



## Starters Orders 7 New features

**PC Only**

Updated 18<sup>th</sup> November 2018

*This is a list of improvements/additions since SO6 and not a complete list of game features...*



*Screens used in this document may be outdated and some content may have changed slightly by release.*

## Starters Orders 7 development focus

The focus with Starters Orders 7 is on the simulation in contrast to the last release that concentrated primarily on the move to 3D (including the addition of jockey modes etc.). SO6 contained a lot of legacy sim code dating back to SO1 and SO2. This code has been rewritten in order to allow for new features and provide a base for further future expansion.

The primary community request has been to **redesign and expand the breeding side of the game** so this area has been rewritten and breeding completely revamped and also general stability improved. Another priority has been to redesign a number of menu screens and reduce menu clutter. Some of the more frequently used screens are now split via tabs with additional filters and options added where required.

**New dynamic race commentary.** A new race commentary engine is used that generates speech on the fly during a race. This means that all horse names can be spoken and the commentary can be easily improved and built on at time goes by.

**Stability.** People tended to experience the odd crash during very long games (with SO6) due to corruption. The rewriting of much of the games low level object management code should eliminate these issues. Obviously during BETA there may be issues but medium to long term stability will improve.

**Race issues.** There are issues related to race realism that have been addressed including jockey AI tweaks regarding pace and field spread (there should be more 'packing' of fields when conditions allow). Modifications have also been made relating to overall quality spread of horses. This will be ongoing through beta.

**Trainer AI.** Placement of horses has improved. Again these improvements wil continue throughout BETA.

**Low spec option.** Since the race sequence went 3D, many lower spec PC owners have not been able to play the game. Starters Orders 7 utilizes the same 3D race sequence as SO6 but also includes an old school betting shop **commentary only** option for low spec users. There is also an option to view the 3D race in an authentic betting shop environment:



# New Features:

## Permanent horse records

- Horse records no longer vanish completely from the game when the horse leaves. Information is available for all horses live or dead for the duration of the game (up to a minimum of 250 game years).
- Traverse a horse's lineage back to the start of a game up to at least 250 years.
- No duplicate horse names for the duration of the game. Names list auto constructed resulting in around 5000000 (5 million) unique names.
- Games of at least 250 years (on desktop devices) supported with full horse lineage possible back to game start.

## Breeding

- All horses are bred from game horses (apart from horses generated at game start).
- Detailed breeding records for every horse in the game built up as the game progresses.
- Stallions available to cover mares (owned by AI Owners/trainers or players) for a fee.
- Horses bred after initial game start (including non player owned horses) have a complete lineage.
- Immediate retirement options (including to/from stud).
- Two new Lineage display options.
- Stud farms and breeding stats.
- Modified breeding genetic algorithms. Breeding is a little more unpredictable.
- In order to maintain breeding continually the game runs 1 season auto races at game starts and begins at season 2 (when breeding stallions and mares will be available with game form).
- Additional fertility parameters introduced.
- Traffic light fertility indicator (based on fertility record).
- AI trainer may now request to send their mares to be covered by players Stallions. Player must own the breeding barn and stud and have retired Stallions. The individual stud fees must also be set. Offers by email.

## Some current breeding related screens:





## New commentary engine

- Synthesized real time generated speech using the latest in Text to speech technology (Windows version only currently).
- All horse names now spoken (rather than numbers).
- Wider vocabulary and option to easily expand and improve.
- Speech Alerts in menu's (may be turned off).

## Dynamic form book settings

- Much bigger form book available.
- Option to set the number of detailed form cards that are stored before form gets deleted (may impact save game times). SO6 (PC) was fixed at 15k. SO7 ranges from 25k to 75k cards.
- Due to the significant increase in breeding and form related stats it is advisable to set the form book size to maximum (lower spec pc's may struggle later on however).

## Improved foreign meetings

- More foreign runners. Option to set overall foreign pool percentage. Simulation adjusts foreign pool size depending on local feature race schedule.
- Some supporting foreign non feature races.

## Legendary Horses

- New Legendary horses. Daylami, Yeats.
- Possible Legend editor. In development. Use with care.
- Legend horse portraits supported. 120x120 jpg format. Eg. Place in gfx/portraits/horses/frankel.jpg. Works for any other horse names also.

## GUI

- Various menu screen layouts reworked.
- Advance declarations screen improved. Possible to filter horse by a specific race and race by specific horse.
- More screen modes available depending on end users hardware.
- Screen layouts more consistent. 1080 and Ultra wide modes use bigger fonts for better readability.
- Extra menu filters available on some screens.
- Saving from race menu (during meeting) now possible.
- New newspaper style race cards and form cards. Option to switch to old style available.
- Training page: Filter horses by age, distance category and distance (range around gallop settings).
- Combo form card search option from race card. L SHIFT click on the form string for horse 1 and then click (without L SHIFT) on a form string for horse 2 to display only form cards containing both horses.
- Fonts now picked up from a data file.
- Declarations access button added to horse data screen (for eligible players horses).
- Minor table slider operation improvements. Click below or above slider or hit page Up/page Down to page.
- Clicking on an Advance declaration (from a number of screens) now displays the full race card rather than a small cut down card in a table.
- Historical injury data available for horses (on horse data screens).
- To lineage view options (via horse data screen).
- Table rendering improved for performance.

## Race Sequence

- Commentary only mode option to replace the visual race sequence for those with low spec machines.
- Third person views added to jockey mode and extra joystick (view change) button added (or V on keyboard).
- Oculus minimal HUD (displays potential and preferred tactic). Can be disabled with 'h' key.
- Race code changes to help average race pack more early on. The degree depends on a number of factors such as race pace, individual horses states (for example a free horse may stretch the pack)
- Jockey AI pace changes.
- Horse quality spread modifications/improvements.

## Steam only

- SO7 will not be available on Steam at release. SO7 will only be available from [www.startersorders.com](http://www.startersorders.com) until the BETA phase is complete. Those who buy from the website will be able to request a free Steam key on the Steam release.
- Steam achievements. The standard PC achievements will transfer to Steam achievements. More may be added for the Steam release.
- Leader boards. This may or may not be added.

## Modding/expand-ability

- Modder's may add new nationalities, courses, trainers etc. The four primary game modes remain (UK,US,IRE and AUS) but other secondary nationalities can be added.
- Race schedule data files now contain an overall horse pool size plus a foreign percentage figure. This percentage is the percentage of the main pool size that are to be foreign horses.
- The spread of foreign horses over different distances depends on the spread of races within the schedule.
- Now possible to add jumps courses to all Nationalities. Note that all jockey and data name files may now contain scratch names. Replace these with realistic names and add courses and other assets where required.
- Tools to convert some data files may be available. As all the older low level sim code has been rewritten the data formats have all changed. I hope to make utilities available to convert course and schedule files from SO6 to the new SO7 format.
- Error trap added to avoid race sequence crash where user mod distance fractions are invalid (1/4 furlong flat and 1/2 furlong for jumps).
- Secondary nationalities added. eg. Ireland for England. More foreign horses in group races if specified (in schedule file, separate with commas). Do not have more than two or three secondary's.

## Auctions

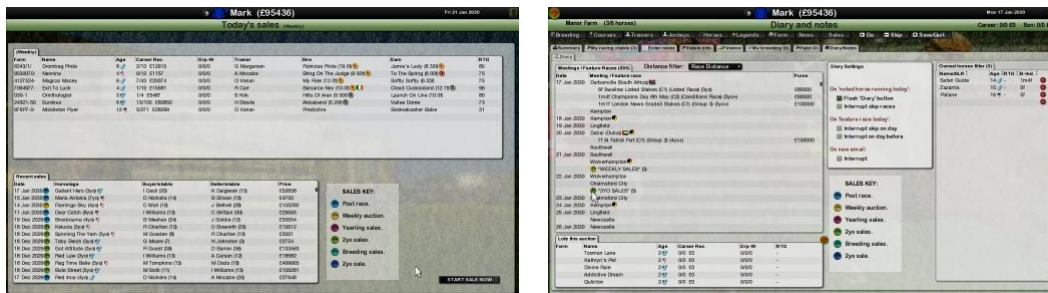
- Separate yearling, 2yo and breeding auctions are scheduled throughout the season. Post racing and weekly auctions remain. Sales now an option from the Trainer/Stable menu (apart from post race sales).
- Scheduled auctions are now listed within the diary screen.
- Sales screen listing details of any sales today.

## New racecourses

- **UK:**  
Chelmsford City.  
Southwell jumps added. Newcastle now AW.  
Perth added and courses fixed. End chute fixed.  
Ascot round mile.  
Bath
- Leopardstown.  
Punchestown. Now 4 courses.
- **South Africa (new):**  
Turffontein  
Durbanville  
Kenilworth
- **Singapore (new):**  
Kranji
- **Japan:**  
Tokyo jumps course active.

## Diary

- Ante-post screen now accessed via diary.
- Diary. Race distance and range filters added.
- Diary. Filter by horse table added (screen modes > 1280 wide only).



### Miscellaneous/minor features added

- Horse retirements and movements in stable are now immediate (and not at end of season).
- Average winning race distance parameter for all horses.
- Quicker loading/saving times.
- Small fields option (on starting a new game). Only applies to non feature race fields.
- Average best distance (breeding data) is now taken from parents actual race record (where available).
- Max horses per trainer now 512.
- Max horses per owner now 512.
- Filter advance declaration races by horse or horses by a specific race.
- Filter advance declaration horse by breeding indicator + custom range.
- Some jockey stats revealed ( on Jockey data screen).
- Jockey data screen now displays all past performances rather than just feature races.
- Skipped races now interrupted if followed horse running (depending on settings).
- Trainer and jockey previous ranking stats now for 25 years rather than 10.
- Form book options to search including all games expired horses. Searches optimized.
- Hall of fame (All time greats) replaced by historical top horses (from current game). Access from HORSES page.
- Save during race day now possible.
- Top news stories may appear on main trainer/home page (depending on screen resolution).
- News page reworked.
- Novice flat races added.
- Separate Tab for horse notes.
- Historical horse sales data available. Individual horse sales data available on trainer data screen (new tab).
- Breeding barn and stud buildings are separate purchases. The stud must be purchased in order to attract offers for your stallions.
- In-breeding warning on pair selection.
- No limit on prep-race count (used to be 10).
- Winning penalties added for novice races.
- New conditions for condition races: 'wongrouporabove=?'. ? = 1-3.
- Flemington 6f start fixed.
- Jockey tactics (including extra tactical settings) saved for each horse to avoid repetition.

- Jockey feedback. Jockeys more aware of previous horse performances.
- Horse winning jumps record now split into hurdles/chases. This will also improve end of season awards.
- Last horse purchase details displayed (on each horse data screen).
- Age group pool spread more realistic.
- Grade winner icon also for jumps.
- Horses get a handicap rating after 3 runs (rather than 1). This does not apply to foreign horses.
- Bookmakers now hold prices on all race in advance declarations for reference (rather than just feature races).
- Some horses may be susceptible to certain repeat injuries (fairly rare). For these horses rest (from racing) and not over training are more important.
- Option to 'take the reins' on the gallops.
- Horse only gets a rating if it has three runs or two wins.
- Quick change horse group added to construction kit. Hit left control while highlighting a horse (with mouse) to set or reset the horses group.
- New unusual horse behaviors added.
- Further commentary improvements.
- Improvements to code relating to brought down horses (either at a fence or by running into a horse and clipping heels).

## Misc. GUI screens:



**NOTE:** The betting shop commentary only mode is the alternative to the 3D race sequence for those who have low spec machines and cannot run the 3D race sequence (or those who prefer old style commentary only). The default race option is the 3D race sequence.



## **Starters Orders 7 BETA schedule**

*In addition to bug fixing the following areas are planned for improvements during the BETA phase:*

### **Real time commentary**

The new commentary engine makes enhancing the commentary speech much more straight forward. This is an area that will continue to be worked on during and probably beyond BETA.

### **Schedules and race planning AI**

These two areas go hand in hand. The current schedule will be enhanced along with trainer race entry AI improvements. It is possible further nationalities and race courses will also be added.

*Community feedback will be important as development continues. Please visit the development forums.*

