Starters Orders 8 Instructions

Desktop edition. Revision #1
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BETA phase

Starters Orders 8 is currently considered a BETA release. This means:

There may be bugs. If so please report to support@startersorders.com so they can be fixed.
Strategic Designs is open to adding game improvements and making tweaks. Please supply feedback by email or via social media.

Dual 2D and 3D builds

Starters Orders 8 includes 2 separate applications. One has a 3D race sequence and the other a 2D race sequence. The vast majority of menus and game features are the same although on release some features are missing from the 2D build including: Jockey mode and the Construction kit.
The 2D build is intended for those who prefer 2D or have a lower spec machine. There will be two separate desktop shortcuts on your desktop.

These two builds do not share the same save location or save files.

This manual focuses on the 3D game but the vast majority also applies to the 2D build.

Screen resolutions and aspect ratio

Starters Orders uses a fixed aspect ratio. This is due to text heavy screen content. Users with very wide monitors should run the game in a window to avoid stretching.

Simulation overview

Starters Orders 8 is a hard-core simulation aimed at horse racing enthusiasts. The UK is the primary focus in terms of racing rules and regulations however there are various option aimed at making the game more familiar to players from other countries.

Quick start (trainer mode)

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

Start a game from the main menu. The game will build a full season's worth of form by default but you can adjust the number of seasons to auto run in the options. After a while you will arrive at the main **Stable/Home menu**:

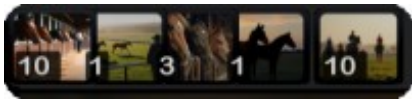


Note: To view your player details click the trainer icon  *at the top screen. The current trainer ranking and your silks are overlaid onto this button.*

 View your Stable and hire staff. You should hire at least 1 GROOM.

Click the Stable button to access the Stable screen and click the  button to hire a groom.

 Click the globe icon to set your Stable location.

 **Stable context buttons**.
Roll the cursor over these buttons for more information. This button bar allows you to switch between views of:

Horses in your racing stable.
Horses out to grass.

Horses in the breeding barn.
Yearlings.
Gallops.
You may also switch a horse between locations by dragging the horse portrait from the main horses table and dropping it over the correct Stable Context button (above).

Horses in training. These are the horses in your racing Stable. Roll the cursor over the LEVELS bars for a description of the basic horse parameters and their indication of the horses readiness to race.



The current days races are displayed on the bottom half of the screen.
Click a horse icon from the top table to filter the bottom race table.

Stats format. To the right of this table is a small button  Click this button for an alternative text view of the race table. Functionality is the same apart from to enter a race drag the horse image over the race name (text) rather than the race icon.



Filtering:



Use the above filters to filter the available races.
The DISTANCE list box filters races. You can also increase distance range.
You may also filter your horses by Left-Shift clicking on a desired race.

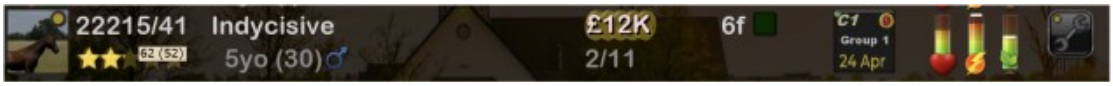
 Click the Clear button to clear all filters.

Entering a horse into a race

Move over the horse image and hold the mouse button for a second until the horse image is grabbed. Drag and drop it onto the correct race (not that when over a race the race will highlight meaning you may drop). *Tip: Hold Left-Shift and grab a horse portrait to avoid the hold delay.*

You do not have to book a jockey this can be left to your staff.

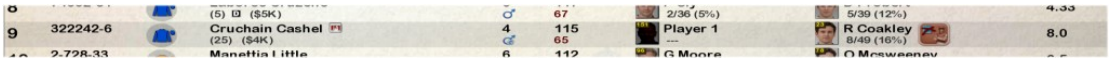
Note: *In order to progress you will need to accumulate funds to buy stable add-ons and new horses etc. Betting, buying bargain horses at the sales and training winners are the primary ways to gain extra funds.*



Note when a horse has been entered into a race a race icon will appear under the DECL. column in the top table (left of the stat meters). Clicking this icon will locate the race in the bottom race table and allow the Journey details to be displayed via the Globe icon. Clicking the DATE 

button for that race will then give you the option of jumping to that day and skipping the prior race days.

Removing a horse from a race:



View the race card and then click the red remove  any jockey button next to your runner and then the blue remove horse  to remove the horse from the race.

Start help/tips

Your starting funds are unlikely to last long. Getting established with the game can be tricky but ultimately rewarding.

It is likely you will need to make money through successful betting and also make the most of the (often poor) starting horses you are given.

In terms of betting look for horses that appear to be over priced based on their past form. Try not to bet all your funds on a single horse.

The **starting horses are unlikely to be world beaters**. One option may be to get them fit (see Training) and then **target poor novice races and then selling or claiming races**. If you can get a place or a win it may pay to quickly auction the horse and use the funds to buy a horse with better prospects at the sales.

Another tactic is to identify one of your horses you believe may be capable of winning (often at a very low grade). This may be done by comparing your horses on the gallops. You may even want to invite an established horse of the correct grade to gallop with your horses at home.

Running the horse initially over an unsuitable distance is likely to result in bigger odds when you choose to race the horse in a race you believe it may win. Betting on your own horse in this case may result in prize money plus betting returns!

Getting to a point where you have enough funds to **purchase the breeding barn** and related staff may take some time but ultimately owning decent breeding stock will firmly establish your stable (and finances) and enable you to target the top trainer spot.

Changing the player name and portrait

AI Trainer and jockey portraits are modified in the Editor. You change the player name and/or the player portrait from the Trainer data screen.



 Note the small spanner icon over the player image. Click this to change.

Click the **Player name** field to rename.

Oculus VR support

While Starters Orders 8 does **not officially support VR** at the time of writing it does contain support for most Oculus devices via the Oculus legacy SDK. This means it may work with your Oculus headset but it is not guaranteed. *SO8 does not work with Steam VR. You will need the Oculus (Meta) app installed on your PC.*

VR only works in first person jockey mode and not in the menus or standard race view.

Use a link cable or Air link via the META app.

Turn on your headset and (in VR) select activate link cable connection (if popup) else go to settings and do it from there (you can also select air link from settings).

Come out of VR and launch the game.



Top right should be the VR icon. If you have a gamepad active (recommended) that will also show.

Play the game as normal in 2D.

When you are due to ride a race click the RIDE race 

button.

Put on the headset. If the screen is off tap the headset on button once to wake it up.

Look straight ahead. If the view is not orientated correctly press TAB once to reset it.

Ride the race as normal. Note that the full HUD is not available in VR but there is a minimal HUD. Turn it on or off via the ‘H’ key.

After the race remove the headset and return to 2D play.

2. Hardware requirements

Starters Orders 8 runs under Windows 10/11. A dedicated video card (GeForce series 7 up or equivalent) is strongly recommended.

The game was designed to run best at 1080p resolution (1920x1080) but this can be changed. The game will not run full screen on ultra wide monitors. In the event the user has an ultra wide monitor use windowed mode.

If you experience and crashes or issues with the game please contact support@startersorders.com.

3. General information

Main Menu and game modes



There are now three game modes to choose from:



Trainer/Owner (default). You take the roll of both the trainer and owner.
Trainer only. You take the roll of the trainer only. You may not buy/sell horses and must rely on attracting owners to supply your stable with horses.
Jockey mode. You play the jockey only. You must build your reputation to attract ride offers from game trainers.

Nationalities:



Starters Orders 8 has six nationality modes to choose from. Each nationality results in an individual race schedule being used that is specific to that location. For example the UK option will result in a schedule that is primarily based on UK racing.



The UK, Irish and French nationalities have flat and jumps schedules. Choose the schedule code by clicking on one of the icons below the nationality icons.



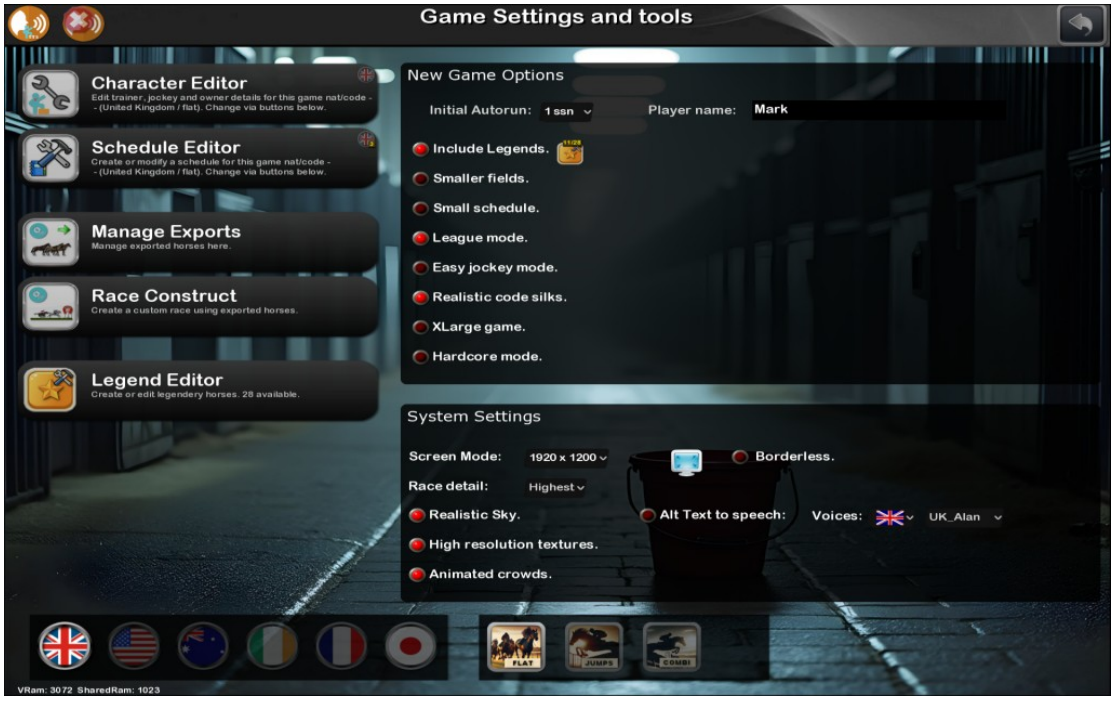
If you have any user schedules for this nationality and code already saved this will be indicated here (1). To use a saved schedule when launching a game click this button and select the schedule before clicking the new game button on the main menu.



Legends included. In this case 11 out of 28 legends are included for the selected game mode/code. Tab on this button to configure legends for the current mode / code. Note that for some game modes there may be no legends included. You can still choose to include Legends by visiting the Legends Configuration screen.

Game Options





You can change the number of seasons pre-generated by changing the **INITIAL AUTORUN**. Change the player name here also.

Screen Mode:

New game options:

HARDCORE MODE enables a more difficult breeding model (similar to SO7). Leaving this off reverts to a simpler model closer to SO6 in difficulty.
SMALL SCHEDULE restricts the number of meetings per day, the horse pool size and also reduces the number of advance declaration days (on mobile).
XLARGE GAME increases the horse pool size and also the number of meetings per day.
EASY JOCKEY MODE Easy mode means the horse initiates jumping itself. There is also a race HUD depicting the horses remaining reserves and preferred tactics. Note this option can be changed from within a game.
REALISTIC CODE SILKS (when available). If this option is available you may restrict AI trainers to using silks from their primary code only. In other words jumps trainers are limited to jumps silks. The player still has access to all silks via the silk picker.

The player may take the reins outside of the jockey career mode but only for a player owned/trained horse.



Screen mode.
You may swap between windowed and full screen via the above button. **Note that for some displays full screen mode may not be available (usually ultra wide monitors)**.

Text to speech (commentary)

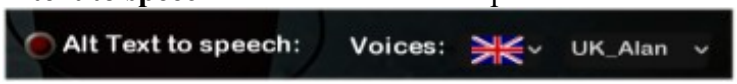
There are four options:

No commentary (muffled audio).
Old style (so6 fixed).
SO7 Style text to speech - Scottish (use the ‘ALT text to speech’ option).
Piper text to speech (default).

Toggle text to speech via the fist top bottom. The second button deactivates comms and reverts to muffled audio.



If **text to speech** is selected then the options below will be active:

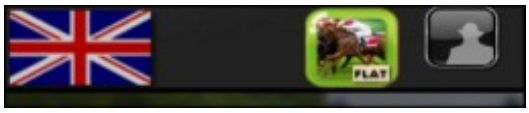


The default is now **Piper text to speech**. When selected you will be able to set the default voice for each nationality via the drop down above.

Selecting the **Alt text to speech** bullet will revert to ‘Scottish guy’ as SO7.

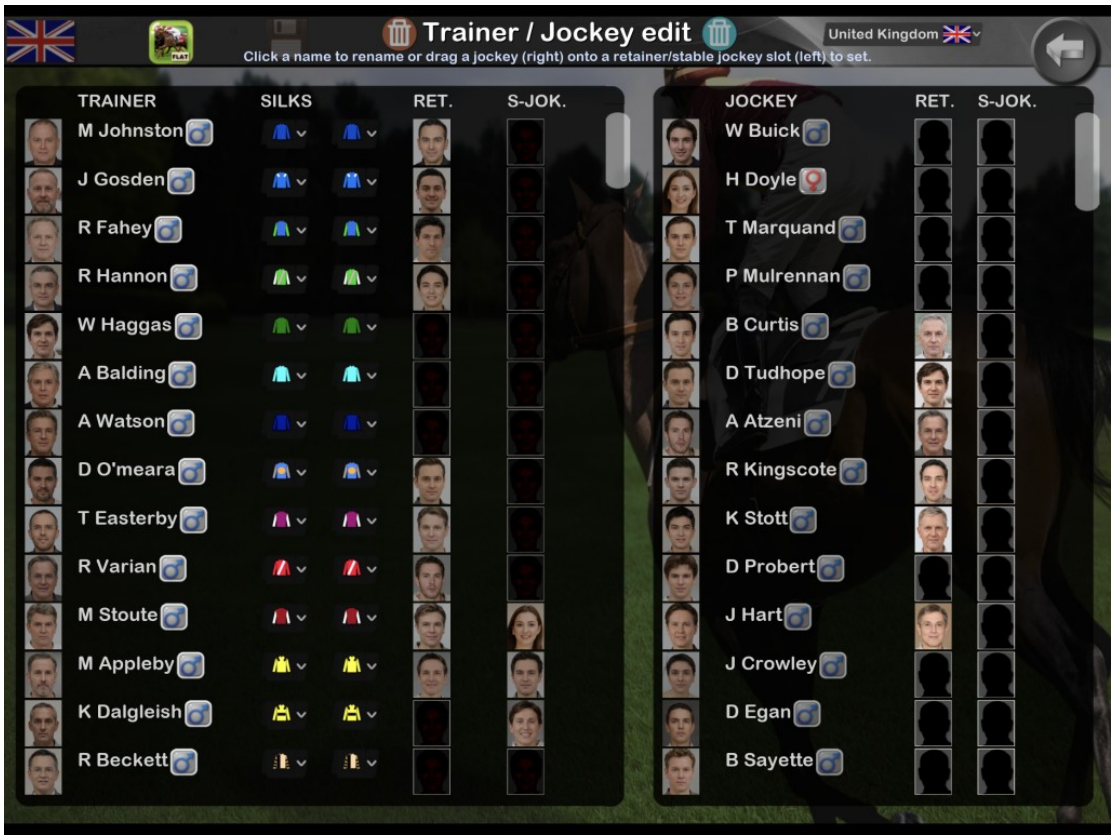
If using the default Piper text to speech it is possible to manually add voices. Locate voice(s) online and then browse the game ‘tts’ folder. Copy the .json and .onnx files for your voice(s) into here and launch. Set them via this options menu.

You can also **EDIT TRAINERS, JOCKEYS and OWNERS** here.



To edit OWNERS click the button to the right of the code context above.

To edit first select the base nationality from the lower buttons and the code then click the  button.



3.3. Trainer and jockey editor.

From here you can:

- Change trainer, jockey, owner names (click on the name to change).
- Change portraits (click on the portrait).
- Change silks associations. Note that in the standard trainer/owner combined mode there are no separate owners therefore silks are related to the trainer not the owner.
- Change stable jockeys (drag the jockey to the trainers jockey slot).

Starting a new game

Clicking will start a new game based on the settings you previously specified in the options screen and on the code and nationality setting based on the selected buttons at the bottom of the screen.

Starting a new game will not overwrite any old game but a new save will be created.



Loading a saved game and managing saves

Click the button on the main menu to access previously saved games (for any code and/or nationality).



There are a number of icons next to each save. Roll over each icon for a description.

To load a save click the  button.

To delete a save click the button.

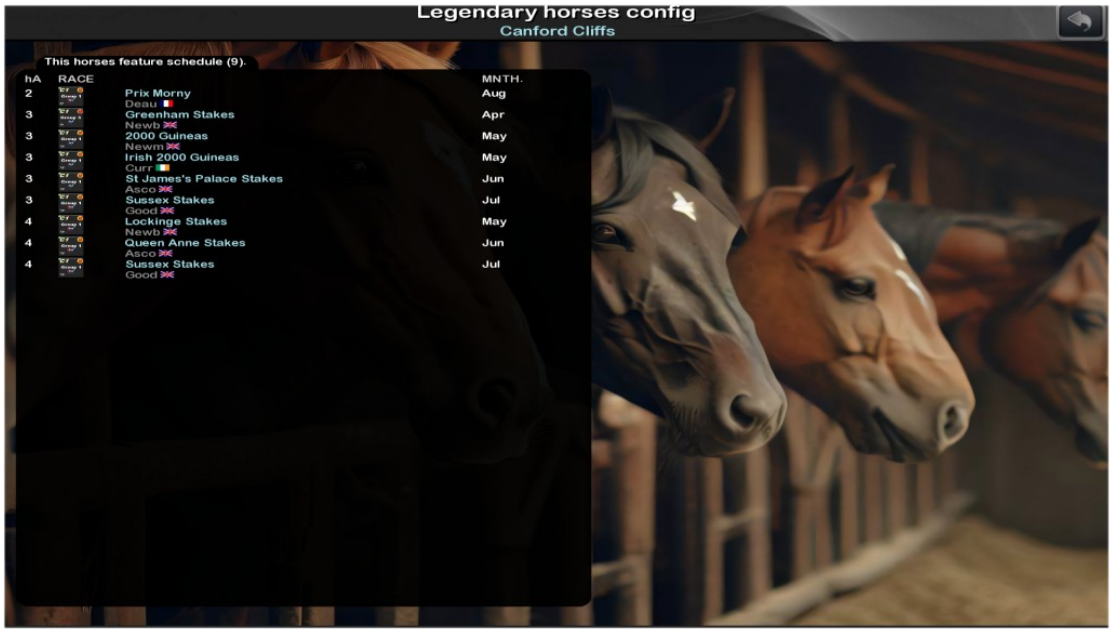
Legendary Horses



Use the three buttons to the right of each Legend to **configure or include** in a game before starting.



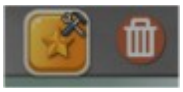
Note the number over the legend image. If the **Realistic Career progression** button is set (under 'Car.' Column) then there are a number of races the game will attempt to force the legend to follow (indicated). You can view these races by clicking the legend image  to access the following screen:



Legend editor



From the main menu **click on the legend editor button** (indicating 11 legends selected for the current game mode out of 28).


On the top bar **Click to toggle** between the legend status screen (legends included in current game) and the legend editor.

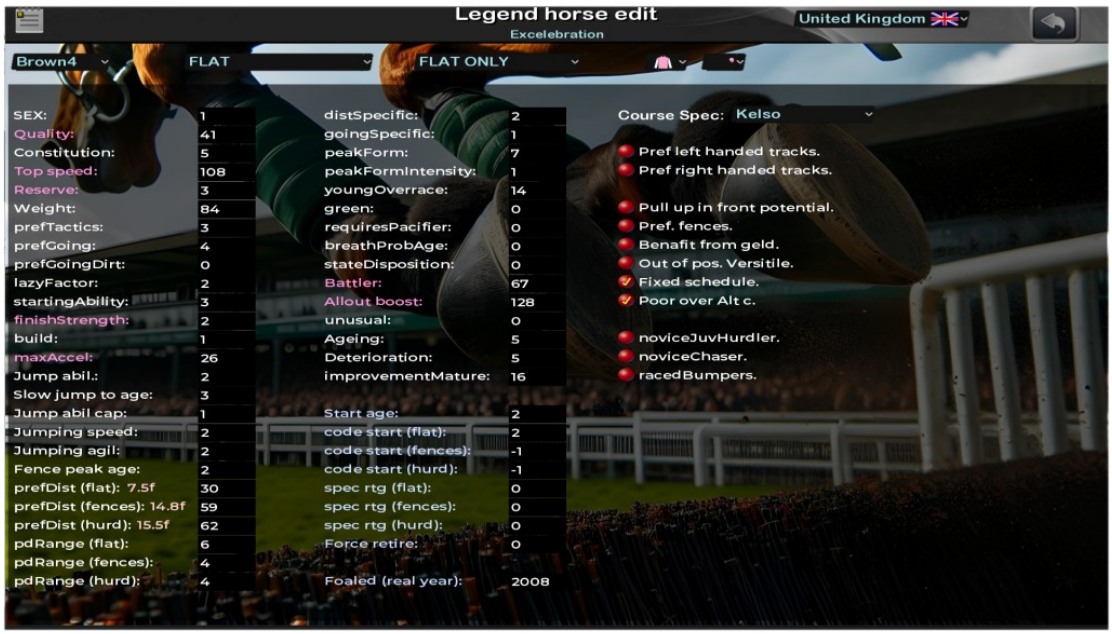
The **Bin** button will discard any user changes to all legends.



The button under the **DEL** column will remove that legend.

The DUP buttons enable you to duplicate that legend with a view to creating a new one. Clicking one of these buttons duplicates the horse and adds it to the bottom of the list with '_DUP' appended to the name:

Click the **horse name** to **rename**.
Click the **horse portrait** to edit the new **legends parameters**.



Note that creating the legend to perform correctly will take some time and experimenting!

Code preference

In reality quality over flat does not often carry to jumps. This means legends that were flat horses should have a poor set of jumps parameters to avoid them over performing against specialist jump legends.

Set the Jumping Ability cap to one of the following for a flat only legend:

0 = very poor over jumps.
1 or 2 = much better than 0 but performance well below the flat code.
3 and above =The horse will likely perform very well over jumps. Not recommended for a flat legend.



Note the button top-left of screen . This toggles the main edit screen (above) and the legends schedule editor screen (below).

By creating a schedule for the legend and selecting '**realistic career**' button in the pre-game options we can have the legend follow a realistic career path.

Adding a race to the career list:



Holding a race image (from the right table) and dragging it over the left coble (left column) will result in a drop hand icon  appearing. You may then drop the race to add to the list.

The first column in the horses schedule list 'hA' stands for Horse Age. You can toggle this age value to move the race around in the schedule.

When you exit this screen the changes will be saved to disk.

Travel and vehicles



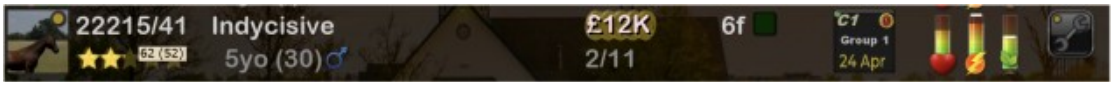
Click on the **Stable button**.

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 

button.

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.

Journey details



If you have a horse entered in a coming race there will be a race button under the horses DECL. column. *Click this button*.



Two things will now happen. The bottom race table will be set to the day of your race.



Also the Globe button will have a travel indicator. In this case the meeting is abroad so a plane is displayed. Click on the globe button and the journey details will be displayed.



Trainer/Owner game mode

This is the default game mode. In this mode you both own and train your own horses. You may buy new horses from the auctions or breed your own.

The player also has the option to **take the place of the jockey** and ride your own horse(s) in this mode by setting the tactics on race day to 'take the reins'. See riding the horse.



Most menu objects have rollover tips. Hold over the object for a description/tip.

Icons type spool. There may be a small button top-right of the race list . Clicking this button will spool between different icons colour schemes and a text view.



Stable context buttons. Top-left screen.

The numbers on these buttons indicate the number of your horse(s) in that location. It is possible to drag your horses and drop them on these buttons to change the location within your stable.

Roll the cursor over these buttons for more information. This button bar allows you to switch between views of:

- Horses in your racing stable.
- Horses out to grass in the field.
- Horses in the breeding barn.
- Yearlings (if any).
- Gallops.



Race Diary. Lists the seasons meetings and feature races.


Maps and location of stables/racecourses. Set or change your Stable location here.



Player data.

- The **portrait** is overlaid by the trainers ranking and current silks.
- The **players name** has the players score above and the current staff members below.
- To the right are player **Achievements**.

Click *on either the player portrait or name to view the player data and access further options.*



Stable button (click to view stable screen). Overlaid by Stable rating (based on how well the stable is developed).



Current players game cash levels. You start with £150k game funds. Take care not to run out as when you have no horses and no cash the game is *effectively over* and you must start again!

Race filters.

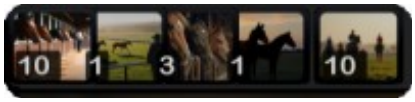


There are filters to the right of the screen that filter the race list. Also clicking one of your horse portraits will also filter races for races that the specified horse may enter.

Racing stable horse list



If you prefer a text list of forthcoming races or another visual variation toggle the button to the right of the table.



This table is the default and visible when the racing stable icon (first) is selected on the tool bar.

 **Horse Image**. Note the RRI (race readiness indicator) in this case green meaning the horse is ready to race.
Click on this icon to filter the races in the coming race list to those your horse is eligible to enter.
Drag this icon over an eligible race and drop to enter your horse into the race.

Click the **horse name** to view the horse data screen.



If a **race declaration icon** appears under the DECL. column you can **click** this icon to move the bottom table to that race day. **L-Shift click** this icon to advance to this day. Note also a small vehicle icon will appear over the Globe button. Click this to view the journey details.

Under **Levels** are three meters:


Overall fitness. This should be maxed out before racing.
Season condition + current condition level. Season Condition decreases throughout the season and replenishes with field rest or off-season rest.
Current condition is more dynamic and decreases throughout the season with racing and heavy training and replenishes through rest or light training.
Overall potential + Realised potential (white line).

 **Training button**.
The small red/blue/yellow indicator relates to the current training lot. Red = heavy, Blue = light and Amber = mid. See the training menu (below).
 An '**A**' icon means Auto training is active for this horse. Note you must have the correct staff member employed to have this option. See Training and Staff.

Horse Training screen

 Access this screen by clicking on the horses training button from the main menu.



Intensity:
Change the LOT setting from light to heavy.

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 (the horses general agility).
The horses agility meter is on the left. On the right is the cycle timer that will increase agility when it peaks (if the agility training is selected).



Breaking (the horses starting ability).

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

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

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.*

Auto Training (you must have an assistant trainer employed for this option to be available):



Click this button to activate for this horse only. To activate globally click the same button from the Trainer data screen.

When active the Assistant trainer will alternate training and attempt to keep the horse race ready.
Note auto training applies only to Intensity and not to extras training.

Coming/Future races/meetings



As previously mentioned you can filter this table by horse or race distance (via the filters box on the screen right.



Click the date to skip to this day.



Click the Racecourse to access the racecourse data screen.



Click the Race icon to view the race card (note that you can drag and drop your horse here to attempt to enter the race). *See next page*.



Changing table format. You may spool between different colour or text options by clicking the small multicolour icon to the top-right of the above table.

Placing a pre-meeting multiple bet



Note we have two meeting today (19th Feb). It is possible to place multiple bets before we choose to go to the racecourse.

There are 5 different types of multiple bet: **Double, Treble, Trixie, Yankee and Lucky 15**. See the appendix for details.

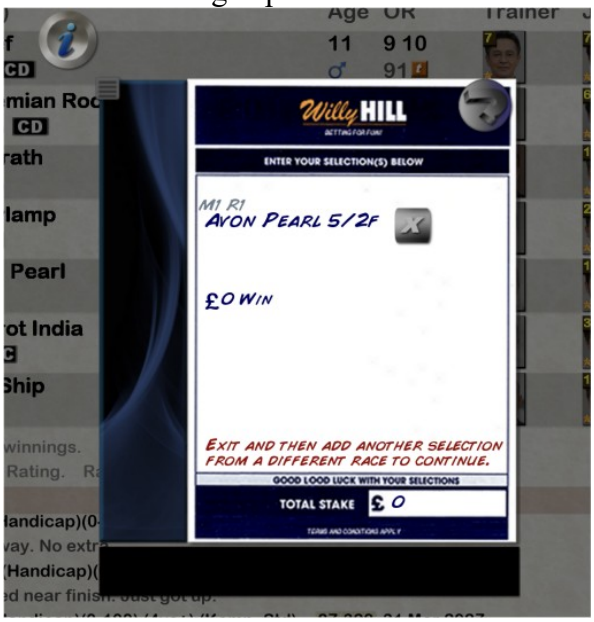
Once we choose to Go Racing we are at the racecourse and can only place bets on the current race so **multiple bet's must be placed beforehand**.

To **place a pre-meeting multiple bet** choose a race that contains a horse you wish to add to the bet. This takes us to the race card.

Note that there is a **betting slip button** next to each horse. Click the button next to the horse you wish to include in the bet.



The horse will be added to the betting slip:



Return to the main menu and select the next race you wish to add a runner from. Repeat this process until you have added all the runners. In this case we are placing a £10 win Yankee so want four selections…

Note that the races on the main menu now have small bet icons over each of the first four races that contain our selections:





When we have added out last selection we may **place the bet**.

Note that bet type buttons appear on the left as the number of selections increase. Enter the stake amount via the buttons and select the bet type and WIN or PLACE and click the place bet button.

Your bet will be placed. This bet will be visible once we visit the racecourse. For now the small selection icons on the main menu race icons will disappear.

You may place as many bet's as you want. You can check the status of the bet's in progress from the Race menu by rolling the mouse over the betting slip(s):



Race card



The race card contains details on the runners and riders for the selected race.

-31-10-1 Click the **Form string** to view the past performances (form cards) for this horse.

Click the **Horse name** to access the horse data screen.


Trainer. Roll over button to display the Trainers name.
Click to access Trainer Data screen. Note the small number denoted the Trainers current ranking. The stars (max 5) is a current performance ranking for this trainer.


Jockey. Roll over button to display the Jockeys name.
Click to access Jockey Data screen. Note the small number denoted the Jockeys current ranking. The stars (max 5) is a current performance ranking for this jockey.

If a 
button is available you may view results of previous running's of the race.

If the race is taking place today there will be an 
option to include the horse in a multiple pre-meeting bet.

Race card (race day)



The card displayed right before the race is similar to the detailed card. When the field does not fit on the screen **use cursors or mouse wheel to pan the display**.

This card gives an at a glance **form summary** for each horse of up to it's previous 3 runs. You can view a **detailed form card** for a summary by clicking on the race description string.

Click on the betting slip button to **place a single bet** on this horse for this race. Multiple bet(s) can only be placed before the race day.

 Current and expired bets will be displayed above the race card to the right.

Use the detail button to switch between normal and simple detail view. This button is top-right just above the current bet icons.



Form book



Clicking this button will allow you to:
Browse all form cards (in last-first order).

Find a horse. Click the FIND HORSE 

button to search for a horse.

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?



Top horses screen



There may be various categories depending on the game code (flat or jumps). Click the Top 100 button to view the top 100 in that category.

Top historical horses (for this game). Click to view.

***Legendary horses* (if included).** Click to view.

Group 1 horse entry notifications. Click to enable/disable.

When viewing the top horse lists an invite icon indicates the horse is available for a gallop invite. Access this invite via the *horses data screen*.



Top jockeys screen





Click this list box to choose between a number of options for ranking jockeys. Note that the end of the season awards are based on the item with the medal icon. In this case 'Win count this season'.


Turn on/off **notifications** for top jockey.


Import trainer/jockey changes. This only needs doing if you have edited trainers or jockeys *since* the start of the game.

Change the nationality of the current display via the list box (top- right).



Top Trainers screen

Note this button will be overlaid by the name of the current top trainer.



The default used to calculate the Top Trainer is **prize money this season**. This is also used to calculate the top trainer at the end of the season.

Click the list box to change the sort method for the top trainer list. This does not affect the end of season calculations:





Top Owners

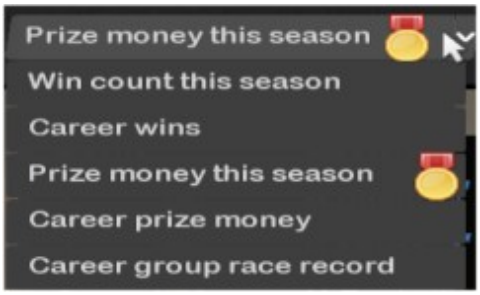
Note: This screen is only available in the *Trainer only (AI owners) game mode*.





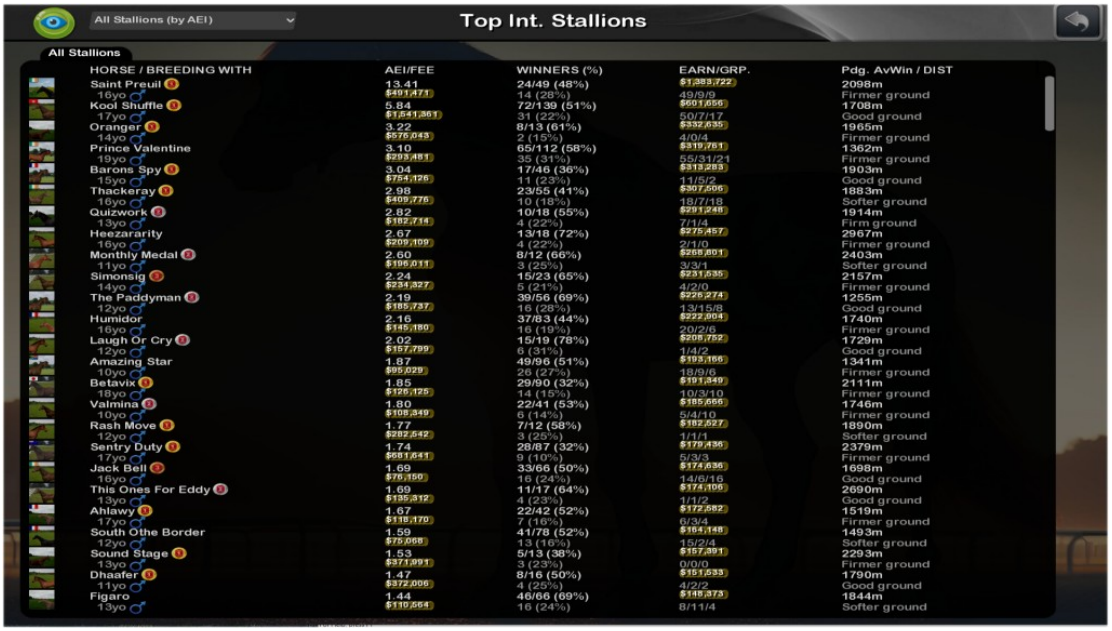
The default used to calculate the Top Owner is **prize money this season**. This is also used to calculate the top owner at the end of the season.

Click the list box to change the sort method for the top owner list. This does not affect the end of season calculations:





Top Stallions screen



The default Stallion rank is the AEI

AEI stands for Average Earnings Index and the figure represents a summary of the performances off the horse's offspring.

The AEI is used as a comparison of a sire or damsire based on all of his progeny.

The average value is 1.00 so the higher the better. In the example above 'Saint Preuil' is the current top sire and has an AEI of 13.41 which is very high.



Turn on/off Stallion notifications.

You can View **individual Stud AEI's** via the drop-down list box.

View individual studs



Click the list box above to view a stud list.



A number of studs will be listed with the number of stallions in the stud and the studs average AEI.



Sales



The Sales screen lists a Diary for all coming sales on the left. *Note that horse(s) can be added to the sales at any time.*



Should you wish to bid for a horse click on the Bid now button.





Click this button to start the Auction.

Use the buttons on the right to increase your bid. Note any RESERVE on the horse.



*Click **Quit** to finish the Auction.*

Breeding Barn

Important: The breeding barn is not available until you have purchased the correct stable add-on. If you click this button you will be directed to the Stable screen to purchase the breeding barn. At game start you will not have enough funds and must work at building up your bank balance before buying the breeding barn.



When you have purchased the breeding barn you may move your horse(s) to the barn by dragging and dropping then over the barn button (showed). The number '2' indicated we have 2 horses in the barn. Click on this button.



Your owned horse(s) are displayed in the top window.

You may send you mares to be covered by stallions outside of your stable. These stallions are listed in the bottom window. If no stallions show be sure to uncheck the bullet point below:



Note the **AEI/FEE** column. AEI stands for Average Earnings Index and the figure represents a summary of the performances off the horse's offspring. The higher the better. Stallions are listed in AEI order.

The Fee is the amount you pay to the owner of the stallion.

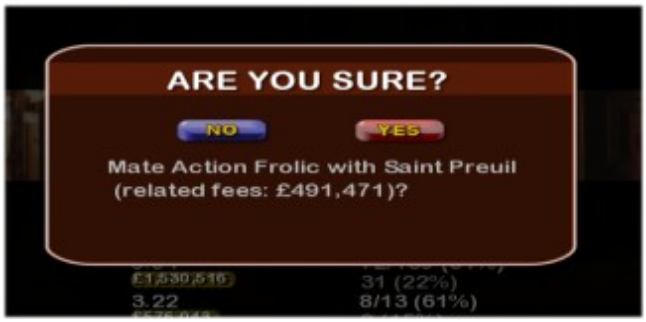
Initiating a breeding pair:

To initiate a breed move the mouse over a portrait of one of your horses and hold the left mouse until the pickup (portrait copy) appears. *Holding L-SHIFT speeds up the pick process*.

Drag the horse over the Stallion portrait until the drop (hand icon) appears:



Now drop (release the mouse button):



Click Yes to initiate. Note that if you breed a mare with a stallion you own there will be no fee! You must however own the stud building. After initiating the pairing a progress meter will appear next to your mare:



One complete the mare is in-foal:



Eventually a yearling will appear and a yearling button will be available on the main menu button bar.

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).



**Note the flashing staff button on this page**. Roll the mouse over and you will be notified that in order to receive gallops feedback you must have employed the Head Lad. Click this button to visit the staff screen. Gallops feedback will appear is the emails. Access emails via the email button on the main menu.
Gallop feedback also may appear on the individual horses data screen to the right of the name in the header. Roll over this to reveal the feedback:





The options above may require stable add-ons to activate.

- To include a horse in the gallop click the red button at the end of the horses row. It will turn green .

Gallop Invites:

It is possible to invite other trainer's horses to take part in your gallop (for a fee).

Invite icons appear on the top 100 horse lists next to the horse's name.



Invites are visible on a ***horse data screen*** next to the horse name. If there is an envelope (invite) button you can click this to invite the horse to your gallops. *Note this button is not available for most horses and is at the discretion of the horses trainer.* The horse will then appear in your gallops list.

In order to invite another trainer horse you must visit the horse's data screen.



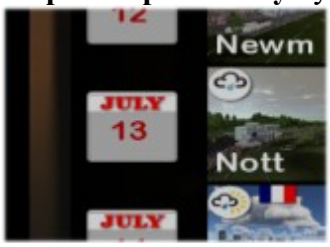
Go Racing

When ready you may go to the racecourse screen for the next meeting or skip day(s).



Skip the current day
Click this button to skip then entire day's racing.

Skip to a specific day by clicking on the calendar date button (below).



After skipping a number of days you may get a **group 1 winners summary** listing all the group 1 winners you may have missed. Close this window click clicking on the button.





Go Racing

Click this button when you are ready to proceed to the *racecourse menu* for the current days meeting(s). *Note after clicking this button it is no longer possible to place pre-meeting bets*.

The Race Menu



Once at the racecourse the current race details will be displayed. *Note that when the screen cannot accommodate the whole field you can pan the race field via the* ***cursor keys*** *or* ***mouse wheel****.* ***Page_down*** *and* ***Page_up*** *keys will step through the card.*

 There may be a book button at the top of the screen, to the right of the course stats. This gives access to the **feature race history** for the current race.

 You may view a more detailed race card and also view other upcoming races by clicking on the icon to the top-left of screen.

If there was a **newspaper article** related to this race (Some G1 races only) click this button to read it again.

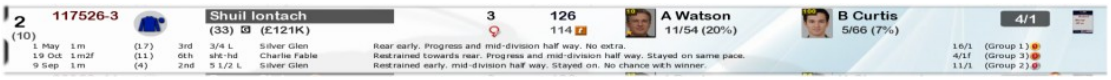
Toggles between a detailed race card view and a simple view (useful for races with large fields when the player wished to see the whole field and betting on screen).



There may be jockey or trainer stats for the specific course/race here if enough data is available.

Click the course image for detailed racecourse data.

 Note there may be small betting slip icons to the right of the card. These buttons denote bet's placed. Rollover for details or click the individual bet to display the actual bet details.



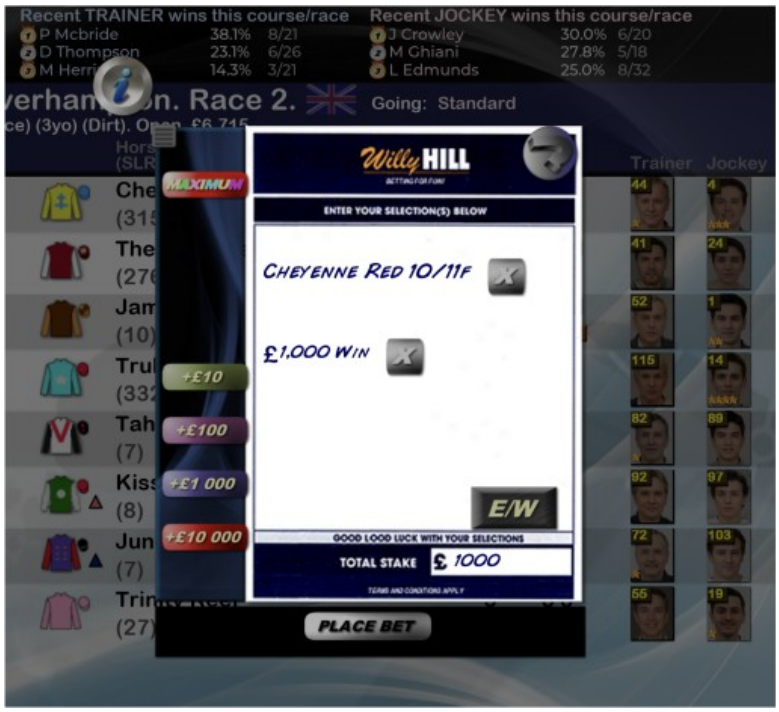
Each horse has the above data including summaries of up to the last three races for that horse. Rolling over each item gives a description.

Click on the **form string** to view past form cards.
Click on the **horse, trainer, jockey** or **owner name** to view the data screens.

Placing a single bet

 Click the bet button next to a horse to place a bet on that horse.

From the Race menu to the right of the card is a Place bet button. Click this to bet on the horse.





To quickly place the **max bet** on this horse click the button...
Placing a bet continued...

Otherwise use the amount buttons and the bet type buttons (WIN/EW) to select your bet.
Hit the 

button to place the bet.

Forecast Bets. The place a forecast bet select a horse then quit the bet and select a second horse. Both horses will then appear on the betting slip.

Bet updates. Note that as the meeting progresses the status of the bet will be updated via the small bet icons on the race menu. For Multiple bet(s) you will also be able to view the current status of the bet along with winners and losers.

Jockey Orders

 If you have a runner in the current race a button will appear to the right of your horse's name. Click this to set jockey orders, choose to ride a race or leave orders to the jockey.



 Click the 'Take the reins' button to choose to ride your own horse. If this is set you will not be able to set other jockey orders items.

Otherwise select your orders (via the **Tactics Selector** list box) 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 Fix the horses orders for this horse so you do not have to repeatedly set the orders every race.

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.

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.

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.
Don't trail. The jockey will try to avoid trailing the field.
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!
Challenge later. The jockey will (using his judgement) attempt to challenge a little later. Possibly useful for horses who have trouble staying the trip.
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.
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.

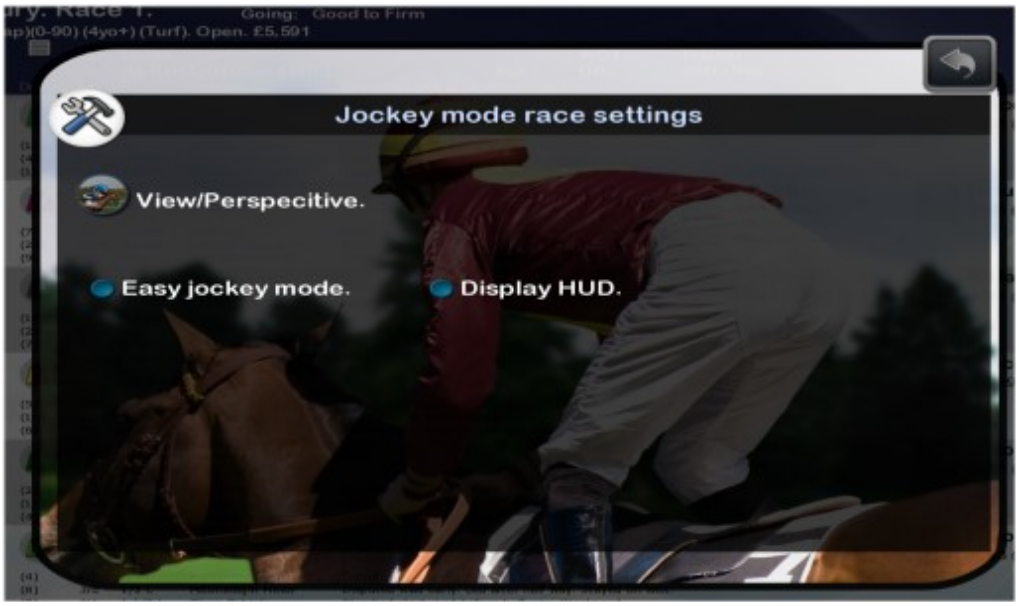
One of the most important priorities for a trainer is to satisfy himself to the horse's key preferences. Tactics, going and distance preference, are the most important. The only way a player can really judge tactic preference is by experimentation. Note also that a good jockey is more likely to judge 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.

Jockey mode settings

When the jockey mode has been selected and the Ride race button is visible 

you should also have the option to change some basic jockey mode options.


Click the **jockey setting** button top-right of the screen.



You can change the **view/perspective**.

You may switch between **Easy jockey** mode and **hard jockey mode**.

Easy mode means the horse initiates jumping itself. **hard mode** means the player must time take off correctly. More on this in the **riding the race** section.

The race **HUD** depicts the horses remaining reserves and preferred tactics. See the riding the race section.

Watching a race

When you are happy and have placed any bet(s) you may watch the race.



Click this button. Details on the race sequence and controls are here.



If you are in jockey mode or have the option to ride the horse click this button. Help on the jockey mode controls in the race is here.

End of Season



At the end of the season the Awards screen will be shown.

Note that for the Trainers and Jockeys their ranking histories will be shown as charts on the associated data screen once a few seasons have been run.

Quitting this screen will start a new season and continue the game.

Prepping a horse (end of season only) via the Lot settings on Horse Training screen.

These actions must be formed right before the end of the season (not after this screen has been shown).
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. Trainer only (AI owners) game mode overview



This game is similar to the default trainer/owner mode. For the purpose of this section it is presumed you have read the previous section on the standard trainer/owner mode as many screens are identical. Primary differences are:

- The player does not own the horse(s) but must attract horses from the game owners by winning races and having a good record or holding open days.
- There are no game auctions.

Before starting a game open the game modes and click the middle button:



Once the game starts you will arrive at the standard main menu. You will likely begin with a few horses.

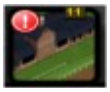


With this game mode the owner is indicated by the portrait next to the horse(s). You must keep owners happy by attempting to win races with their horse(s).

The better your performance the more likely you are to attract new horses. These new horse training offers will be indicated by the flashing email button indicating a new message.

Click on an **owner portrait** (next to the horse) to view the *Owner data screen*.

You will need to **hire staff**. As a minimum to begin with hire a groom so you can send your horse(s) to the races.

 Click on the Stable button. Note this indicates you have 11 horses currently in your stable.

 As a minimum hire a groom via the *Staff* button.

Another tool you may use to attract new horse(s) is the **open day**. This may help boost interest in your stable but primarily you attract new owners by winning races.



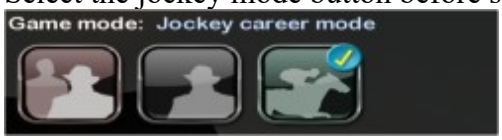
Click the **Open day button** to book an open day. This cost (£10k) will appear on the finance page of your *trainer data screen* under 'Transactions'. The open day will be booked 10 days in advance.

6. Jockey career mode

Main menu



Select the jockey mode button before starting your game from the main menu.



Jockey career mode involves starting out as an unemployed apprentice jockey. You must first attach yourself to a trainer as an apprentice and then build your reputation (both with the trainer and globally) in order to attract possibly better job offers.

Start the game in the usual way. You will arrive at the game menu. As you are not attached to a trainer the layout of this menu will be as follows:



To the right is a **summary of Group 1 winners** that have occurred during the **skip days** process to arrive at the current date. *This table always appears after skipping multiple days*. Once closed it will not reappear until following the next skip process.

Top menu bar





On the left is the calendar **date**. Click on this for the race calendar.


Next is your **global reputation**. Surpass your trainer's expectations in races to build this.


To the centre is your **portrait image** (you can change this via the jockey data screen). The **emoji** relates to how your current employer feels about you. Roll over for a description. The **stars** are a general game rating based on your recent performance.



Next if your **player name** and **sex**. You can change both of these on the jockey data screen. The **jockey status** is below and the general **game score** is above.


You **achievements** are next. Greyed out means yet to be achieved. Click to view full details of available achievements.



Your **game funds**. Do not let funds get too low. Once you run out of funds (in any trainer game) you will have to either win (or place) in races with your horses or sell horse(s). Once you have no cash and no horses the game is effectively over.


Ride offers in the current calendar range race (see below). The small yellow overlaid number represents the number of offers. Clicking this button filters the race list to display only races you have a ride offer in.

Your basic data is top-left:



As always click on your player name (top) to access the full *jockey data screen*.

Accepting a job

The help panel (main menu, top-centre) will vanish once you have accepted a position. Click on the  button from this menu to see the **available jobs**.



Here there are two offers available (represented by the red circle with small blue flag). Choose one to view the trainer's data. If you are happy accept this trainer's offer by clicking the  button on the trainers data screen. Now return to the main game menu:



Your **employer summary** is now listed top-centre of screen.

Employer Summary



Your **reputation** with this trainer (not your global reputation which is displayed on the main bar at the top of the main menu) is displayed top-right. Roll-over for a percentage. Reputation with your employer is important as it will influence the quality of the ride (and influence other factors).

The emoji to the right of the employers name indicated the employers mood towards yourself.



In this case the mood is neutral.

The employers **overall mood** is displayed in the **Mood event summary** at the bottom (which again is neutral).



If you click on the **trainer portrait** you will access the full *trainer data screen*.

Employers Stable

The **employers stable** is now your home.



The bicycle (top-right) is your current mode of transport. There are a number of options. Click on the button.



You can set your **accommodation** and **transport** here. Note the varying expense. More costly options may have reputation boosts and other benefits. Also note some options are not available until you reach a certain **jockey class level**. The class level is indicated to-left of this screen (in this case C7 – Class 7). The lower the class the higher rated the jockey.

Jockey career mode. Accepting rides

Once in employment rides may be offered from your current employer. *If not try skipping a week or so*.



To the top-right of the menu screen is the ride offers button overlaid with the number of current ride options. In this case 10. If you have zero ride offers either skip a few day(s) and see if any offers appear or look for a new employer!

Click the ride offer button above to filter out all the races that you do not have a ride offer for.



Note two races are visible in the current diary window. The first race has a red dot with a green circle . This means we have already accepted the ride offer for this race.

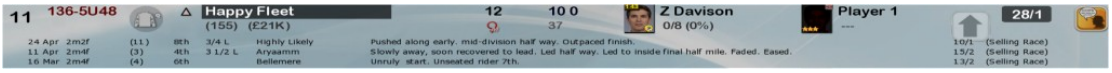
The second race in view had a red dot overlaid with a 1 . This means 1 ride offer this race. Click the race image. The race card will appear.



To accept the ride click the offer button. The trainer will have expectations as to the horses performance. Reputation gets boosted by exceeding these expectations and penalised by falling short so you may wish to evaluate the horses form beforehand and consider your chances of meeting or exceeding the trainer's expectations. If you wish to go ahead click **YES**. Clicking **NO** will remove the offer.



When it comes to the race you are due to ride in you will see your image under the jockey field on the race card.



Click the  button to receive the trainer briefing. This expands on the trainers expectations for the horse in question.



Close the window. **Note you may not bet in a race where you have a ride!**



Click the **Ride race button**. See the *riding a race* section for more information.

Following the race you will receive **feedback** from the trainer and your reputation stats will be updated.

Depending on the result, race details and the employment conditions you will receive a share of prize money. This will show under the transactions drop down on your *jockey data screen*.

Other Game Screens

Stable Screen:



 This button represents a stable item that you have **not** purchased yet (item transparent). Purchase the item (using your game funds) but clicking the button.
 This button represents a stable item you have purchased (item solid).

 Click this button to access the *Staff screen* and also set some additional Stable parameters.

 Your ***Stable Staff*** are represented here. Rollover each member for more information. Click any member to manage or dismiss. Note each member brings Stable benefits.

 Import a player bred horse from your *global stable*.

Field



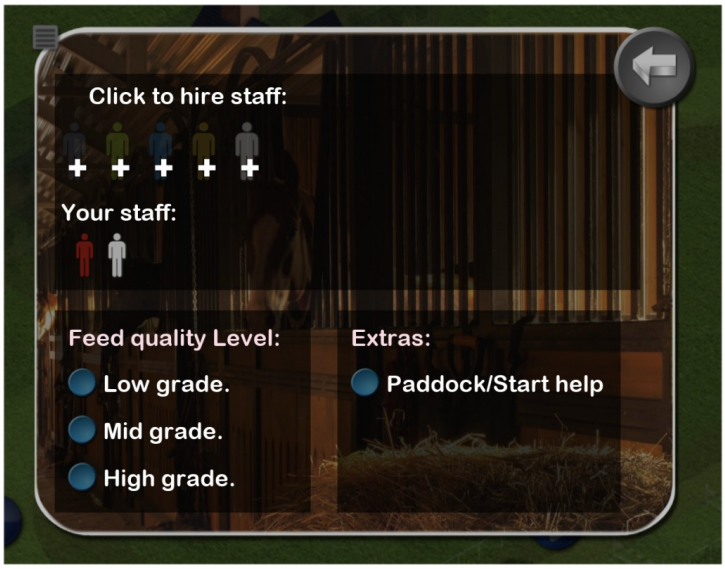
You may wish to send one or more of your horses **out to grass** for a period. This rest period can help injured horses and often rejuvenate tired or jaded horses. You may just want to make some space in your racing stables.

To send a horse to the field drag its profile image (from the main menu) over the field icon (below) and drop it or visit the horse's data screen.



You can view the horses out to grass by clicking on the above button and return them to the main stable.

Staff



Staff members available:

Assistant trainer. Assisted training option. Assistant will attempt to keep horses fitness and condition balanced and ramp up the fitness before a race.

Head lad. Provide gallops feedback. Gives initial details on injury symptoms. Gives yearling potential ratings. Can spy (research) non player horses to reveal stats.

Farrier. Reduces weekly stable vet costs.

Stud Manager. Required to allow owned stallions to stand in stud. Allow pairings to be queued. Useful for sending multiple mares to the same stallion.

Secretary. Activates notifications regarding quality G1 horse(s) in auction and top horse(s) retired to stud and G1 winner race entries.

Groom. At least one groom must be provided per meeting where trainer has a race entry. Grooms may help calm horses at the start (depending on horsemanship parameter).

 Clicking the Staff button from the Stable brings up the staff hire screen along with some basic stable settings.

 Click on the required Staff member.



Use the top-left list box to **select the role** you wish to fill.

Click the '**Available staff only'** to filter the list. *Note you may still offer and employed member of staff a position but they are less likely to take it.*

 Click a staff member icon to access the Staff data screen.





To make this person an offer click the **Make Offer** button. You may also adjust the monthly salary by clicking the input box.

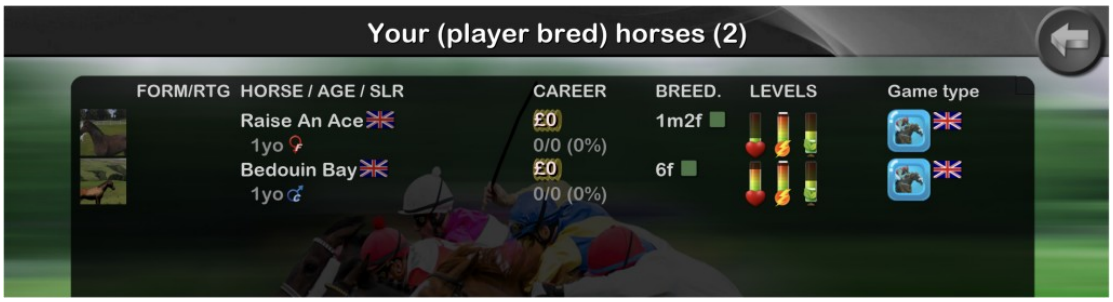
The face emoji next to the staff members name gives an indication of their current state of mind.

Every staff member has a number of parameters (right screen).

Employment History. Bottom of screen in last first order.

Global Stable

Note: *If you set the game to 'league mode' this screen will not be available!*



You can access this screen outside of the game the horse(s) currently exist in.
If you delete or overwrite a save then the player bred horse(s) will still remain in your global stable.

You can import a horse from your global stable into another game via the *Stable screen*.

Importing a horse has a fee and also ages the horse by 1 year so take care.

When you import a horse that exists in another game the horse will be removed from it's old game.

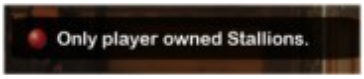
Care! If the horse has a breeding icon over it's image and you import into a new game you may lose any pending related yearling in the old game.

Breeding Screen



Clicking the Breeding screen button takes us here. Note you must have **purchased the Breeding Barn** (via the *Stable Screen*) before you can access this screen.

To stand your own Stallions you must also have **purchased the Stud building** and have a **Stud Manager** in your *Staff*.



Be sure to uncheck this bullet to view all available Stallions.

To instigate a breed drag your mare over the top of the Stallion until the Stallion image is highlighted. Then drop the mare.

You may now queue breeding if you have a Stud Manager if your staff.

Standing Stallions in the Stud



You must own the stud building in order to attract breeding others from other trainer/owners.

You may receive offers via email. Note that any offers will also be indicated (small red icon) next to the Stallion name in the 'Your Stallions' table:



Note the Fee (below the AEI item). This is set very low for demo purposes only. The lower the fee the more likely you are to attract bookings. You can change the fee by clicking the horse name and viewing the *horse data screen*.


Click the breeding icon (over the horse portrait) to set the booking fee for your stallion.

Accepting an offer


Click the email from the main menu to view your emails.



Click the email icon next to the offer you wish to view. Once you are happy you may accept or decline the offer. Any cash will be credited to you immediately.

Yearlings



The **yearling list** will contain all your current yearlings. These will also be transferred to the *Global stable*.

The number over the yearling image is the **Yearling Potential indicator** score. Note you **must** have a Head Lad employed for this to be visible!

You may rename a yearling by entering it's *Horse Data screen* and clicking on the name field and entering a new name. *Note that you may rename horses before they turn 3 as long as they have not yet had a race.*

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 depending on their profile).

Use the **Gallop Settings** to set up your gallop.

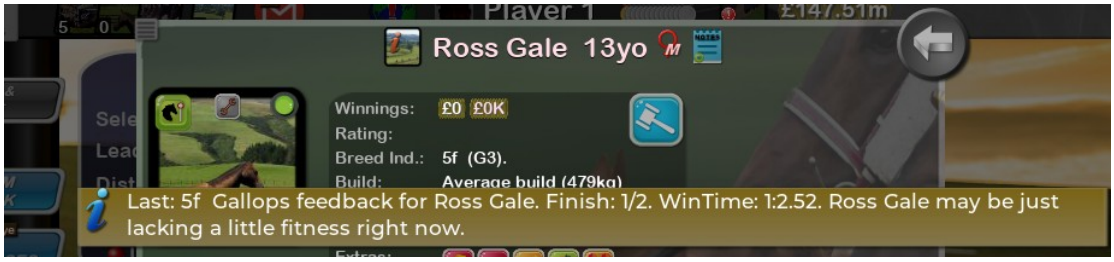
Note the **large red button** next to each horse. Include your horse in the gallop by toggling this button.

Gallop feedback

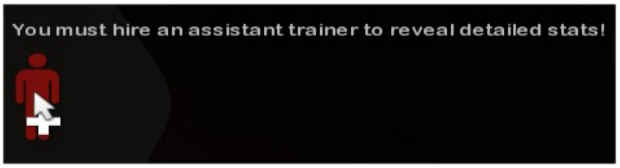
You must have a Head Lad employed to receive gallop feedback.

Following a gallop you may get pop-up's related to the performance and fitness of individual horse(s).

The last gallop feedback is retained for each horse and you can view it by moving over the gallop feedback icon (to the left of the horse name) on the *horse data* screen:



Horse Data Screen



Note. Some data may not be available for owned horse(s) until the relevant staff member has been hired. Click on the flashing staff icon to hire the member of staff.



This screen displays data and stats for an individual horse and is a key screen that you will frequently visit during the game. *Most places you see a horse name you can click on that name and arrive here.* This horse in owned by the player. For non player owned horse(s) some data above will be missing.

Header



The **Sire** and **Dam** are displayed on the left. Click to view. There may also be a lineage  button below the horse name.

The button is a rollover describing the **last sale** details for this horse.

The button allows the player to add **notes** for this horse. These notes will then appear throughout the game whenever you rollover the horse name with the red icon next to it's name.

 **Lineage button.** Access the horses lineage chart. May be minimal until some seasons have been built up. There are also links to the Sire and Dam at the top of the screen.

 **Injuries**. If you horse is injured you will have an injury icon. Clicking this icon will give you an option to diagnose the injury. Note that Injury recovery will be displayed as estimated weeks. Having certain staff in your employment may speed up the resolution of certain injuries!

Stats panel

Top-centre is the stats panel. Roll over the items for an explanation. The key stats at the top are:



Overall potential + realised potential (white line).
The horse's **current fitness** level.
Season condition + current condition level. Season Condition decreases throughout the season and replenishes with field rest or off-season rest. Current condition is more dynamic and decreases throughout the season with racing and heavy training and replenishes through rest or light training.

Below is a list of the horses secondary stats presented as a numerical value between 0 and 100.

Click the **stats format** button  to change the format of the stats display. This change applies to horse data, trainer, jockey and owner data screens.

Non player owned horses. The stats are not visible however if you have a head lad (staff) the option to spy (research) this horse may exist.

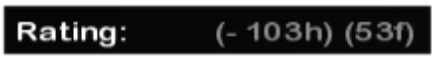


Is this case click the  button to **research** this horse. It can take many months. When complete the stats will be visible. This can only be performed on one horse at a time and stats are no longer visible when the staff member begins researching a different horse.

Summary panel (top-left)

A  button over the horse portrait allows you to replace the horse portrait with your own image. The image must be 120x120 and in the correct location. The correct location will be displayed at the top of the picker screen once you click the button above.

This panel contains some basic data including the horse's handicap rating.



Note in this case as we are in a combined (flat and jumps) game both the jumps (fences and hurdles) and then the flat rating is displayed. Here the horse has no rating over jumps '-' and has a rating of 103 over hurdles. The flat rating is 53.

Primary stats badges. Move the pointer over these for a explanation. *Note that the more stars the higher impact this item has on the horse's ability.*



Race and Rating progression chart



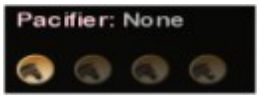
This chart appears (only after your horse has raced) right below the horse data panel. This chart plots rises and falls in your horses handicap rating. The chart provides a great was of viewing your horses career wins/runs at a glance and will also help reveal if your horse tends to peak at certain times of the year.

Past performances



This is the table at the bottom of the screen. There may be a number of tabs here to change the view. For example, Feature race wins.

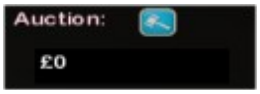
Player Options



Set the horses **pacifier** here (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.



Wind op can help if there are symptoms of a breathing problem.



Auction horse. *You may want to enter a reserve amount in the input box first.* The horse is entered in the next auction.



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’.



Send **Out to grass.** Your horse may benefit from the rest! Note that you may return your horse to racing at any time. The horse will leave your main racing stable list and appear on a separate ‘out to grass’ list.

Head lad box (top-right). *Only available if player owned horse.*



Top-right is the horse image. The RRI (ready race indicator) is a quick indication of the horses readiness to race. Green = ok, Amber = natural, Red = Not ready to race.

The Hands **field** is the horses height in hands.
The '**stride best'** field is the horses best stride data. This can be useful especially in younger horses as a quality indicator. **SPS** is strides per second. **SLEN** is stride length.

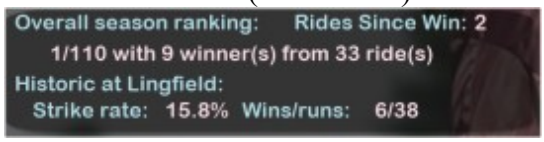
If the horse has been injured in the past there will be an expand button . Click this to view injury details.

Jockey Data Screen



This screen contains data relating to the selected jockey.

Note the ranking text (top-left) which also contains an historic strike rate for any current racecourse (if available).



Summary data



Here we have some basic data plus historical rankings (if any) in chart format. The 'last:86' test refers to the last seasons ranking for this jockey.

To the right of the summary data are further **jockey attributes**.

To the right again are recent **mood events** (in last-first) order.

If the jockey is **attached to a trainer** then basic trainer data will be top-right. Roll over fields for more information:



Career highlights



This table lists highlights and is not an exhaustive list of wins. There is a feature wins tab 

on the main form table which may contain a more detailed list of feature race wins.

You can change the **stats/attributes format** by clicking on the small  button next to the attributes table:



Trainer Data Screen





Changing silks (player only). Click to access the silk picker.

Top left is the **summary panel** containing various data items. It also displays a chart plotting the rankings at the end of previous seasons. The last season ranking in this case was 35th.

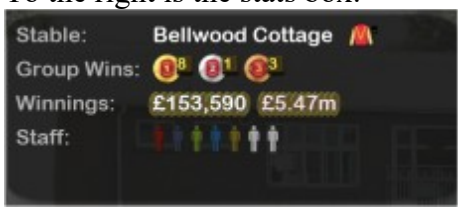


The **racing stable table** may have extra tabs that can be clicked:



These buttons give access to horses in the **Racing stable**, **Breeding barn**, **Yearlings** and also a list of **Feature race wins**.

To the right is the stats box:



This lists the **Trainers Stable** and **silks**, **Total Group wins** (1,2 and 3), **Winnings** (career and season) and **current staff employed**. *You may rollover most of these items for more information.*



You can expand either the transactions field or the weekly bills field by clicking on the relevant expand button.

The **career highlights box** (right) lists any achievements and also the best (richest) recent feature race win.

You can change the **stats/attributes format** by clicking on the small  button next to the attributes table:



Trainer Data screen (player options)

At the top of the trainer data screen for the player are a number of buttons:



The Trainer Data screen for the player has **additional options**. Note that depending on the game nationality these may be set different (for example French ratings in the French game) however once in the game you can change these options.



Choose between **decimal and fraction odds**.



Choose between **Furlongs and Meters**.



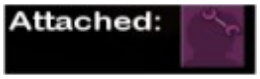
Choose between **UK ratings (default) or French ratings**.


Staff/Stable options.



Turn on/off **Global Auto training**. *Note that you must have employed the assistant trainer.*


Notification and popup menu. You can toggle various dialogues here.



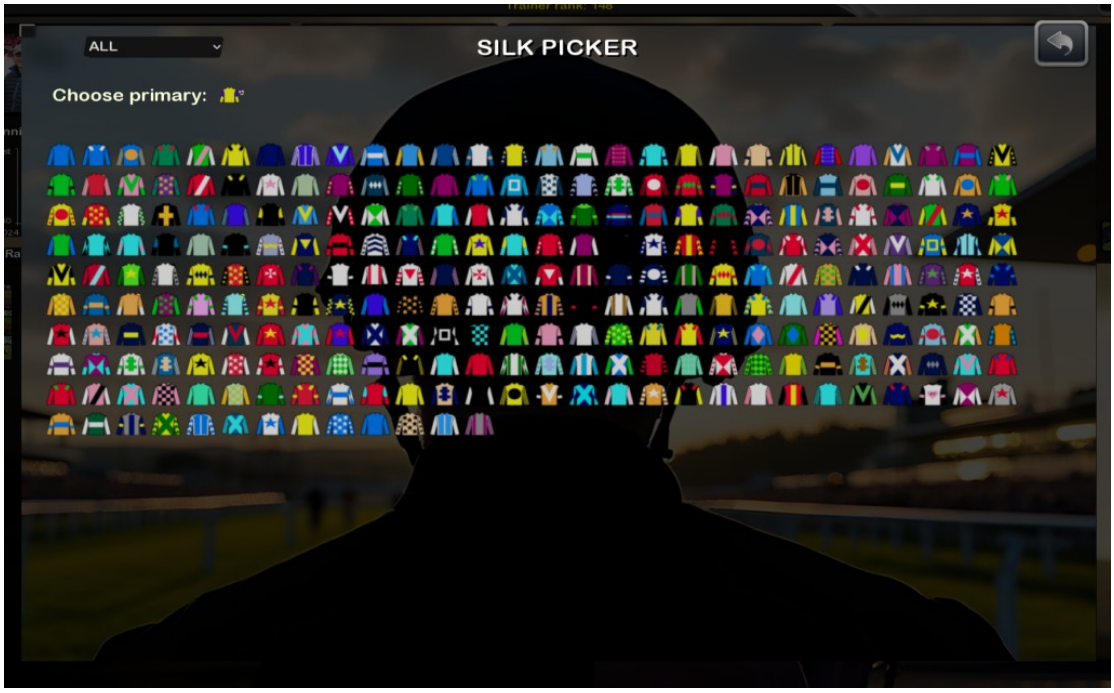
You may hire a **Stable Jockey** or **Apprentice** here.


Note the small spanner icon over the player image. Click this to **change the image**.

Click the **Player name** field to rename.

Silk Picker

Clicking on the silk icon from the player trainer data screen opens the silk picker. You can choose flat or jumps silks and as a player you may choose any silk set.



Note that AI trainers will be allocated silks (in trainer/owner mode) only from their code pool (flat or jumps) unless the option to utilise all silks is selected from the game menu before starting the game.

Owner Data screen

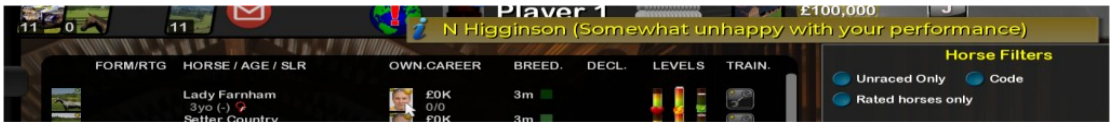


Most of the data on this screen is similar to the trainer data screen.



Note the **mood events** table to the right. The emoji indicates the owner's general mood.

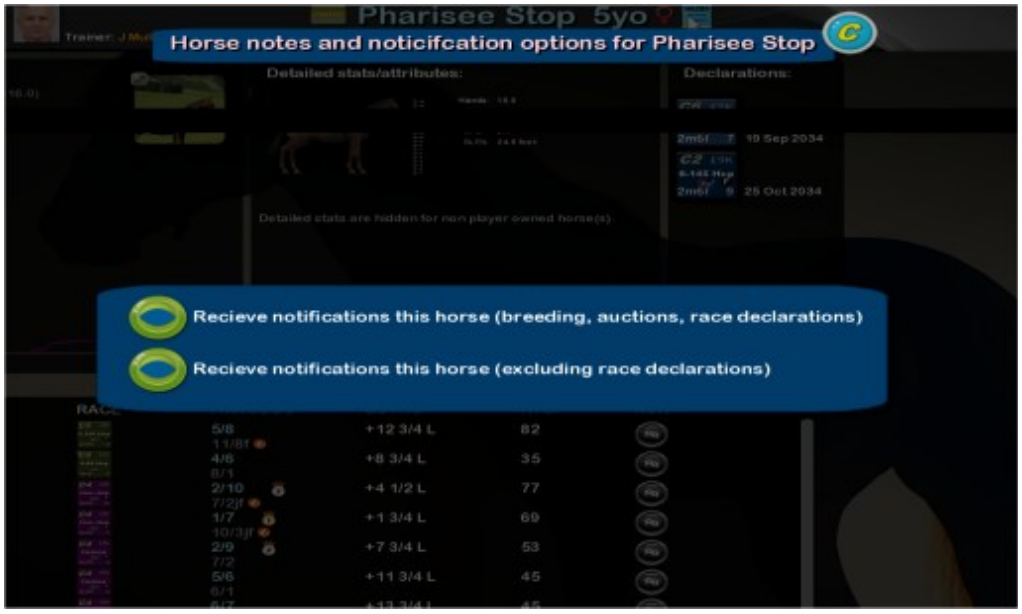
This general mood may differ from the owner's mood regarding you as an individual trainer. For example the main stable menu includes the owner portrait along with an emoji next to each horse. Rolling the mouse over the portrait describes the owners mood towards yourself (rather than the general mood):



You can change the **stats/attributes format** by clicking on the small  button next to the attributes table.

Notes screen

*You can directly access this screen for a specified horse by rolling the mouse over the horses name and hitting the **N** key.*

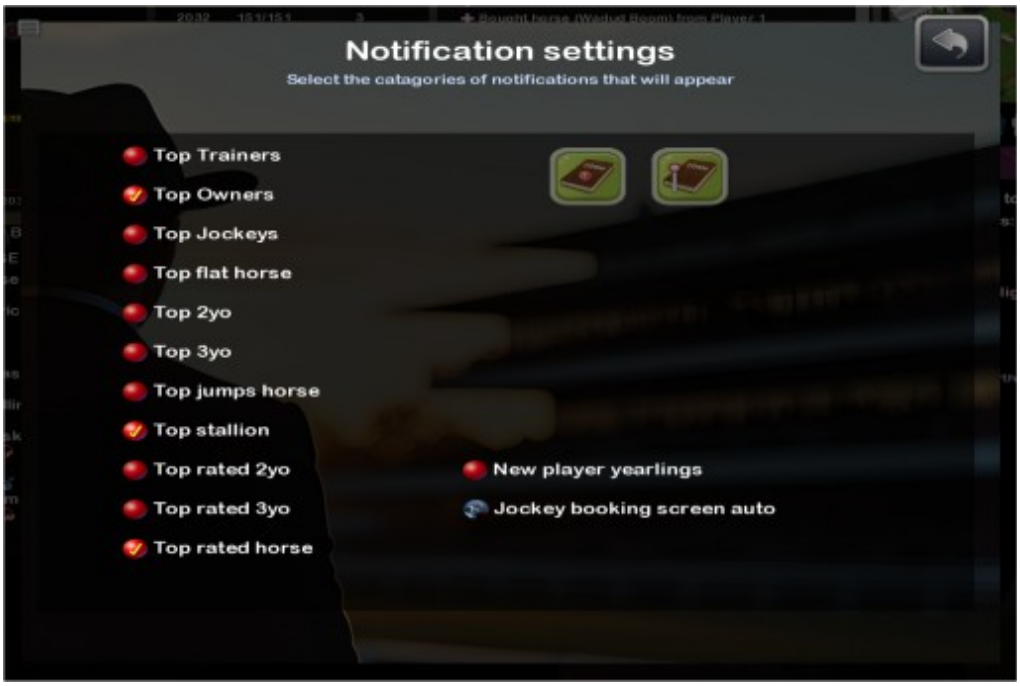


Start typing to add a note for this horse and hit return when done.

A  icon will appear next to any horse in the game with player notes attached to it and when visible rolling over the horse name will display the note.

If the horse is *not* player owned you can set notifications for certain events (for the specified horse) regarding auctions and race declarations etc.

Player notification settings

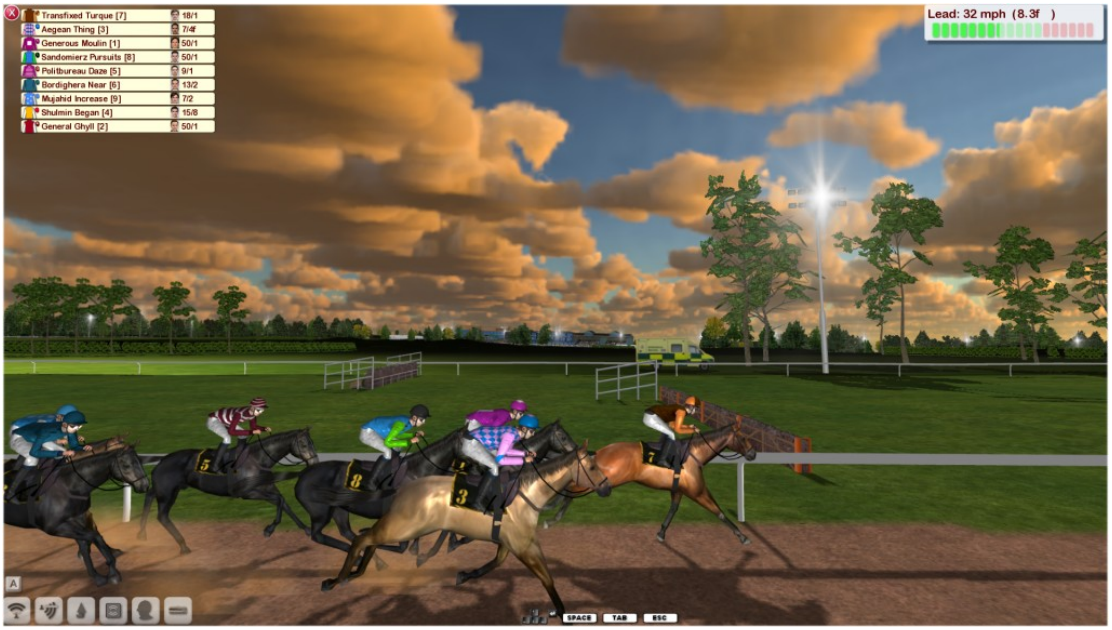


You can turn on/off various notifications here. Roll over each item for a description.



Enabling the Jockey booking screen auto option will take the player to the jockey booking screen right after entering a horse into a race.

8. The Race





The race will automatically start after you click the Go Racing button from the Race menu.

Views:

There are two basic view modes.

**Auto mode**.



Press A to toggle auto mode.
In this mode the camera distance from the field is taken care of automatically. To access auto mode click the button. While in auto mode you can pan and zoom using the **cursor keys or mouse wheel**. The view will then slowly return to default when the cursors are not pressed.

Standard/manual mode



In standard mode you can use the above buttons to manipulate the views.

Jockey view will give the view from the selected horses jockey. To select a horse click on the horse name in the top-left name list.

- Click on the hide button to hide the field list. The H key can also be used.

Extra key controls:



Cursors – zoom or pan.
Space – Quit to final stages.
Tab – Speed up race toggle.
Escape – Quit the race.

Also...

Enter – Flip view.
F1 – Static view
F2 – Return to tracking view.
H – Hide/Show race field list (top-left).

H = Toggle hide field display
G = Toggle hide jockey HUD

Cursor panning acceleration:

While using the cursor keys to pan hold L-Shift to accelerate.

Riding a race (jockey mode)

You can use the keyboard or a joystick or gamepad.
If a gamepad is being used you can redefine it by clicking the joystick icon from the options menu (outside of a game) accessed via the main menu.

Keys are:

Cursor left/right	Pull reins left/right.
Cursor up (hold)	Urge or push the horse along. Inc pace.
Cursor down (hold or short hold)	Retrain (slow) the horses pace.
CTRL (repeatedly tap)	Use the whip (closing stages).
	Break.
	Jump (hard jockey mode only).
L-SHIFT (crossing finish line)	Winning salute.
Z	Look left.
X	Look right.
ESCAPE	Quit.



Click the ride race button on the race menu.





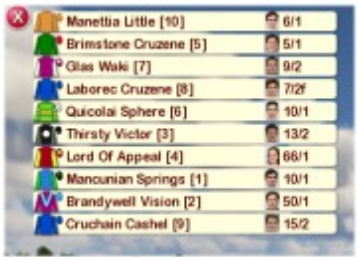
You begin in the stalls. The stride icon gives a guide to how the horse should be ridden. The dark up-arrow here indicates a hold-up horse. If the dark arrow was at the top it would indicate a pace-maker or early pace horse.



The start:

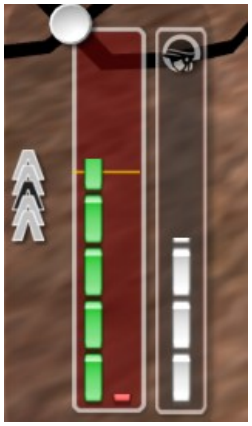
When you see GO appear quickly tap CTRL once. If your timing is out you may miss the break. You can modify the base pace by holding either UP or DOWN as you break.
Holding **UP** will urge the horse out of the gate as quickly as possible as may light up the horse to some degree (depending on it's stats).
Holding **DOWN** will restrain the horse on breaking and attempt to settle the animal earlier and is more likely to result in the horse starting out the back.

Micro rein adjustments: With SO8 you can accurately make small rein adjustment by **tapping up** or **down** once (tap is confirmed by a small + or – on the top of jockey bar ) This will increase the horse pace by a small amount and gives the player better control over the horses underlying pace.



If this field is visible you may toggle visibility with the **H** key.



 **HUD** (only visible if easy jockey mode selected).

*You can toggle this HUD on/off with the **G** key.*

Horse Bar (left):
The **green bar** is an indication of the horses pace. Holding up or down (adjusting reins) will affect this level which in turn will affect the reserves (below).

The white circle (top-left) is the out of position indicator. If this starts to turn red your horse may be racing in a field position that does not suit it's style and you should take action.

The **red bar** indicates reserves. If the horse is travelling slower it may build up reserves. If the horse is travelling faster the reserves will diminish. Note: some horses (depending on stats) will get a reserve boost at certain points in the race (usually the final stages or when the whip is applied).

Jockey Bar (grey,right):
This bar indicates the **jockey race stamina**. This is a combination of the strength and stamina jockey parameters. Certain actions will run down this bar quickly (hard riding, whipping, mistakes at a fence). When this bar is empty the jockey will be weak and hard riding will be affected and it will not be possible to use the whip so take care!

In the **Jockey Career mode** you will start with low strength and stamina parameters. These can be improved on day's off via the activity menu.

The hard jockey modes hides this HUD.

During the race:

You can **activate the whip** by tapping CTRL multiple times. For normal whip you need to tap approximately once per second. For a stronger whip action click around three times per second. The green bar will fill up depending on your selected jockey action with 'strong whip' being full. It is strongly recommended to save the whip until the final stages.

Caution: You should take care if you are approaching another horse from behind at speed. If you are approaching too fast your mount may stumble and fall when it

impacts the other horse. If you reach the other horse at a suitable relative speed your mount will simply slow and race behind the other horse.

Pull **reins left/right** using the left/right arrows. *Caution: Moving across other horses, taking their ground or bumping can invoke a stewards enquiry. If you are deemed to have caused interference to a horse that may have otherwise beaten you, your horse may be disqualified. You can also be fined or even banned from riding for a number of days.*

Taking the wide route: Racing wide can be the easiest way to avoid traffic problems but by running wide on the bends you will be losing ground. Also pay attention to any jockey reports (during the race day) indicating variable going on the racecourse.

Cover indicator. You may have a horse that is helped by being covered up. This is quite unusual but ensuring the horse get's cover during the race can give it a slight boost. The cover icon will show to the right of the name (in the small circle) top centre. 

Next 'jump racing'...

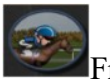
Jump racing (jockey control)

*Please read the above **Riding the race** section regarding flat racing as it applies here.*

In addition to the above the player must get the horse over fences. This mechanic depends on the current **jockey control mode**. **Easy** or **Hard mode**. This can be set before the game is started in the options section or right before the race.

Easy mode means the horse will take off itself without any user input.

Hard mode means the player must time the jump by hitting L_CTRL or the defined joystick button. Getting the timing wrong will lead to a mistake or fall.

From the race menu click the **Jockey mode race settings** button.

You can set **Easy Jockey mode** on/off here..

Approach line of sight indicator (both easy and hard modes)

On approaching a fence the approach indicator gives an indication of the horse's view of the fence. The more transparent this icon the less a horse can see increasing its chance of making a mistake.



Following a jump an icon will appear to the right of the horse name box:

 Good jump.
 Bad jump/Mistake.
 Bad jump (early take off).
 Bad jump (late take off).
 Slow jump.

Approach stride indicator

The horse may approach the fence on the wrong stride. In this case an icon may appear before take off and the player should attempt to modify the stride:

 Approaching on a short (likely early take off). Pushing the stick forward (or cursor UP) may help to modify the stride for a better take off reducing the chance of a mistake or fall.

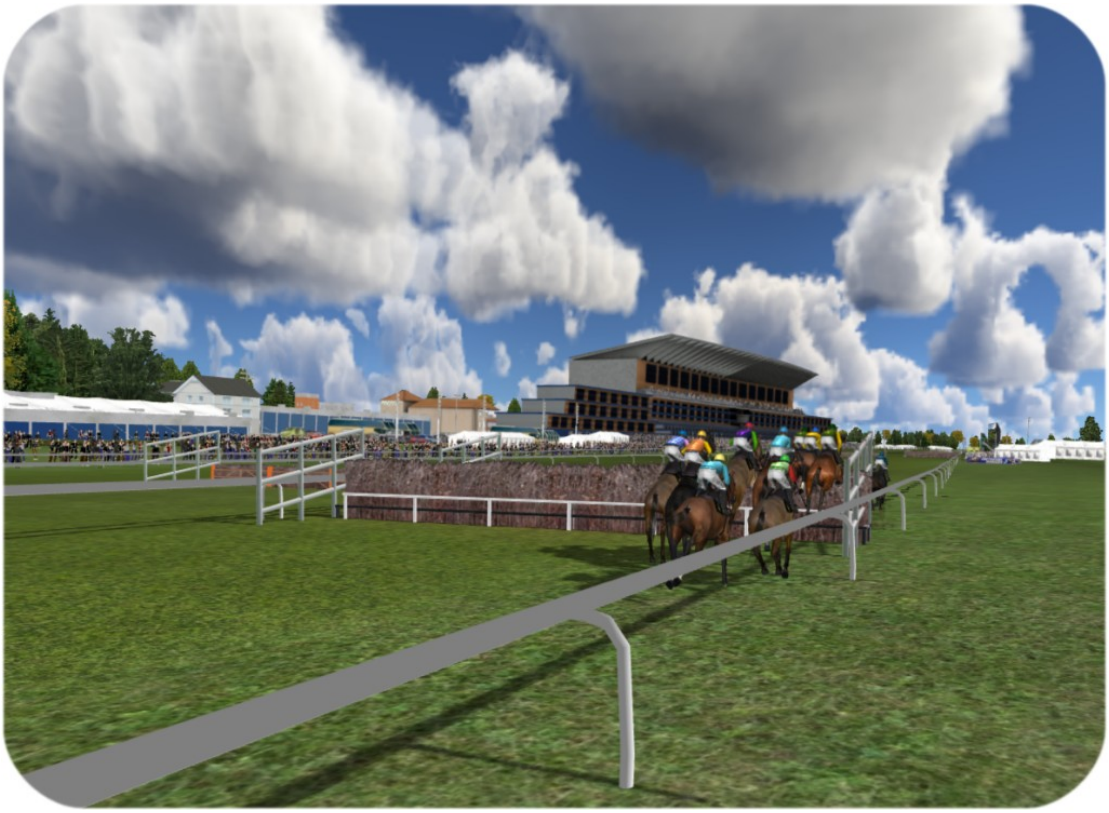
 Approaching on a long stride (likely late take off). Pulling the stick back (or cursor DOWN) may help to modify the stride for a better take off reducing the chance of a mistake or fall.

 Approaching on a slow stride. Pushing the stick forward (or cursor UP) may increase speed but also increases the chance of a mistake.

Slowing the horse into a fence. Pull the stick down (or Cursor down) around 1-2 seconds before the jump to increase the chance of a slow (but often safer) jump. For example you may do this if the horse has the race won approaching the last.

Urging the horse into a fence. Holding the stick up (or cursor up) around 1-2 seconds before take-off will push the horse into a fence increasing the chance of a fast jump but also increasing the chance of a mistake or fall. Often used in a finish.

6. APPENDIX



Constructions Kit

Kit options (manage exports or run a constructed race)

Note that these options allow you to trial horses that you have previously exported from an individual game against each other for comparison sake. This is a legacy option that can also used to export horses to individual files (.hrs files) for entry in any online league that may be running.

Exporting horse(s) from a game:



Horses may only be exported from a game started with the '**League mode**' option denoted by the symbol above.
League modes remove some game features:

- No Legend breeding.
- Easy difficulty. No breeding advantage.

Whilst in a game (league mode only) your owned horse(s) can now be exported from a single screen accessed via the players trainer data screen. Click the button below:





The horses in the left table are your current game horses. You may export these to the HDB file for creating trial races later.

The horses listed in the right table are the entire contents of the HDB file. These may have been exported from many games.

Select an individual horse in either table by clicking on the  button next to the horse.

You can filter the game horses by AGE here. 

You can select all displayed horses in either table using the select all or none buttons: 

To export selected horse(s) from the game to the HDB file click the  button.

For an exported horse you can change some settings including: preferred tactics, override preferred distance or create and add the horse to a group. To reveal these options click on the horse portrait. New options will appear on the right of screen. These changes will be saved along with the exported horse data into the HDB file.

Manage exports

This screen is accessed from outside of any game from the options menu.



Click the above button from the options menu to enter the manage exports screen.



The horses on the left have been exported from your games. If you wish you can export them as .hrs files by selecting the  icon and clicking the  button. There are also options to delete files and/or filter both tables. Before you export a horse you may set the tactics on the box (top-right).



You may also override the horses preferred distance (so that filtering works on the range of your choice) or change the horses rating on the panel above.

You may create new folders in the HRS location by clicking the  button.

To open explorer at the location of your HRS files click the  button.

You can create groups and assign horses to individual groups via the panel bottom-right.

Create a constructed race

You may create a trial race using horses exported from game(s) to the HDB file.

This screen is accessed from the main game menu via the button below:

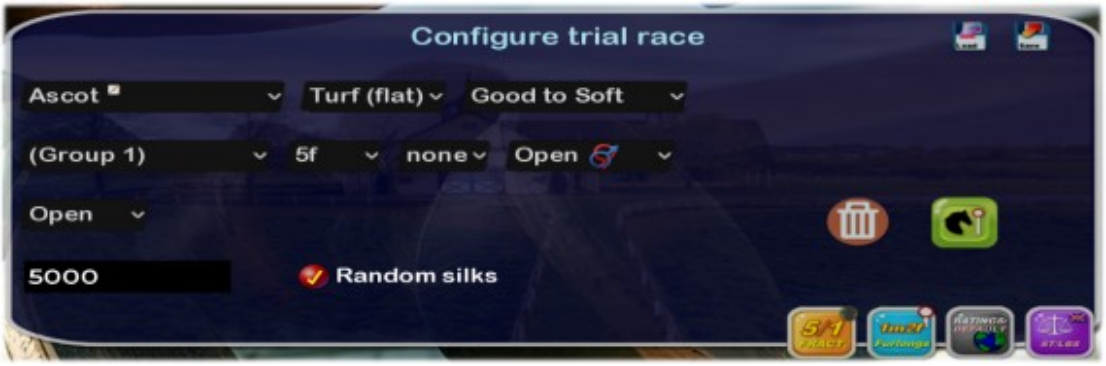




The left table contains the contents of your HDB file.

You may filter this table by:
AGE.
DiSTance. Filter by the horses preferred distance. You may have overridden this distance previously or edit it here by clicking on the horse portrait to reveal the tactics and settings boxes for the selected horse (bottom-right of screen).
GROUP. If you have setup groups you can filter by a specified group here.

Race settings

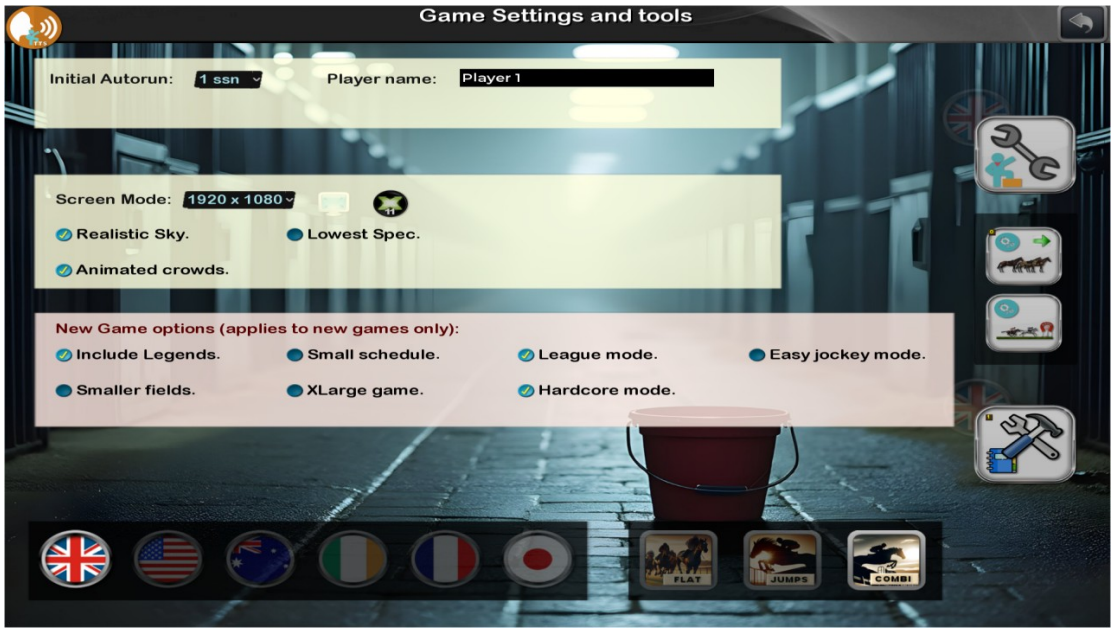


Setup the race settings here. You can save the current settings to be used as default by clicking the load/save defaults buttons 

Select the horses required from the left table and click the button to attempt to enter them in the current race. Note any ineligible horses will not appear in the field table.

When ready to race click the button.

Schedule Editor (create your own game schedules)



From the game options screen in order to create a new schedule first select one of the 6 base nationalities at the bottom of the screen.

Then select the code (to the right) either flat, jumps or combined.

 Now click the editor button.

On the next screen either click a previously saved schedule to load or click the New button to create a blank schedule...



The table on the left is the schedule. We start with the default schedule for the chosen settings. You can **clear the schedule** by clicking the button.

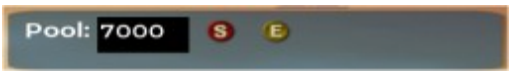


Change the nationality of the race table (right).

Rename the schedule by clicking the button at the screen top. The schedule will be automatically saved on exit.

The race list on the right are the available races for the selected nationality. A icon next to a race indicates the race is already included in the schedule (left).

Basic settings:



You can change the **horse pool size** (here currently 7000).

The **(S)tart** and **(E)nd** buttons allow you to set the **season start** and **end dates**. Click the start button and then click on a date image in the schedule to set.



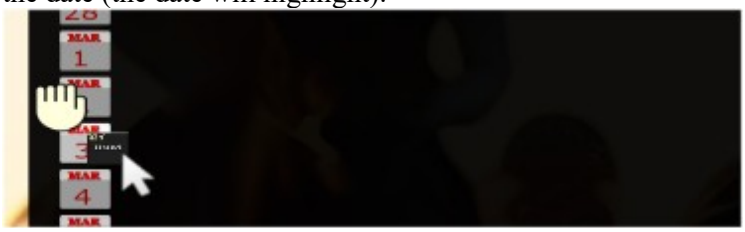
A small icon appears over the selected date in the schedule.

Context

If the schedule is a combined (flat and jumps) schedule you can toggle between flat and jumps by clicking the context button. This will change the contents of the right table. It also results in the Start and End (season) buttons applying to the selected context only (meaning both flat and jumps season start/end needs to be set individually).

At any point you can **search for a race** by clicking the blank (black) input box at the top of either the schedule or the race list and typing.

To **add a race to the schedule** simply drag it's race icon from the right table and drop it over the date (the date will highlight):



The race will now appear in the schedule:



To **add another race on the same day** drop the race either on the date icon or on a current race icon (in the schedule) depending on if you wish to add the new race before or after the selected race.

If you add a race to a day that requires a **new meeting** one will be added.

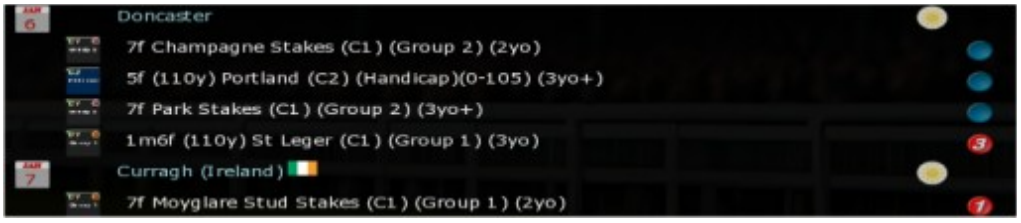
To **remove a race from the schedule** hold left-shift and click the race image.

When you exit this schedule editor screen the schedule is automatically ***saved.***

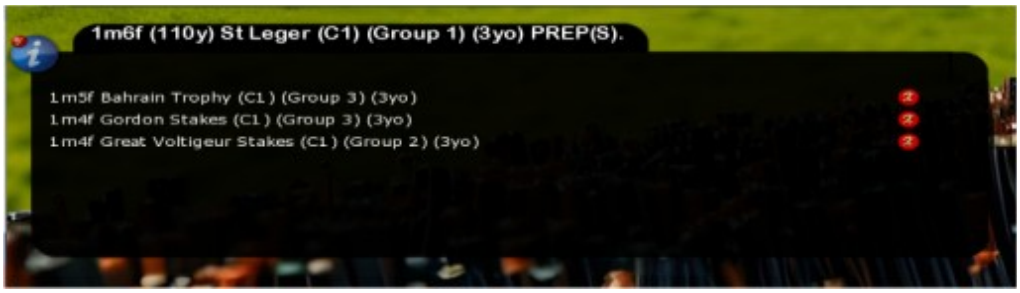
Meeting time

By default the current meeting is a daytime meeting  Click to spool between afternoon and evening.

Prep Races



To the right of each race is an icon. If red then this race has prep races added. Blue means none have been added. Click this button to reveal the prep races window:



To delete a prep race click the red button next to the race. To add a new prep race click the race icon in Available showcases window on the right (while the prep race window is displayed):



Starting a new game utilising a user schedule


If you have any user schedules for this nationality and code already saved this will be indicated on the main menu. To use a saved schedule when launching a game click this button and select the schedule before clicking the new game button.

Schedule Health (in game)

It is possible to get some basic data on the game in progress that gives an indication if the game is having trouble generating and filling races of a certain type.

This is useful should you be testing your own schedules.

From the main game menu press the D key.



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

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.

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.

Multiple Bets

Double - The objective of a 'Double' bet is to successfully pick out two winning selections across two different races on the same bet and stake, and in this case, you require both selections to win in order to achieve a return.

Treble – Same as Double but three horses from separate races.

Trixie - A 'Trixie' bet consists of four bets from three selections, and includes three doubles and one treble. To gain a return from this bet type, the bettor much successfully pick two winners, though three winners will see each of the four bets within the Trixie settled as winners.

Yankee - The 'Yankee' bet type is made up from four selections, with 11 individual bets across those chosen picks. In this bet, you will have six doubles, four trebles and a one four-fold accumulator, meaning the bettor requires a minimum of two winning selections to gain a return.

Lucky 15 - The 'Lucky 15' bet is a popular multiple bet, which involves 4 selections, amounting to 15 individual bets across those. This bet type consists of 4 singles, 6 doubles, 4 trebles and 1 four-fold accumulator. In order to gain a return, the bettor requires just one of the four selections to be settled as a winner.

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.

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.

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 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 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).

Links / Online help

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

Twitter: https://twitter.com/Starters_Orders

Face book: https://www.facebook.com/startersorders/

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

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