Starters Orders 8 Touch Instructions

Mobile and desktop editions. Revision #6

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1. Overview

Starters Orders Touch (SOT) is the 2D release of Starters Orders 8 including most of the simulation features of the coming PC SO8 release.

The mobile game is a significant improvement over previous mobile releases with more schedules, better realism and AI etc. and a brand new GUI along with leader boards. This version is closer to previous desktop games than ever before!

The mobile release is a pay once game. That is once purchased it contains no in-app purchases required to progress. *The only in-app purchases are fund boosts.*

Starters Orders is a hard-core simulation aimed at horse racing enthusiasts. Therefore it is out of the scope of this document to detail racing rules and terminology. Please visit social media or the forums for help.

Major new sim/game features:

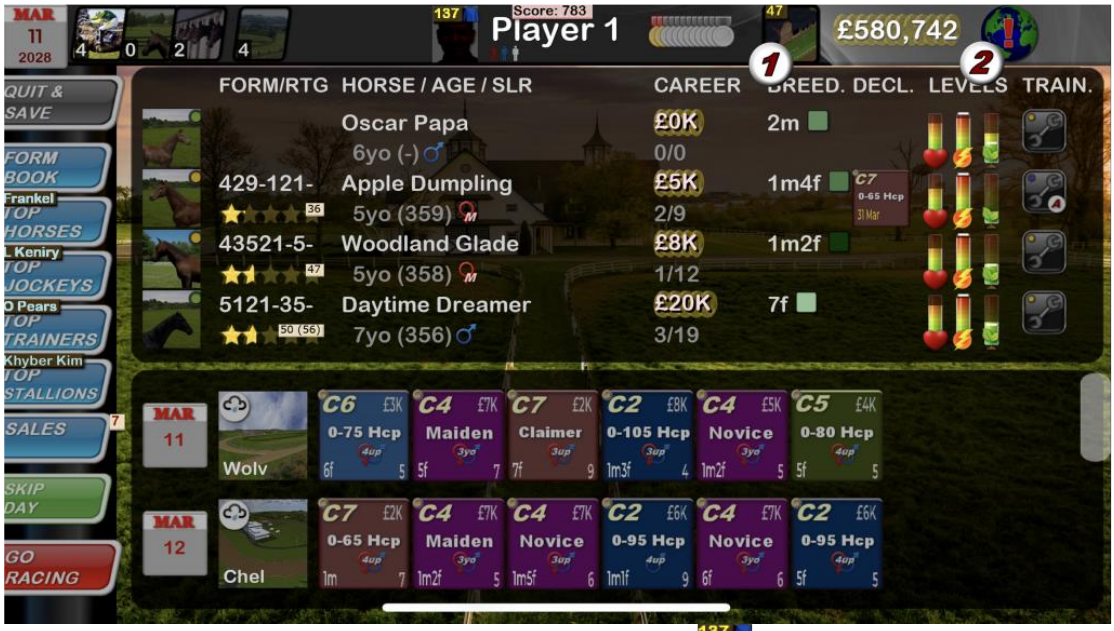
- Improved schedules and trainer AI resulting is more realistic races and horse placing.
- Many more silk variations to choose from 126.
- New and improved horse and jockey 2D animations.
- Legendary horses.
- Breed with Legends (breeding fees very high).
- New bets (win and place): Pre-race Doubles, Trebles, Trixie, Yankee and Lucky 15 multiple options.
- Japanese and French game modes added.
- Global stable for player breds and moving horse(s) between games.
- Stable staff. Hire and fire for varying roles. Each role gives a stable benefit.
- Multiple commentary voices with different accents depending on race location.
- Option to allocate different commentary voices to different nationalities.
- Option for old style SO6 commentary for those who want it.
- Race realism/plan improvements and jockey AI improvements.
- Large game mode now for mobile more closely reflecting PC schedules and horse pool sizes.
- New GUI redesigned from the ground up. First full GUI rewrite since SO1!
- Standard or hardcore mode. Hardcore model reflects SO7 breeding model while standard is closer to SO6.
- Updated schedules, trainer and jockey names.
- Editor for Trainers and Jockey with option to replace all in game portraits with your own.
- Graded Novice and Juvenile races.
- Gallop invite option. Player may invite certain non owned horses to gallop trials (for a fee).
- Simplified auction with single, easy to use auction option.
- Improved horse championship/rankings data. Various ranking options.
- Top horses and categories reworked and notifications added for various category changes (notifications can be turned off).
- Configurable notifications for top horse categories, trainer, jockeys, stallions, gallop winners.
- New yearling 'score' at birth may give indication as to future potential.
- New player score added. Score bonuses awarded throughout the game. Leader boards may be available depending on platform.
- Occasional newspaper style summaries pre big group races (race menu).

- Listed Handicaps gone. Premiere handicaps introduced. G3 Jumps handicaps also now Premiere Handicaps (as BHA rule changes).
- Jockey new params. Fitness (may fluctuate due to profile parameters) and strength. Both parameters may affect riding usually in the finish. Jockey icon flashes during race when jockey is tired.
- Jockeys may have mild injuries and fitness setbacks.
- Horse maturity model improvements.
- Recent jockey and trainer stats for current racecourse displayed on race menu.
- Auction horse directly from breeding barn or out to grass to correct auction.
- US claiming race entry changes/fixes regarding horses with a single run/win.
- Horse peak form age pattern and progression improvements.
- Form hints for fancied runners (favourite) based on Collateral Form.
- Improved global weather realism.
- Jockey Rides Since Last Win parameter added.
- Option to relocate stable.
- Notifications for notable newly retired horses (group 1 winners).
- Sales highlight notifications for key horses in today's sales.
- Meters/furlongs and decimal/fraction options during game and meters used correctly in form descriptions.
- French style rating option.
- Acceleration/deceleration sim model improvements.
- Improved pace code + more jockey awareness of relative pace vs competition.
- Text to speech Commentary improvements.
- 'Find a race' search option added to Diary and Legend editor.
- Male/Female option for jockeys, trainers and owners.
- Breeding queue option (Stud Manager must be employed). Queue mares with unavailable stallions. Breeding will be initiated when both horses are free.
- Legends. Some career path updates and tweaks for individual horses.
- Legends. Option to view legends schedule (if any) with valid race ref check (in case of user modded schedule).
- Legends. Underperform flag for certain races to reflect real life poor performances.
- Non feature race schedule and sim realism improvements.
- Auto training option related to Assistant trainer (staff). Option to set globally or for individual horse(s) added.

Quick start

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 seasons worth of form. After a while you will arrive at the main **Stable/Home menu**:

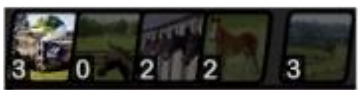


Note: To view your player details tap the trainer icon *at the top screen. The current trainer ranking and your silks are overlaid onto this button.*

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

Tap the Stable button to access the Stable screen and tap the button to hire a groom.

Tap 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 it to one of these buttons.

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.
Tap a horse icon from the top table to filter the bottom race table. *There are also other filter options available.*

Entering a horse into a race. Move over the horse image and hold 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).
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). Tapping this icon will locate the race in the bottom race table and allow the Journey details to be displayed via the Globe icon. Tapping the DATE 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 tap the blue jockey button next to your runner to remove.

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. Do not 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. Tap this to change.

Tap the Player name field to rename.

Device requirements:

iOS

SOT runs on 64bit iOS devices with at least 2GB of ram. SOT has varying layouts for phones and tablets so should work on both. SOT will NOT work on iPhone 5 or older or older tablets with 1GB ram or less but the vast majority of devices should run the game fine.

Desktop

SOT should run on the vast majority of Mac's or PC's. If you have any doubts email us before buying.

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

3. General Information

3.1. Game Modes and schedules.

There are a number of game modes to choose from. Select the nationality of the schedule you wish to play on the left.
The UK nationality has both flat and jumps schedules. Choose the schedule code by tapping on one of the icons below the nationality icons.
The **desktop editions** may have some combined schedules also available.

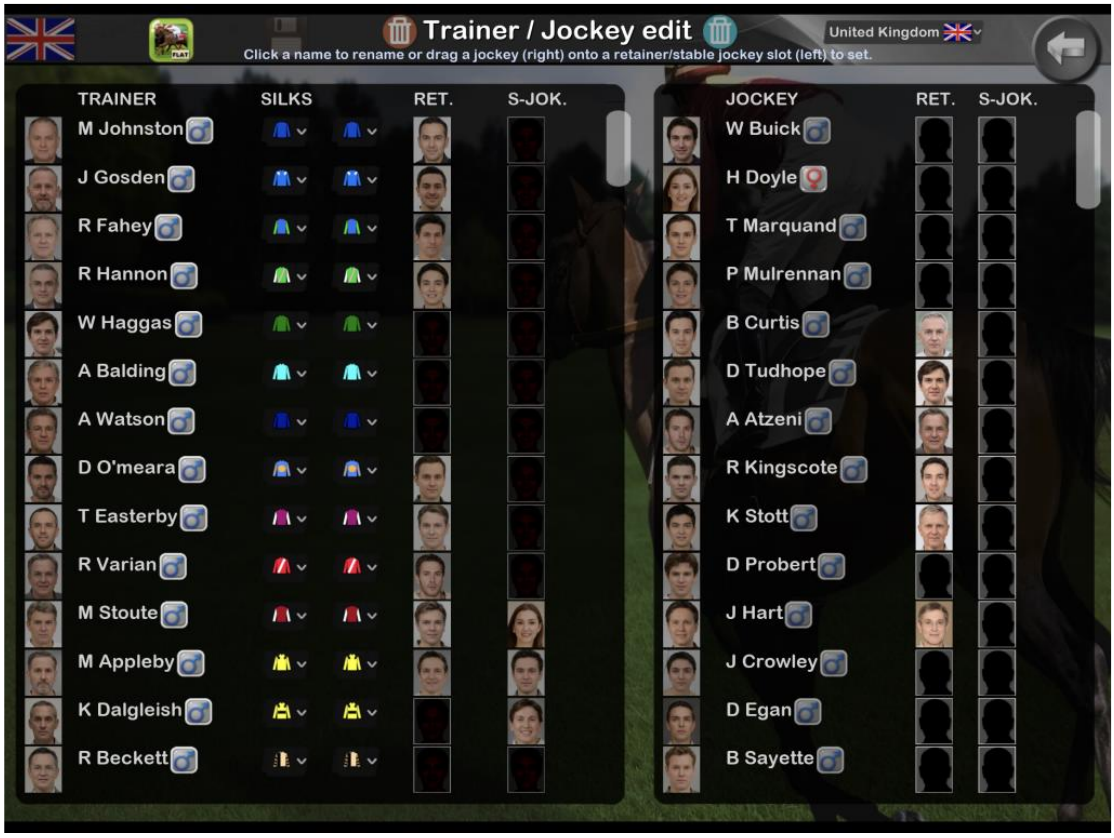
3.2. OPTIONS:

Tap the fourth icon to access the option screen and set some game settings:

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

Screen mode (desktop only).
You may change the window size and/or swap between windowed and full screen via the top buttons. **Note that for some displays full screen mode may not be available**.

You can also **EDIT TRAINERS AND JOCKEYS** here. First select the base nationality from the lower buttons and the code then tap the button.



3.3. Trainer and jockey editor.

From here you can:

- Change trainer and jockey names (tap on the name to change).
- Change portraits (tap on the portrait).
- Change stable jockeys (drag the jockey to the trainers jockey slot).

Note than on mobile you should have downloaded jockey and trainer images. The picker will allow you to select these and they will then be scaled and saved in a separate location. The dimensions of the source images do not matter.

Tapping New Game 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..

If you select New Game any previous game save of this nationality and code type will be overwritten.

Note. When overwriting or deleting a game Player bred horses from that game will not be deleted. They will still be present in the global stable.

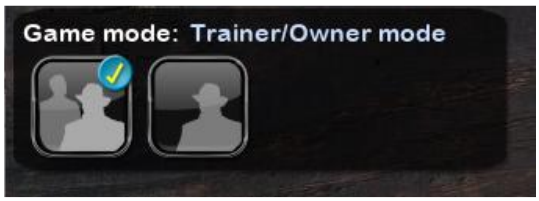
The top of the main menu may have icons for **leader boards** and **achievements** (mobile only).

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.

You may **clean the save files** for the current mode/code by tapping this icon to free space on your device.

Game modes (desktop only)

Click the game mode button (top-left).



Select either the default trainer/owner mode or the trainer only mode.

Trainer/Owner mode
In this mode you are both the owner and the trainer of the horse(s). You buy and sell horse(s) and enter them into races. This is the default game mode. There are no AI owners in this game mode.

For mobile platforms this is the only mode available!

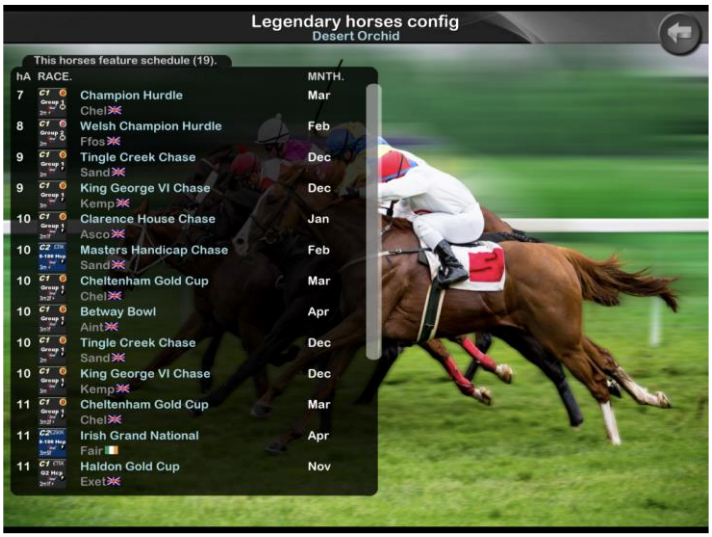
Trainer mode
You take the role of the trainer only. You cannot buy or sell horse(s) in this mode and rely on attracting owners to send horses to your stables. Owners may approach you to train their horses based on your reputation and performance.

In both modes you will start with a small number of horses and limited finances.

3.5. Legendary Horses

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

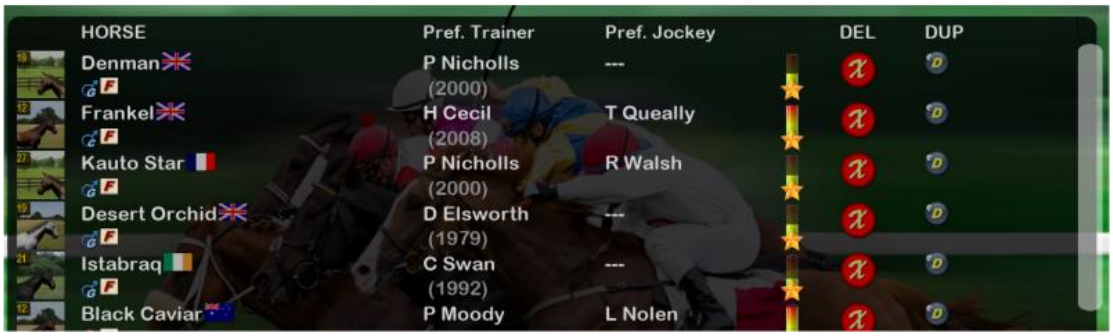
Note the number over the legend image. If the **Realistic Career progression** button is set (under 'Car.' Column) then there are a number of races the game will attempt to force the legend to follow. You can view these race by tapping the legend image:



Legend editor (desktop only)

On desktop platforms a legend editor button will be available top of screen. Click to toggle the editor.

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



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

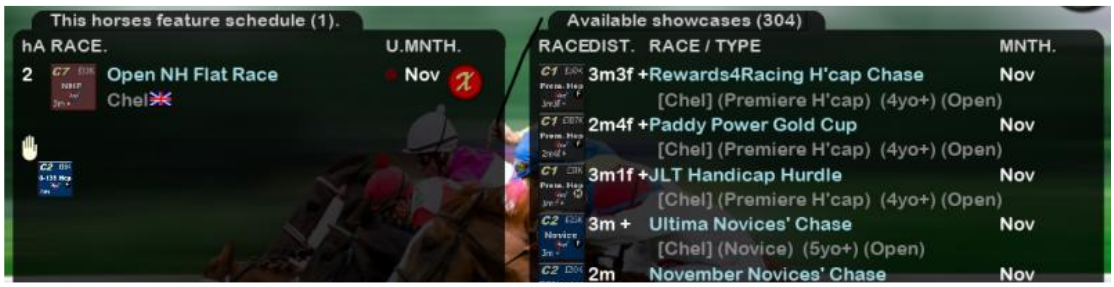
The DUP buttons enable you to duplicate that legend with a view to creating a new one. Clicking one of these buttons duplicates the horse and adds it to the bottom of the list with '_DUP' appended to the name:

Click the horses name to rename.
Click the horse's portrait to edit the new legends parameters.

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

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.

3.6. Travel and vehicles.

Tap 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). Tap 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

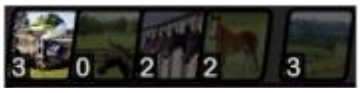
If you have a horse entered in a coming race there will be a race button under the horses DECL. column. Tap this button.

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. Tap on the globe button and the journey details will be displayed.

4.1. Trainer Menu

This is the first screen you arrive at when starting a new game or loading a previous save.
Most menu objects have rollover tips. Hold over the object for a description/tip.



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.
- 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**. Tap to view.

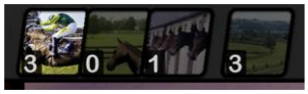
Tap on either the player portrait or name to vies player data.

Stable button (tap 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 may be filters to the right of the screen that filter the race list. Also tapping one of your horse portraits will also filter races for races that the specified horse may enter.

Racing stable horse list:



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.
Tap 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.

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

If a **race declaration icon** appears under the DECL. column you can tap this icon to move the bottom table to that race day. Note also a small vehicle icon will appear over the Globe button. Tap 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.

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 tapping 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. Tap 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):

Tap this button to activate for this horse only. To activate globally tap 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 races/meetings:

As previously mentioned you can filter this table by horse or race type.

Tap the date to skip to this day.

Tap the Racecourse to access the racecourse data screen.

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

Placing a pre-meeting multiple bet

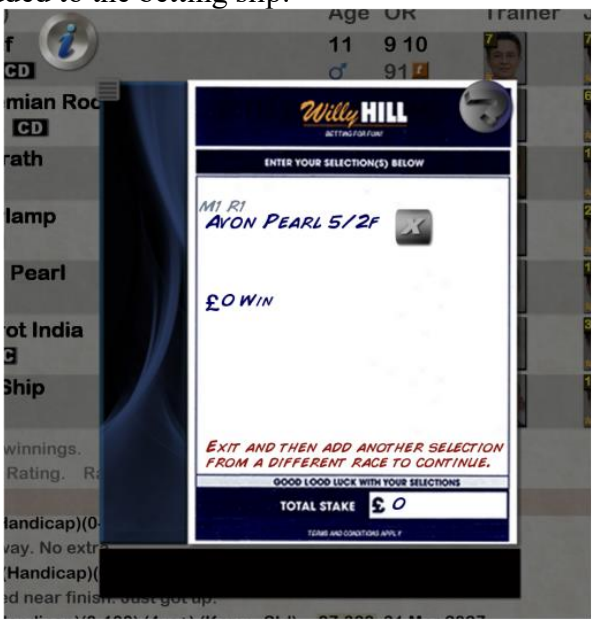
Note we have two meeting today (19th Feb). It is possible to place multiple bets before we choose to go to the racecourse.

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 do this 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. Tap 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…

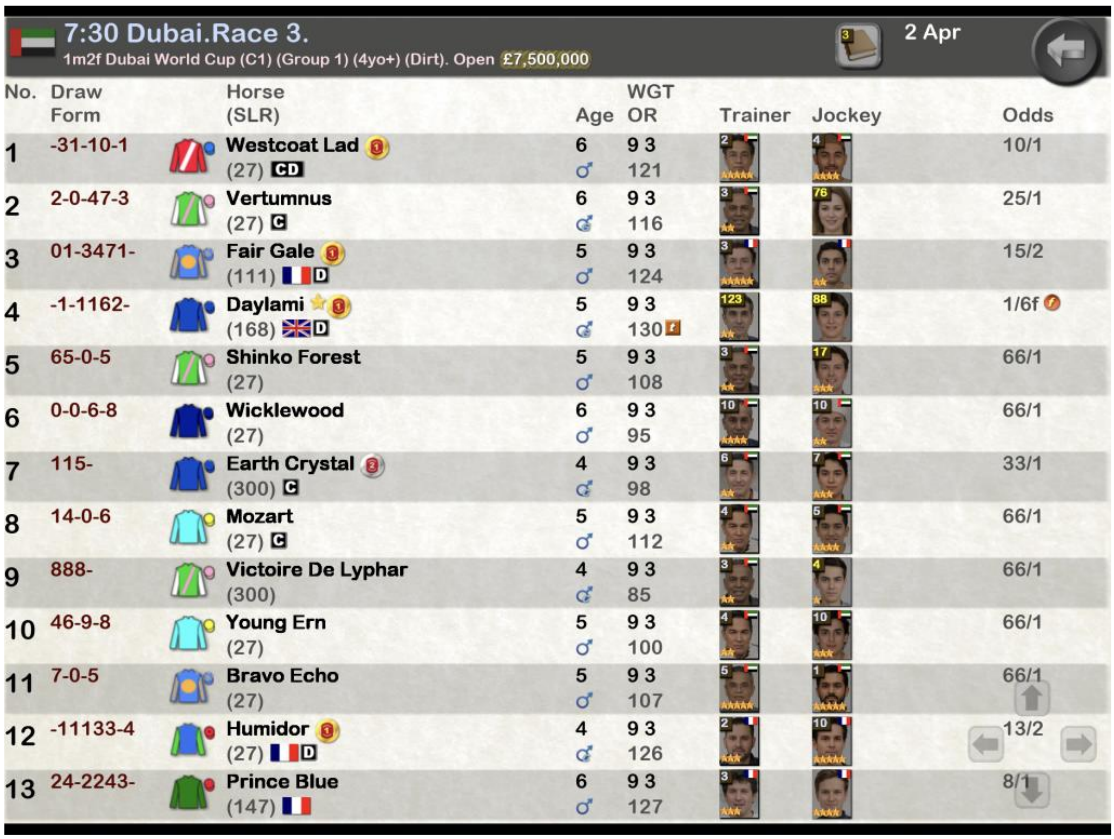
Note that the races on the main menu now have small bet icons over each of the first four races that contain our selections:

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 tap 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.

Race card:



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

-31-10-1 Tap the **Form string** to view the past performances for this horse.

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

Trainer. Roll over button to display the Trainers name.
Tap 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.
Tap 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.

You may swipe the screen to view the next/last page.

Form book.

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

Find a horse. Tap the FIND HORSE

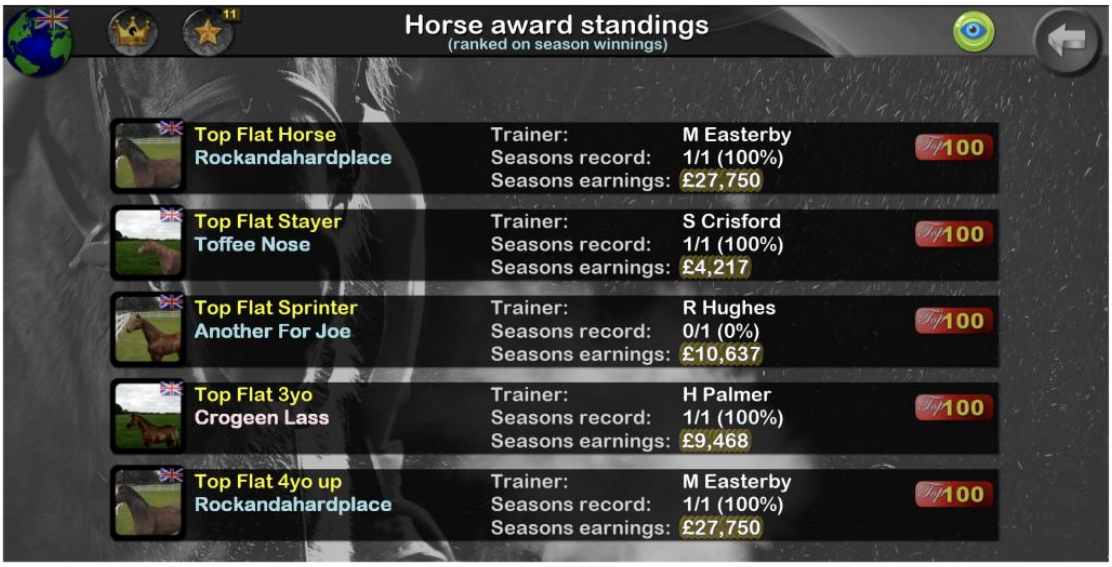
button to search for a horse.

On mobile swipe left or right to scroll through races. On desktop grab with mouse.

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 horse screens.
Note this button may be overlaid by the current top-horse's name.



There may be various categories depending on the game code (flat or jumps). Tap the

button to view the top 100 in that category.

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

Legendary horses (if included). Tap to view.

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

Top jockeys screen.
Note this button will be overlaid by the name of the current top jockey.

Tap 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.

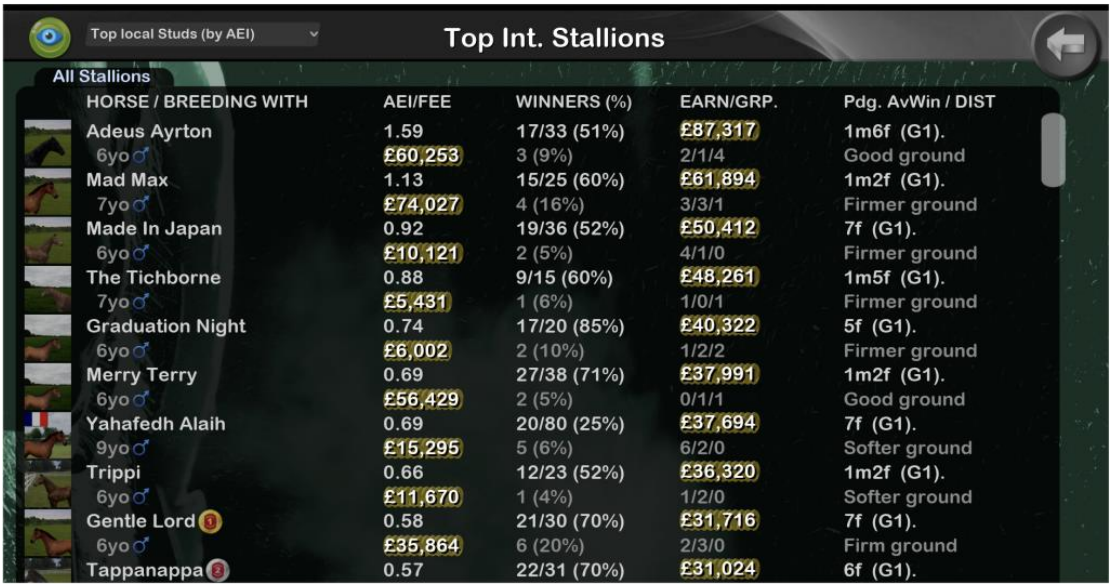
Import trainer/jockey changes. This only needs doing if you have edited trainers or jockeys *since* the start of the game.

Change the nationality of the current display via the list box on the right.

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

Buttons as the Top Jockey screen (above).

Top Stallions screen.
Note this button will be overlaid by the name of the current top Stallion.



HORSE / BREEDING WITH	AEI/FEE	WINNERS (%)	EARN/GRP.	Pdg. AvWin / DIST
Adeus Ayrton	1.59	17/33 (51%)	£87,317	1m6f (G1).
6yo♂	£60,253	3 (9%)	2/1/4	Good ground
Mad Max	1.13	15/25 (60%)	£61,894	1m2f (G1).
7yo♂	£74,027	4 (16%)	3/3/1	Firmer ground
Made In Japan	0.92	19/36 (52%)	£50,412	7f (G1).
6yo♂	£10,121	2 (5%)	4/1/0	Firmer ground
The Tichborne	0.88	9/15 (60%)	£48,261	1m5f (G1).
7yo♂	£5,431	1 (6%)	1/0/1	Firmer ground
Graduation Night	0.74	17/20 (85%)	£40,322	5f (G1).
6yo♂	£6,002	2 (10%)	1/2/2	Firmer ground
Merry Terry	0.69	27/38 (71%)	£37,991	1m2f (G1).
6yo♂	£56,429	2 (5%)	0/1/1	Good ground
Yahafedh Alaih	0.69	20/80 (25%)	£37,694	7f (G1).
9yo♂	£15,295	5 (6%)	6/2/0	Softer ground
Trippi	0.66	12/23 (52%)	£36,320	1m2f (G1).
6yo♂	£11,670	1 (4%)	1/2/0	Softer ground
Gentle Lord	0.58	21/30 (70%)	£31,716	7f (G1).
6yo♂	£35,864	6 (20%)	2/3/0	Firm ground
Tappanappa	0.57	22/31 (70%)	£31,024	6f (G1).

The default Stallion rank is the AEI

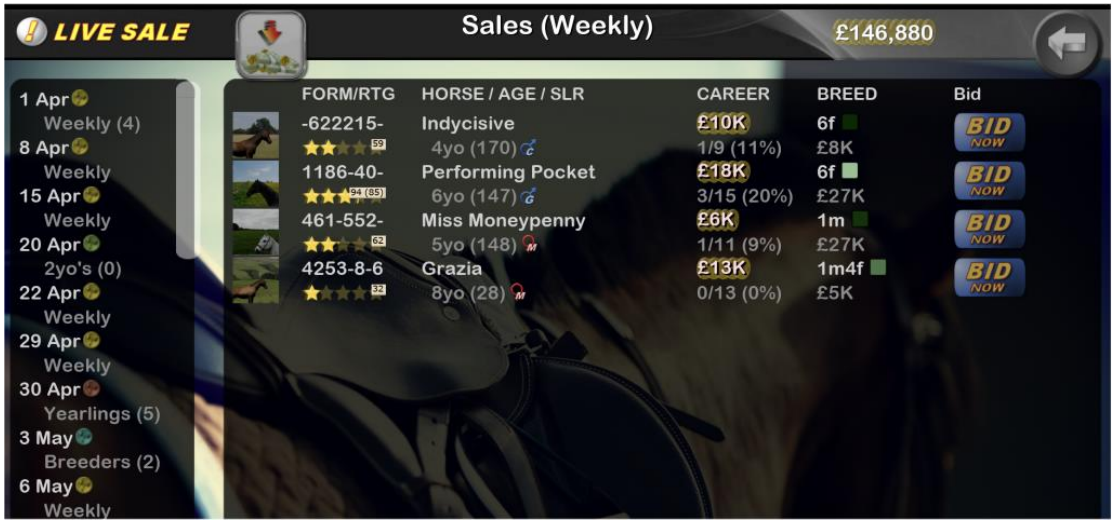
AEI stands for Average Earnings Index and the figure represents a summary of the performances off the horse's offspring. A full description of AEI is out of the scope of this document but can easily be found on the web.

The average value is 1.00 so the higher the better. In the example above 'Adeus Ayrton' is the current top sire and has an AEI of 1.59.

Turn on/off Stallion notifications.

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

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.*

Boost funds (mobile). Once the player has run out of money and owns no horses the game is effectively over. However, it may be possible to purchase fund boosts on some platforms (via the Store).

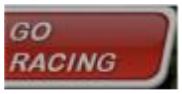
Should you wish to bid for a horse click on the Bid now button.

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.*

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



Go Racing
Tap this button when you are ready to proceed to the racecourse menu for the current days meeting(s).

4.2. Misc.Game Screens.

Stable Screen:

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

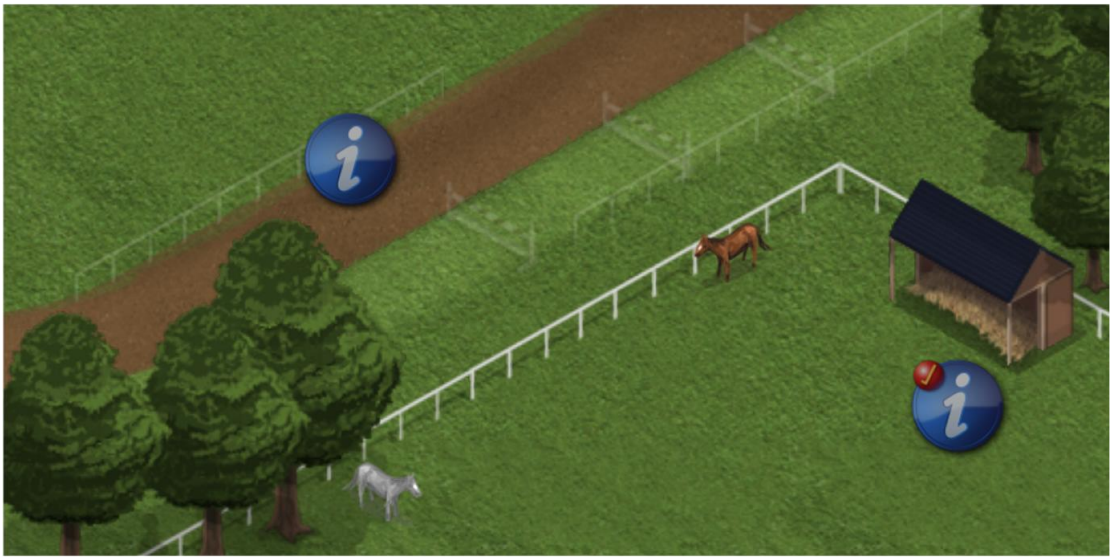
This button represents a stable item you have purchased.

Tap 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. Tap any member to manage or dismiss. Note each member brings Stable benefits.

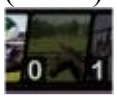
Import a player bred horse from your global stable.

Field



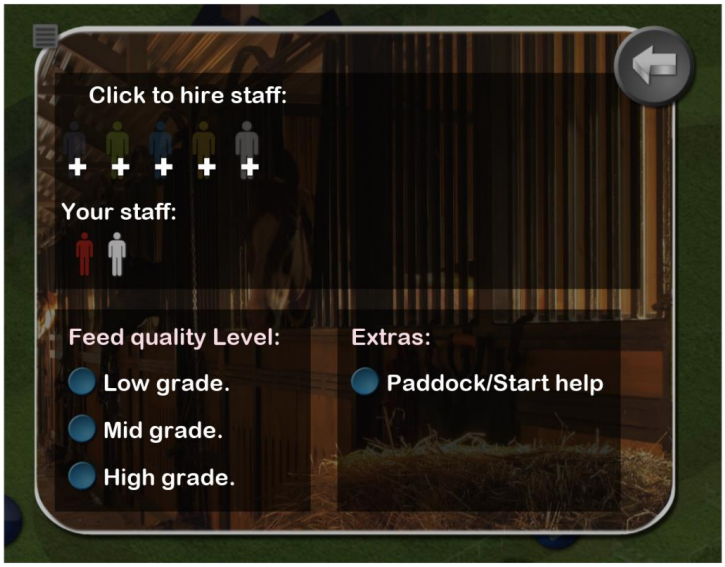
You may wish to send one or more of your horses out to grass for a period. This rest period can help injured horses and often rejuvenate tired or jaded horses. You may just want to make some space in your stables.

To send a horse to the field drag its profile (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 tapping 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.
- **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).

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

Tap on the required Staff member.

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

Tap 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.*

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

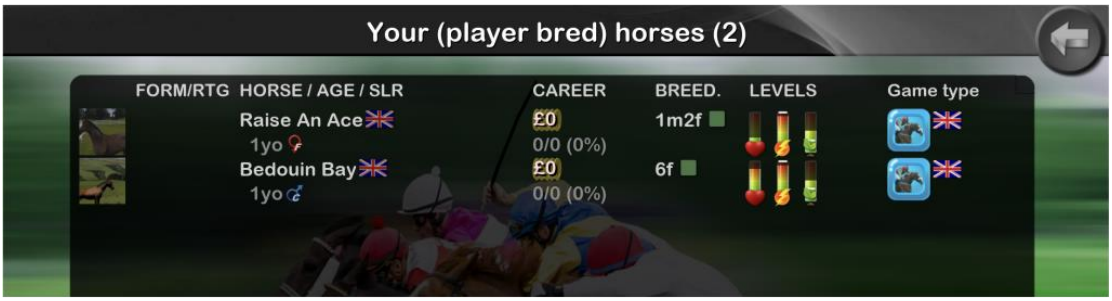
To make this person an offer tap the **Make Offer** button. You may also adjust the monthly salary by tapping the input box.

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



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

Tapping 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.

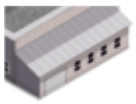
To stand your own Stallions you must also have **purchased the Stud building** and have a **Stud Manager** in your Staff.

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 tapping the horse name and viewing the horse data screen.

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

Accepting an offer

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

Tap 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 tapping 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).

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

Note the fourth horse in the list. This horse is not owned by us but is actually the current leading horse (see Top Horse button).

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

If there is an envelope (invite) button you can tap this to invite the horse to your gallops. *Note this button is not always available.* The horse will then appear in your gallops list.

Reserve/Travel indicator

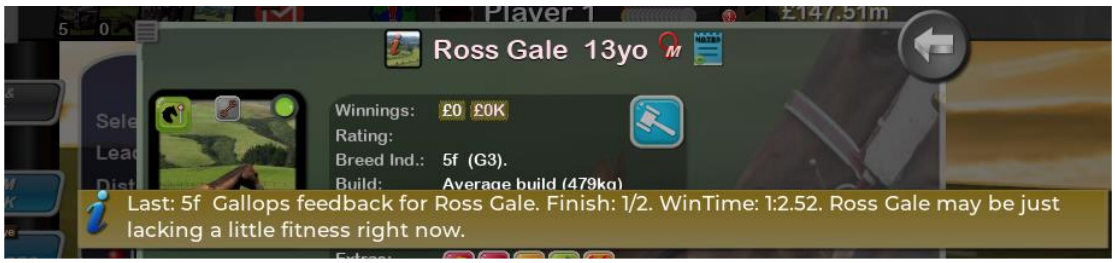
Note the small arrows on the image above. These arrows point to the reserve/travel indicator. Generally this indicator is most useful towards the end of the gallop and indicates how much the horse has left and how likely it would be to keep going if the gallop was over further.

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

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 tap on that name and arrive here.*

Stats panel

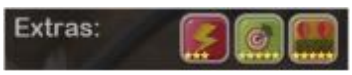
Top-right is the stats panel. Roll over the items for an explanation.

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.

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

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. Tapping 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!

Player Options

Among the other items on this screen are a number of retirement and training related options. *Note that many of these options to move your horse can be performed from the main menu by simply dragging the horse portrait to the task bar:*

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

- **Geld Horse.** You may also Geld your male horses. This procedure can only be done once and cannot be undone so don’t geld a horse you may wish to breed from in the future!

Pacifiers

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

Jockey Data Screen

This screen contains data relating to the selected jockey.

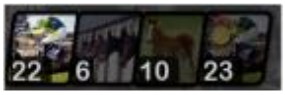
Rollover the **Extras** parameters for more information.

Note the ranking box which also contains an historic strike rate for the current racecourse.

Trainer Data Screen

This screen display data relating to the selected trainer.

Note the toolbar to the right:



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.*

The **Season ranks** chart lists the Trainers end of season ranking through the years of game play. *To begin with this may be empty.*

Trainer Data screen (player options)

The Trainer Data screen for the player has additional options.

Choose between decimal and fraction odds.

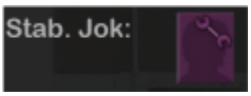
Choose between Furlongs and Meters.

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.*

You can toggle the Result dialogue and the form hint dialogue on/off here.



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

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

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

4.3. Race Menu

Once at the racecourse the current race details will be displayed.

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 tapping on the icon to the top-left of screen.

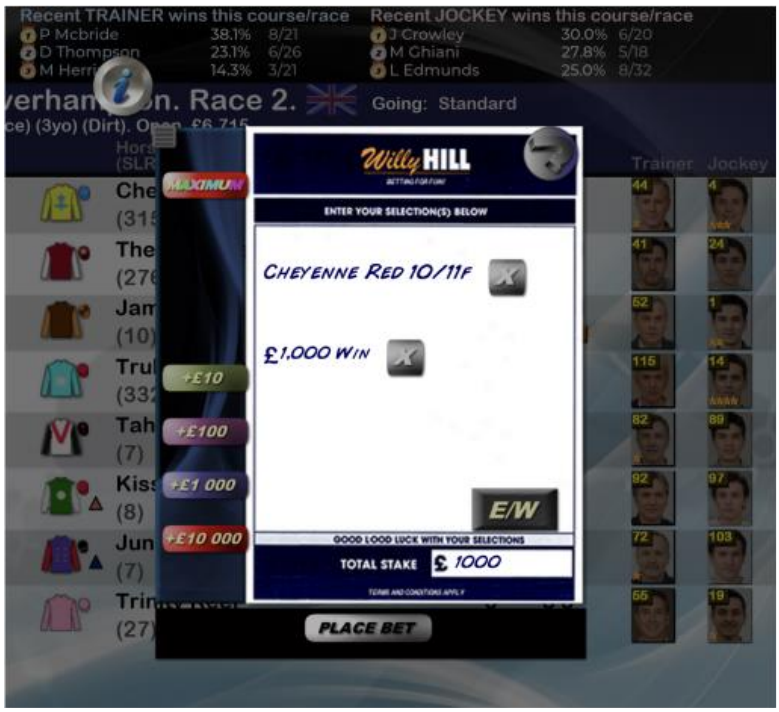
There are also options to view **Trainer data**, **Stable data** and **racecourse data**.

The race card displayed can be scrolled (if items are off screen) by holding and dragging the screen up or down.

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

Placing a single bet

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



To quickly place the max bet on this horse tap the button.

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. Tap this to set jockey orders or leave it to the jockey.

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 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.

The Race

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

Note the course map (bottom-right). This shows the fields progress along with the furlongs or meters left in the race. You can choose between furlongs and meters via your Trainers Data screen.

Controls:

Forward Fast race. Tap to speed up the race. Tap again to return to normal.

Quit the race to the final stages.

Note that for horses not visible on-screen you will see the horses silk. The more the silk fades the further behind the horse is.

You may also **swipe the screen** left or right to view the remainder of the field that may not be in view. *Note this option is available on tablets and not most phones.*

5. 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.

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

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.*

6. APPENDIX

6.1. Race Categories and entry fees

Selling races (entry fee: £30)

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

Claiming races (entry fee: £30)

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

Maiden races (entry fee: £80)

Open to horses that have never won a race.

Novice races (entry fees: £80)

Juvenile races (entry fees: £80)

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

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

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

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

Group 1 won/placed: +12lb
Group 2 won/placed: +9lb
Group 3 won: +6lb
Listed won: +3lb

Conditions races (entry fee: £250)

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

National Hunt Flat Races (entry fee: £70)

Hunter Chases (entry fee: £70)

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

Group races (entry fee: £500 - £1000)

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

Group 1 race
- No Penalties

Group 2 race
- G1 winner: +6 lb
- G1 placed: +3 lb

Group 3 race
- G1 winner: +9 lb
- G2 winner: +6 lb
- G3 winner: +3 lb

6.2. Sex/Age allowances

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

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

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

6.3. Bet Types

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

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

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

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

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

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

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.

6.4. Tactics/Tips

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

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

- **Find your horses 'level'**

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

- **Play to form 'patterns'**

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

- **Look for value when betting**

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

- **Make use of the form book!**

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

- **Make frequent Notes**

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

6.5 Horse temperament/disposition and paddock indicator

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

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

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

6.6. 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).

6.7 Links / Online help

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

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

Twitter: https://twitter.com/Starters_Orders

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

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