirement and training related options:
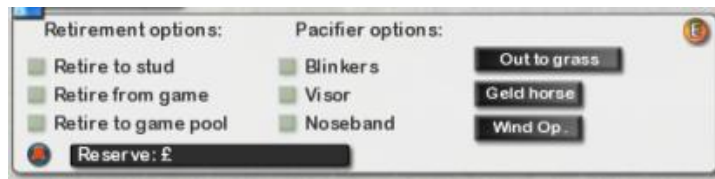
- **Retire to Stud.** This option retires the horse to your breeding barn or in the case of Stallions to your stud facility. Note you must have purchased both these buildings via the Stable menu.
- **Retire from game.** Care! This cannot be un-done. The horse is removed from your stable and leaves the game. Some of its data can still be viewed but the horse will be listed as 'expired'.
- **Retire to game pool.** Your horse leaves the game and enters the game pool. This can be used to transfer horses between games. For example a flat horse to a jumps game.
- **Auction horse.** *You may want to enter a reserve amount in the input box first.* The horse is entered in the next auction.
- **Pacifiers (blinkers, Visors and Noseband).** Some horses may benefit from these items depending on their profile and parameters. Check the required box and your horse will be raced in the selected pacifier.
- Send **Out to grass.** Your horse may benefit from the rest! Note that you may return your horse to racing at any time. Also see the ⎘Field (1) tab (5.1.6).
- **Geld Horse.** 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!

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!

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.

Exporting horses
Click on the 🔘 button to export a horse to your hard drive.
You may export an owned horse at any time. The horse is exported along with its 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).

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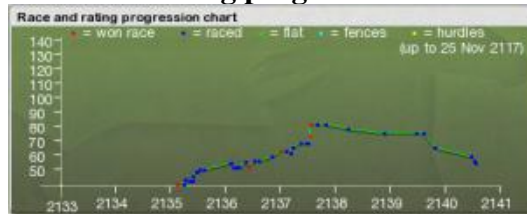
This chart appears (only after your horses has raced) right below the horse data panel.

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.

Past performances tab Past Performances

The past performances tab lists all past performances in reverse order.

Lineage tab Lineage (28 gens)

Displays the horses lineage. Click on any horse name to access the ancestors data. A small '…' to the right of the diagram will indicate further lineage data is available. Click on this to view

Horse stats tab Horse Stats

Lists more stats related to your horse. Note you can disable this in the game options.

Head lad comms tab Head lad comms

This screen may display any communications from your head lad. If this screen is flashing you have a communication.

Injuries and symptoms may be reported on this screen. You have the option of paying for a diagnosis here which will reveal more details on the horses injury.

5.2.6.1.   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 and click the [⚐Head lad comms] tab. The news reel (if active) 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).

5.2.7.   Trainer data screen

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

Previous season record
The table top-right displays the trainers previous season 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. 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.
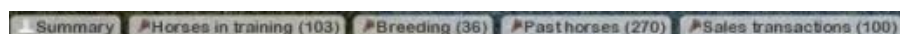
Use the tabs to access the following screens.

Horses in training
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.

Breeding
Clicking on the breeding tab takes us to the trainer breeding screen listing breeding mares and stallion, active breeding pairs and yearlings.

Past horses
Lists expired horses and their details.

Sales transactions
Lists recent sales transactions (horses) in last-first order.

5.2.8.   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.

Past performances
Click on the Past performances (3948) tab for a full list of past performances including strike rate.

5.2.9.   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.

5.2.9.1.   Owner messages and reputations

You must be playing the owner AI mode for reputations to be relevant.

Click on the mail button from the main stable/home menu.

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 Stable/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.

6.   The Race Construction Kit

The construction kit can be used for two 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 (see the game forums).

Exporting a horse from the game
You must first own the horse you wish to export. Visit the <u>horses data screen</u> and click the export button.

Launch SO7 and click on the icon (bottom screen). The number of exports is displayed at the bottom of the screen.

To view any exported horse(s) click the icon.

To construct a race click on the icon.

6.1. Viewing Horse files

The exported horses are listed in the main table.

You can view the <u>lineage</u> of any exported horse by clicking 🟩.

There are two small buttons on each horse line. The 🔵 button exports a single file. For the purposes of this document please ignore this button. It is not currently required.

The 🔴 button deletes the horse from the pool.

It is possible to group horses. This is desirable when you have lots of exports.

To create a group enter a group name in the top input box.
Now whenever you select a group from the 'Select group' list box only the horses in that group will be displayed.

To **enter a horse in a group** click on the horses name.
Select the desired group from the group list box.
If you wish to enter more horses in this group quickly then hold down Left-Ctrl and click another horse. It will immediately change to that group.

By clicking on the horses trainer name you can **change the trainer name**.

By clicking on the rating column (RTG) you can **change or reset the horses rating**. Click on the rating 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!).

6.2. Constructing a 'trial' race

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

The top **Configure race table** 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.

Next choose runners from the right table by clicking on their names. Note you can filter available horses by group by using the **Choose Group list box**.

If a horse is eligible it will be entered in the left hand table. You can use the Select eligible runners button to select all eligible runners. Hit the button bottom-left to clear the field selections.

When ready click on the View race button to view the race (preceded by the race card).

7.   Schedule editor

It is possible to modify the game schedules or create your own. Click on [icon] from the main menu.
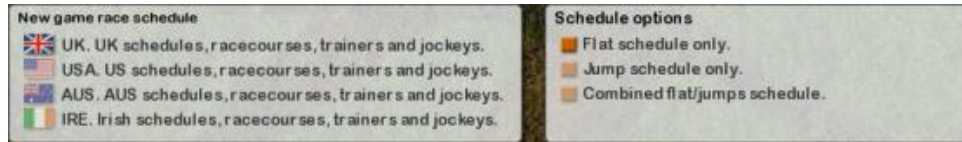
Choose a nationality and then the game code (flat, jumps etc.). Click [icon] to launch the editor.

The **current schedule** is the right hand table. All the **available races** are listed on the left. Races already included in the schedule are marked with a [icon] icon. You can completely clear the schedule by clicking the [icon] button. Click [icon] to save.

The various settings and list boxes will be explained later. The basic principle of adding races to the schedule is:

- Select a race (move the mouse over a race field in the left hand table). *When selected the race details are shown in a small table bottom-left.*
- Scroll the right table to the point where you wish to insert the selected race.
- To insert click the blue [icon] button on the desired line.
- The selected race will now appear in the right schedule table. To delete a race from the schedule click a [icon] button.

Settings

The Pool size `PoolSz: 12000` can be changed. Take care. This the total horse pool size (including foreign horses).

The foreign pool percentage can be set via `Perc.: 25` and is the total percentage of the horse pool allocated to foreign horses. *Note that the individual locality pool sizes (allocated within this percentage) depend on how many feature races exist for the locality.*

Secondary Nationalities

You can allocate secondary nationalities via the `Secondary Nat's: SECONDARY NATS` list box. A secondary nationality means the trainers/owners under that nationality are more likely to send their horses to target the main localities premiere feature races. *For example, Ireland is a secondary nationality to the main English schedule.*

Location

Change the location of the available races displayed by via the `Location: United Kingdom` list box.

Season start/end day no.

| Ssn Start (flat): | 1 | End (flat): | 331 |
| Ssn Start (jumps) | 0 | End (jumps): | 0 |

It is possible to change the start and end day numbers for the schedule. *It is recommended to leave it as default.*

Continued…

Prep races
For any given race added to the schedule it is possible to add 'pre races'. Adding a prep race means the winner of that prep races (and often placed horses) will be highly likely to run in the (target) race. *Prep races should be used sparingly as the feature is less likely to work properly if too many races have preps.*
Save this feature for the bigger Group 1 races.

To add prep races click the small ☐ icon next to the target race in the right table. A blank table will appear bottom right:
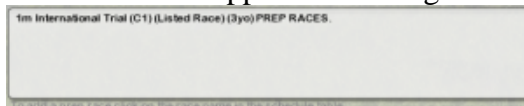
Now scroll the right table up and look for the prep race you require. Move your mouse over the race description:

Now click to add this race as a prep. It will now appear in the prep table (above). Click the red 🔴 icon to remove it again.

You can add multiple prep races per target.
You may need to experiment with prep races and schedules in general to make sure they work as intended.

7.1.   Further modding

Generally it is not recommended players mod the game as editing game data can cause problems if care is not taken. The user must be comfortable manually editing files and using explorer.

Starters Orders 7 is the most mod-friendly release to date. One of the main requests from the community has been that it be possible to add new nationalities. This is now possible.

Creating a new mod:

Create a folder with your mod name in the *mods* folder (in the game folder). Your mod files should follow the same directory structure as the game so create a *db* folder and place any files you may have changed in here maintaining the same directory structure as the default *db* folder.

Note: you do not have to include files you have not modded. These will be picked up from the games default files.

All modded files should be placed in the mod folder you have created. Do not overwrite any of the default game files.

Exceptions:

Jockey silks and related images. These go in the standard game location. If you add silks and plan to distribute your mod it is recommended but not a requirement that you leave the standard ones in and add the new ones on the end. Maximum total silks = 278.

Horse skins and related images. go in the standard game location.

Horse name files (colts and fillies)
Do not change the colts and fillies files. The names generation works differently with SO7 making millions of unique names possible. modifying these files may cause conflicts if any names are duplicated.

Trainer and jockey names
The trainer and jockey files may are in the individual nationality folders in the data (db) folder.
Please note that the Legendary horses may reference a preferred trainer and/or jockey by name. This means that if you change trainer and/or jockey names you should (via the Legend editor) change the individual horses preferred trainers and/or jockeys.

7.1.1. Defining a locality

The *localities.db* file (in the *db* folder) contains a list of nationalities within the game. Note that you may add new secondary localities but the primary localities (game modes) **must remain the same** (UK, Ireland only, Australia, North America).

You must specify if a nationality will support jumping by having a relevant showcase file in the correct nat folder (eg: inside '.data/UK').

Each locality contains four lines:

United Kingdom,(UK),(UK)
1620,16,2
1743,102
121,75,333,395

Line 1:

Full name, **Short name** (3 or 4 characters), 2 characters **short name**.
Example: Japan,(JAP),(JP)

Line 2:
Main map image **x**,**y**,**scale**
Example: 3398,292,2

- The **x,y** co-ords are the top left corner of a rectangle that covers the locality from the *.\gfx\world\world_4096.jpg* image.
- The **scale** refers to the individual localities image in the same folder. For example the UK image *.\gfx\world\UK_1000.jpg*. Note that the nationality image uses the short nationality string. A scale of 2 means the image is twice the pixel size as on the main 4096 image.

Line 3:
World Map **flag location**. **x**,**y**
Example: 1743,102

- The World Map flag location specifies where the nations flag is displayed on the main map. Use the world_4096 to obtain these co-ordinates.

Line 4:
Rectangle on local map image for random placements. Note this is the nationalities **local map** image and *not* the world_4096 map.

7.1.2.   Adding other locality data

Racecourse data files
Each nationality has a *racecourses.db* file in the individual data folder. For example: *.\db\UK\racecourses.db*

Each racecourses sub course (eg. Hurdle, chase, dirt courses) must have a separate entry in this file.

Breakdown of racecourse file data items:

The first two items must be <NAME> and <SUBCOURSE>. The following items may be in any order.

- <NAME>   Racecourse name
- <SUBCOURSE>   Sub course. Can be: cc_flatTurf1, cc_flatTurf2, cc_flatTurf3, cc_dirt1, cc_dirt2, cc_hurdles1, cc_hurdles2, cc_jumps1, cc_jumps2, cc_jumpsCc, cc_parade (not used).
- <MAXDIST>   Specify a maximum distance (for example Epsom).
- <FLOODL>   Specify floodlights.
- <CDIR>   Course direction. LH, RH, F8.
- <DRAW>   eg. L2TO8: Low 2 up to 8f.
- <STRMAXDIST>   Length of home straight in furlongs.
- <CDESC>   Can be: STIFF_GALL, MINUNDUL_GALL, GALLOPING, FLAT, UNDULATING or STIFF.
- <FENCESD>   Fences (if required): EASY, NORMAL or STIFF.
- <CPROFILE>   Profile can be: SHARP, VERYSHARP, TESTING, VERYTESTING, DOWNHSHARP or DOWNHILLVSHARP.
- <WORLDC>   World co-ords (use main map image). x and y.

Trainer data file
The _trainers.db file.

Jockey data file
_jockeys.db.

Owner data file
_owners.db

Showcase data file items:

(featureraces_flat.db and featureraces_jumps.db file info)

- <NAME>   Showcase name. Mst match schedule file names.
- <RACECOURSE>   Racecourse name. Must match racecourse name.
- <SUBCOURSE>   Sub course. Can be: cc_flatTurf1, cc_flatTurf2, cc_flatTurf3, cc_dirt1, cc_dirt2, cc_hurdles1, cc_hurdles2, cc_jumps1, cc_jumps2, cc_jumpsCc, cc_parade (not used).
- <MONTH>   Jan, Feb, Mar, Apr, May, Jun, Jul, Aug, Sep, Oct, Nov or Dec.
- <PRIZE>   Prize money (UK Sterling)
- <DISTANCE>   Distance of race.
- <RACECATAG>   Race Type: MAIDEN, H60, H65, H70, H75, H80, H85, H90, H95, H100, H105, H110, H115, H120, H125, H130, H135, H140, H145, H150, H160, H180, LISTED, CONDITIONS, G3, G2, G1, CLAIMER, SELLER, G3H, G2H, G1H, LISTEDHCP, NOVICE, NOVICEHCP, JUVENILE, JUVENILEHCP, NHF, or HUNTERCHASE.
- <AGE>   Can be: OPEN, 2YO, 3YO, 4YO, 5YO, 2YO3YO, 3YO4YO, 3YOUP, 4YOUP, 5YOUP, 6YOUP, 7YOUP, 8YOUP, 9YOUP, 10YOUP
- <SEX>   Can be none or: C, CG, CF, FM, F or M.
- <CONDITIONS>   Can be none or one or more of: maxruns=x, maxwins=x, notwonclass=x, musthaverun or notwongroup=x.
- <FORCEFIELD>   Force field (only for specific features where a fixed field size is realistic).
- <EXTFIELDSPEC> Rarely used. Specifies International or home field. Use international or home.
- <RTGLIMIT>   Rarely used. Specify a rating limit.

Racecourses
The visual racecourse files are stored in .\3D\courses\. A racecourse editor is available. Creating racecourses from scratch is quite tricky. There is help on the forums. The alternative is to select a similar racecourse and duplicate it.

Other visual files:

- gfx/world   Add new map. Copy part from world_4096 and scale as required.
- gfx/bullets/?.png
- gfx/buttons/281.png up
- gfx/icons/b?.png
- gfx/icons/n?.png
- gfx/portraits   Add folder plus content.
- gfx/race/tracks?   Add folder plus content.
- gfx/tables/bmp/291.png   Onwards.

In progress...

7.1.3. SO6 conversion utility

For those who have previous SO6 mods there is a utility to convert both the racecourse.db files and the showcase files. **This section is only intended for previous SO6 modders only!**

*You must be running SO7 **As-Administrator** as it saves files into the game destination rather than the MyDocuments destination.*

As of 0.095 you must now copy your previous racecourse and showcase files into the *mods/so6convert/data* folder (using the old SO6 format) and not as pre 0.096 into the *db* folder. The files required are listed below.

The utility is available via the Schedule editor menu. Once your SO6 files are in place (see below) Click on the ⬤ button. *Note that you must have both the racecourse and showcase files in place for this to work*.

Racecourse files
Make sure the SO6 courses.dat files are in the correct place. For example the SO6 UK courses.dat file needs to be copied to so7\data\uk\courses.dat. *Note:* you should include all of the SO6 course files as a race will not process unless it's course exists in the course database generated from the SO6 _courses.dat files.

Showcase files
Similarly the SO6 showcase files (_sched_?) need to be copied into the SO7 folder structure as above.

Run the utility by clicking ⬤.

If successful the resulting converted files should now be available in the *mods/so6convert/output/* folder. In order to use these in the game either create a new mod folder. Described next section.

*Note: The **schedule files** are not converted because they are the same apart from additional header items. See the SO7 schedule files for header examples. Simply add the new header items to your SO6 schedules (rename .dat to .db) and they will work.*

# 8.	APPENDIX

## 8.1.	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.

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

8.2.   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.

8.3. 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).

8.4.   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. The player must experiment to a 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 consider 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.

- **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.

**8.5	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.

8.6. **Trouble Shooting**

If you have **issues with your game not saving** then make sure you are logged on to your Windows PC with full privileges.

Many 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 STARTERSORDERS7 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 9'.

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.

8.7 Links / Online help

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

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

8.8. Starters orders 7 new features added since SO6.

A full list of new features added since SO6 can be found <u>here</u>.