

Stable Masters

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Operating Precautions for CD-ROM

1. Epilepsy Warning: Please read before using any computer or allowing your children to use it.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns and backgrounds on a television screen or while playing computer games. Certain conditions may induce undetected epileptic symptoms even in persons who have no previous history of seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a computer game – dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions – IMMEDIATELY DISCONTINUE AND CONSULT YOUR PHYSICIAN BEFORE RESUMING PLAY.

2. Do not damage or soil the CD-ROM, be careful not to scratch the CD-ROM.
3. Do not write on or attach stickers to the CD-ROM.
4. When storing, put the CD-ROM back in the original case and keep it away from places of high temperature or high humidity.
5. When cleaning becomes necessary, use a soft cloth such as a lens cleaning cloth and wipe gently. Do not use thinners, benzene or other petroleum-based products.
6. This CD-ROM is intended for computer software use only. Do not attempt to play on conventional audio CD players as it may damage speakers or headphones.
7. Please read any README.TXT documents present on the CD-ROM. These documents contain important information.

Warranty Limitations

The CD-ROM(s) included with this product is guaranteed to be in correct working order. Midas Interactive Entertainment BV will replace, free of charge, any CD-ROM(s) which have manufacturing or duplication defects. This CD-ROM(s) should be returned to Midas for immediate replacement.

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Disclaimer

This CD and all material provided with it is intended only for use as an electronic game. It does not purport to render veterinary advice nor any advice as to appropriate treatment or techniques for use on or with real horses including, without limitation, techniques for riding a horse in any situation, nor the correct approach to laying out or constructing a course and/or jumps, hurdles or obstacles for horses and/or horse riders. No person should act on the basis of any matter contained in or with this game without first obtaining specific professional advice.

Getting Started

System Requirements:

Computer: As a minimum, STABLE MASTERS requires an IBM PC or 100% compatible computer with a Pentium® 233 MHz or better processor. Your computer must have at least 32Mb of RAM. We recommend a Pentium® II with 64Mb of RAM.

Operating System: You must be using Windows® 95, Windows® 98 to play STABLE MASTERS on your system. Windows® NT, Windows® 2000 are not supported.

Controls: A keyboard and 100% Microsoft® compatible mouse are required.

Drives: A hard drive with 250 megabytes or more of disk space available and a CD-ROM drive for installation and play.

Video: STABLE MASTERS requires at least a 4MB SVGA Graphics Card that supports Microsoft DirectDraw® and 16bit colour and 800 x 600 resolution. You must have Microsoft DirectX® 7 or better installed on your system to play the game. (A Recent version of DirectX® is included on the STABLE MASTERS CD). A 4MB 3D Graphics card is recommended.

Sound: STABLE MASTERS will work on any DirectX® compatible sound card.

Installation of Stable Masters

Insert the CD-ROM into your drive. The AutoRun menu box should appear within a few seconds. If not, double click on your CD-ROM icon or open your CD-ROM (in the My Computer folder) and double click on the "autorun.exe" program.

When the menu appears, click on 'INSTALL' in order to start the installation of the game. The program will then copy the game to a specified place on your hard drive.

To run the game after installation click on the "PLAY GAME" button.

You will need to have DirectX® 7 or higher installed – the AutoRun will prompt you to install DirectX® 7.

Troubleshooting

If you experience any problem with installing or running the game, please refer to the 'support' section of our website at www.midasinteractive.com.

Alternatively you can e-mail us at support@midasinteractive.com. Putting 'Stable Masters' as the subject heading.

Introduction

Imagine owning and training a stable of thoroughbred racehorses; the tactical decisions, the training, the finance and the glamour of the race. Stable Masters recreates this unique world and lets you live your dreams as a stable owner, manag-

er and punter all at once!

When you start Stable Masters you will begin the game with a stable of un-raced horses. You will also start with a healthy bank balance and it is a priority that it stays this way. Betting is an important part of this and used wisely can provide an income to support the stable and provide capital for investing in new bloodstock. Letting your stable run into too much debt will lead to GAME OVER.

You must remember, as a stable manager it is your job to train each horse to their individual needs, entering them for the appropriate up and coming races, slowly building them up into a winning thoroughbred horse. The correct decisions need to be made at every level to ensure that you lead your stable to glory.

As your horses become more experienced and improve their ranking, they can be entered into the bigger races - for bigger prize money - and become true thoroughbreds. To achieve this you need to have your finger on the pulse of all the horses in your stable, from the type of feed they require to their preferred running. Only this inside knowledge will give you the advantages necessary to take your stable to the next level.

On race day, you will be able to take part in the most exciting part of the sport; betting! Listen carefully to the enigmatic tipsters as you lay your money on the line. As with all owners, you have the unique opportunity to place a bet on your own horse in the race: if you believe they can win!

Starting the Game

Interface and Controls

Stable Masters is organised into Screens and Sub-Screens, all of which can be accessed using solely the mouse.

- A single left click of the mouse: selects a horse, changes settings, highlights information and selects icons to move to new menus.
- A double left click of the mouse: enters into sub-screens such as the View Horse Screen and Jockey Information Screen. This is indicated by the 'hand' icon as the mouse moves over the selected area.
- A right click of the mouse: returns to the Main Menu screen.
- Mouse wheel (optional): Scrolls up and down menus.

New Game

When the game starts you will be presented with the File Menu screen. The icons available here to you are:

Load Game - To load a previously saved game, single click on this icon to bring up a list of all previously saved games. Highlight the saved game of your choice and press

LOAD GAME to start.

Save Game - To save a game currently in progress. To save a game, single click on this icon, enter a filename of your choice and press SAVE GAME.

New Game - Begin a new game. Enter your trainer name and the number of Autodays. Once this is done, click the START GAME button.

Exit - Exit the game and return to Windows®.

Credits - Views the credits of the game.

Autodays are the number of days you want to have been previously run during a season before your game starts. This will mean that the horses and jockeys in the game will have built up their form before you start the game. The maximum the game will advance will be one season(247 days).

Main Menu

You will be presented with the 'Main Menu' screen, showing all the horses in your stables and the current day's races. To get to this screen at any time during the game, simply press the right mouse button. You will also see that the main navigation buttons are placed at the top of the screen. These are:



File Menu - This button returns back to the File Menu, where you can load, save and exit the game as described above.



Annual Meetings - This shows a complete list of all race meetings for the rest of the year. Race meetings are arranged by date. There are two ways to view this list using the radio buttons:

- a) Race List views all meetings in the season. Showcase race details are listed along with meetings but the minor races are not.
- b) Feature Races lists all feature races this season, with all details and entry conditions.

You will also see that the feature race calendar includes ten foreign races located throughout the globe. These are some of the richest in the calendar. Note that non-feature foreign races are simulated and do not appear in the formbook.



Course Details - This screen lets you view all courses featured in the game. It shows details of each course such as furlongs, runnings and other tips that you will need to book your horses into the correct races. On this screen it is also possible to view a picture of the course and see the course records.

You can also view the course details screen by double clicking on any course name in any screen in the game. The 'hand' icon will appear to indicate this.

Draw Effect

The stall number a horse is allocated for a race is known as the Draw and this is shown in the course description. For example, Chester is a very tight and short circuit. A horse drawn towards the outside of this track will have an immediate disadvantage of having to run a bend wide, therefore losing ground.

On the descriptions of the courses, you will find the draw effect described as LOW, HIGH or NONE. Following the description is a number that denotes the intensity of the draw effect and the distance that this effect applies to.

For example:

Low (8) Up to 6f.



Horse Menu - This is the most important part of the game after the race day sequence. There are four sub-menus available to you here:

a) **Formbook** - views the formbook of all the horses you own and any other horse featured in the game. To view the form of a horse, highlight a horse in the window to the left using a single left click of the mouse and the form will appear.

There is also a search function available, which will search for any horse in the database. To search for a horse, type the name into the available box and press ENTER. To view the search results, press the SEARCH RESULT button situated above the text box.

b) **Stables** - Here you can view detailed information about not only any horse in your stables, but also any horse in the database. To view the information, highlight a horse in the left window and the stats will appear on the right. Again there is a search function available. This screen is very useful for looking at your horse's statistics, health, ranking and preferred running before entering them into a race.

It is also possible to assign a training regime for any of your horses. To do this left click on the 'training schedule' box and a list will drop down. This will give you the

choice of:

Mixed - This training schedule gives your horse good all-round training for speed and stamina courses.

Speed - This tailors your horses' training schedule so that it focuses on speed and agility in forthcoming races. This is especially important for the shorter, speed intensive courses.

Stamina - This tailors your horses' training schedule so that it focuses on stamina and endurance in forthcoming races. This is especially important for the longer distance races.

After you have set the type of training to be given, you can then set the intensity of the training, up to 100%. It is important to look at your horses' statistics before you train and you must be careful not to over train them as they may get tired and their performance will decrease.

Also on this screen it is possible to send one of your horses to auction. To do this, set the reserve price that you think the horse is worth in the text box and press on the AUCTION button. Your horse will now appear in the next auction after the day's races.

You will notice that some of the column headings here are in yellow. This indicates a 'sort' button, where you can sort the list below into ascending order or alphabetically.

c) Race Declarations - This screen contains details on the advance declarations for every race in the coming month. This is where, as a trainer, you will book your horses into future races. Note that the race declaration closes the day before a race so you will not be able to book your horse for any of the current day's races.

At the bottom of the screen you will see a list of the forthcoming races for the month. Highlight a specific race and you will see the details of all the horses currently declared for that race on the right. You will also see that there are entry conditions for each race. These conditions include Age and Sex, Claiming Race and Handicap Race. You will have to abide by these conditions when you come to declaring your horse. See the 'Race Types' section for more detailed information.

To enter one of your own horses into a race, highlight the chosen horse from your stable and then highlight the race you wish to enter them in. Once this is done, press the ENTER HORSE button. Your horse will now appear in the list of runners to the right. If you are entering your horse for a Claiming Race (see Simulation Notes) a small input box will appear under the runners list. Claiming Races basically allow the trainer to handicap their own horse for a race. To handicap your horse, input a value using the arrows. The higher the number, the more weight the horse will carry.

Handicapping

Handicapping is central to the game. Each horse will receive a rating based on its performance. Depending on the race type, the horse may carry extra weight based

on this rating. At the beginning of the game the horse has no rating and this is indicated by the handicap rating being left blank. A horse will receive its first rating after its first run and the rating is adjusted thereafter. Note that a horse without a handicap rating will not be able to run in a handicap race. The horse's rating is continually adjusted at the discretion of the handicapper during the game. Claiming races give you the chance to handicap your own horses, which can be a tactical decision on your part.

d) Jockey Booking - Once you have entered your horse into a race, you will need to book a jockey to ride him. To book a jockey for your horse, highlight your runner from the list of horses on the left then highlight which race you want to book the jockey for on the right. Once these are highlighted, choose the jockey of your choice from the jockey menu below and press the BOOK JOCKEY button at the bottom of the screen.

If you wish to change your mind, highlight the jockey you wish to change and press the UNBOOK JOCKEY button. However if you do this, please note that the flat jockey-booking fee is NOT refundable!

Each jockey has individual personality traits and characteristics and generally the more expensive the jockey, the better their decisions will be on the racecourse. Each jockey charges a flat fee plus a percentage of the winnings. The percentage is always 8% of any prize money that you win. The flat fee varies from jockey to jockey and is displayed in the FEE column of the jockey-booking screen.

You will see that all the jockeys' statistics are listed on this screen, including weight, age, retainer and win fee. All these factors need to be taken into account before you book a jockey for your horse. Is the jockey worth the high fee? Is his weight too heavy for the horse? How has his past performance been? You will also find that a lot of the higher ranked jockeys will not want to ride a lower ranked inexperienced horse and will refuse the booking. The 'sort' buttons here will help you examine the jockeys and make your choice. To view detailed information on a jockey, just double click on his name and you will be taken to the Jockey Information screen.

Any horses that are listed in a future race without a jockey will be highlighted in another colour to indicate that a jockey is needed before the horse can race. If you try to enter the race without a jockey, a warning screen will appear when you try to move to the race and you will be taken to this screen to book one. If you do not book a jockey for your horse, the horse will be removed from the race.

Tips for Race Planning

- **Learn the Horse's Form:** There is much more to a horse's form than just fitness and stamina. A good trainer is one that learns how to prepare a horse and run it at the correct frequency to maintain their interest. Most horses will have a pattern to their form and they will peak at different times during the season. For example a horse may regularly perform well at the beginning of the season with its form tailing off towards the end. As a trainer you are concerned with winning

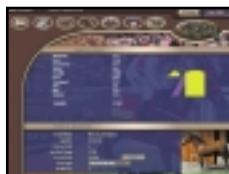
aces so you will need to use this information to your advantage and race your horses in their peak periods, resting them when they are out of form.

- **Racing to Lose:** There are certain tactics that a trainer can employ to run their horses below form in hope that its handicap rating will be reduced and it's poor form will provide decent odds in the future. To do this it is possible to run a horse that is unfit, or over the wrong distance/going. These are tactics that are considered to be generally acceptable.



Stable and Finance

This screen details the weekly stable outgoing and general stable information such as horse capacity, staff employed and feed type. The owner's silks are also displayed here.



If your stables become full because new horses have been acquired at the auctions, then you can make room for them by using the EXTEND button. This obviously costs money and will get deducted immediately from your balance. It must be remembered that extending the stables and requiring better quality feed cost money so you must make sure that you will be able to afford this.



Trainer Rankings

This screen lists all the trainers in the game and their ranking position. Along with the stats, the silk colours are also displayed. As a trainer you will see your name and stable appear here and it is a good indicator of how you are performing in relation to the competition. You can work your way up the table and become one of the best if you work hard enough! Note that the foreign trainer winnings are for UK races only.



To view detailed information on any trainer, simply double click on their name to be taken to the Trainer Details menu.



Go to Racecourse

Once you have made all your decisions for your stable and horses, it is time to attend the day's races. This icon will take you to the racecourse to view and participate in the races. Remember that when you move to the race day you will not be able to return to the stable management part of the game until all the day's races have run, so make sure that you make all the right decisions before you proceed! If you do not want to go to the racecourse for that day, press the SKIP DAY button to move directly to the next race day of the season.

Once you have arrived at the racecourse, you can concentrate on finding winners, betting and watching the races. As with the previous menu, all icons are situated at the top of the screen. These are:



Racecard

This is the main raceday screen, and shows a list of the day's races and the runners. To see the individual runners in each race, highlight a race in the top part of the screen and the list of runners will appear at the bottom. Any runners that are highlighted are your own horses.



Tipsters

The daily tips from the newspapers can be viewed here. Again the list of runners with their odds can be seen in the bottom part of the screen. Only tips for the forthcoming race can be viewed. Also the current performance record for each tipster is also viewed on this screen, which is definitely something to take into account before parting with your hard-earned cash! Remember, the tipsters are not always right so rely on your own information and gut feeling!



Bookmakers

This is where you can place the all-important bets on the forthcoming race. There are four types of bet available to you:

- a) **Win Bet** - The standard bet where you bet only on the winner of the race. If your horse wins the race, the bookies will pay out, if not, you lose it all!
- b) **Each Way Bet** - Where you can bet on a horse and the bookie will pay if the horse is placed. Placing is dependent on each individual race and the number of runners. (See Betting Information).
- c) **Straight Forecast (SF)** - This is your chance to bet on two horses at once. To win this bet you must choose the 1st and 2nd place horses in the CORRECT order. This is not allowed in races of less than 5 runners.
- d) **Reverse Forecast (RF)** - This is similar to the Straight Forecast bet, but your selection can finish in any order to win.

Please refer to the Simulation Notes for a detailed description on each bet type.

To Place a Bet

Win Bet/Each Way Bet

- Left click on the Horse list box and a list of the day's runners will appear in a drop down menu. Highlight a horse and left click once again. The horse will now appear in the box.
- Left click on the Bet list box, and the types of bet will appear in a drop down window. Left click again on the bet of your choice and it will now appear in the box.
- Once this is done, type your stake amount in the box provided and press the PLACE BET button to finish.

To place a Straight/Reverse Forecast bet just follow the instructions listed above, selecting two horses per bet.

You are allowed 5 bets per race and make sure that you have enough credit before you bet! All bets will appear to the right of the betting boxes. To help you, the list of all runners and their odds are displayed at the bottom of the screen.

Note that the maximum amount that you can bet depends on the runners in the race. The bookies will not want to take a large stake for a certain winner!



Jockey Instructions

If one of your own horses is due to run the next race, as a trainer it is your privilege to give orders to the jockey that you have employed. First, highlight the horse and jockey you wish to give instructions to from the list below. The horses that you own are highlighted. Once this is done, select an order from the list above. These are:

Hold Up

Slight Hold Up

Normal

Handy

Force

You will notice that when your horse is selected, the information on the race will be also displayed, including the all-important distance and Draw Effect. Take heed of this information when giving your jockey orders.

Note that if no instructions are set, the jockey will use his own judgement in running the race. Sometimes a jockey will ignore orders given to him, and use his experience during the race. This can be the price that you pay for booking an experienced jockey.



View Race

When you are happy with all your decisions, it is time to view the race itself and see your hard work and betting decisions pay off (or not!). You will be taken to the Race Screen displaying all the runners in the top left. At the bottom of this screen are all your betting slips (if you placed a bet). These slips show the horse you placed a bet upon, the odds and the stake. When the race is over, your winnings will also be displayed here.

All runners' names and jockey silks are displayed down the right hand side. Both the horses that you have placed a bet on and the horses you own will be highlighted. These are the horses to look out for!

To start the race, press SPACE on your keyboard.

To help you distinguish the runners from one another, it is possible to highlight a horse of your choice. On the right of the screen a list of all the runners is displayed. To highlight a horse, simply use the left mouse button and single click on the name of your choice.

Furlong Markers

In the centre of the screen you will see four furlong posts illustrating the final furlong, final two furlongs and final three furlongs of the race. A single click on these icons will skip to the appropriate part of the race.

When the race is completed you can move to the Race Results Screen by pressing the NEXT button.

To skip the race altogether at any time, press ESC on your keyboard.

Photo Finish

In true racing style, if the race has been a particularly close one, you will have a chance to view the Photo Finish. Note that the results shown before the Photo Finish are provisional results only to mimic a real race. The confirmed results will be displayed after.



Skip Race

Use this button to skip the race altogether. You will be moved immediately to the RACE RESULTS screen.

Race Results Screen

This screen directly follows the simulated race and shows all results and betting information for not only the race just run but all the day's current races. At the very top of the screen, the race descriptions for all races run are displayed. You can view the previous race results by highlighting a particular race and the results will be displayed below.



Directly below this is the betting information, including odds, stake and winnings (if any at all!) from the previous race. Remember to study this well to find out how well your current betting strategy is working.

The main window on this screen displays the formcard (results) for the last race. All runners are viewed in descending order and a short description is also displayed here which comes in handy in examining your own horses form, especially if you skipped the race.

At the very bottom of this screen is the feedback from the jockey that you employed. This is important to you as it is essential to build up a good relationship with the jockey and it takes time to find the right jockey for your horse. He will also give you important tips about your horses which will help you learn his running form for a season.

To move back to the Race Day Screen, press the NEXT button.

Auction

The auction occurs at the end of each day's racing. This is your chance as a manager to bid for a better thoroughbred and build up your stable. You can send one of your horses to the auction in the Stable Screen (See Horse Menu/Stables for more information). Also winners of Claiming and Selling races will automatically be entered into the auction.



The top part of this screen shows the current lot, including information such as the horses' value and trainer name. The bottom part of the screen shows all lots for the day, again with trainer name and their value.

To view detailed information on each lot, just double click on the horse's name and you will be taken to the Horse View Screen. It is essential to make sure you know as much as possible about the horse before you bid for it. A bad investment from you can turn your stable's fortune for good.

Bidding

To start the bidding, press the START BID button at the bottom of the screen. You will see that other trainers will be bidding for the horses as their name and amount will appear to the right of the screen.

To enter a bid, put your desired amount in the bid box and press the NEW BID button. To increase your bid amount you can enter a new amount into the box, or use the 'quick bid' buttons to increase your bid amount quickly. These are especially useful when the bidding hots up towards the end.

The bidding can get rather frantic near the end, so check the 'Automatically Update Bid' checkbox. This will then update your next bid amount in line with the last declared bid. You can then simply use the 'Quick Bid' buttons to increase the amount and outbid the opposition.

Once the bidding is complete, the new owner of the horse and the amount paid will be displayed at the bottom of the screen.

You will only be able to bid to the maximum amount allowed by your stable's finance. Auctions do not accept credit notes or IOUs!!

If you are not interested in the next lot, use the SKIP BID button to move to the next one. To skip all the bids press the SKIP ALL BIDS button.

Once the auction is complete press the NEXT button to return to the Main Screen where you can learn from your mistakes and again train and declare your horses, some newly acquired, into future races. Good Luck!!

Horse View Screen

By double clicking on a horse's name, you will be taken to the Horse View Screen. This screen shows the past form of the horse and this is central to picking winners in form analysis, in the auction for example.



The main section of this screen displays the characteristics of the selected horse. These are:

Fitness - The horse's current level of fitness. This can be improved by good training methods and racing.

Stamina - This is not affected in the short term by training methods, but can be improved in the long term. This is a good indication of what distance the horse will be suited to.

Speed - Again this can only be affected in the long term as the horse gains more experience. This is a good indicator of what distance the horse will be suited to.

Condition - This can deteriorate by running a horse too frequently. Condition can be improved by resting a horse, but you will need to be careful as the fitness of the horse may suffer.

Constitution - This is the horse's ability to stand racing and can be considered when planning the horses racing campaign. A horse with bad constitution will need plenty of rest before each race.

Attitude - The horse's general attitude may affect many areas of it's performance. A poor attitude will generally mean that the horse will perform well below form.

Gallops - This is an assessment of how the horse is performing 'at home' in relation to its usual level.

Preferred Going - This indicates the type of going the horse prefers.

Build - A brief description of the horse's size. Smaller horses are more likely to perform well on courses with sharp bends for example.

Also on this screen is a graph displaying the horse's handicap over time. This is a good indication of your horse's performance over the course of the game.

On the left of the screen you will also see detailed information about your horse's past performance. These include:

Form - The horse's current form

RTG - The current handicap rating

LWR - The Last Win Rating – the horse's last handicap rating

SLW - Since Last Win – shows the number of days since the horse last won a race of any kind

SLR - Since Last Run – shows the number of days since the horse has last run

Career Rec - The race record over the horse's career

Career Winn - The total winnings over the horse's career

Season Rec - The race record over the current season

Season Winn - The total winnings over the current season

Group Rec (runs/places/wins) - This displays the horse's record in group races. How many it has run, how many times it was placed and the number of wins.

You can also choose to retire your horse at the end of the season if you believe that he has come to the end of his career. To do this single click on the 'Retire Horse' checkbox.

The bottom half of the horse view screen displays a list of all the horse's past races in the formbook. Here you can choose to display only races that the horse has won, or all races run by left clicking on the checkbox. To access full details of any of the races displayed, just double click on it and you will be taken to...

Formcard Screen

The formcard screen contains past details for a specified race. When the formcard is accessed through the Horse View Screen, the horse will be highlighted.



As the most frequent use of formcards is to assess a horse's form from the racecard, any horses that are due to run in the next race are also highlighted.

By using the left and right arrows at the bottom of the screen it is possible to view the horse's past form in all races in the formbook.

Click the BACK button or right click to exit these screens at any time.

Simulation Notes

Race Types

There are six different categories of races in this game. Each category has its own penalty and entry system.

Selling Races (entry fee: £25)

Selling races offer poor prize money and tend to attract poor horses. As the fields are

generally poor and horses are not handicapped on their rating, it can be worthwhile to enter a horse that is struggling in other races due to its handicap mark. Any horse that wins this race is automatically entered into the auction at the end of the day.

Claiming Races (entry fee: £30)

Claiming races offer similar prize money to Selling Races. In this type of race, you will need to handicap your own horse by choosing the weight it will carry. Due to this, the astute trainer can provide a winning opportunity for their horse. The bookmaker will be aware of horses who are racing off a favourable mark (horses carrying less weight in relation to the field than they should according to their rating) and will price it up accordingly. Again winners of these races will be entered into the end of day auction - this is the price you will pay for having a winning horse in these races.

Maiden Races (entry fee: £40)

These are open to any horses that have never won a race. They tend to be for 2yo horses, but maiden races for older horses do occur. Prize money tends to be fairly low and all horses carry the same weight.

Handicap Races (entry fee varies from £50 - £100, with showcase fees going up to £300)

These races are open to horses whose rating falls within a specific range. For example, a 0 – 90 handicap is open to horses whose handicap is below 90. The basic point behind handicap races is that horses carry extra weight based on their previous preferences and performance to create a close finish. The weight a horse should carry is based on its rating displayed on the race card. The prize money varies greatly and lower rated horses tend to get offered lower prize money.

Listed Races (entry fee: £250)

These offer relatively good prize money, but are more expensive to enter. Horses carry the same weight and there are no age/sex allowances. However there are penalties for winners of previous group races. The penalties are:

Group 1 won or placed - +14lb

Group 2 won or placed - +10lb

Group 3 won or placed - +6lb

These races are a good opportunity for horses who struggle at group class but have performed well in handicap races.

Group Races (entry fees: Group 1 £800, Group 2 £650 and Group 3 £500)

Group races offer the greatest prize money and are the most difficult to win. Horses carry weight depending on their group race record. There are penalties for previous winners:

Group 1 race:

G1 winner +10 lb

G1 placed +4 lb

Group 2 race:	
G1 winner	+12 lb
G1 placed	+6 lb
G2 winner	+7 lb
G2 placed	+3 lb
Group 3 race:	
G1 winner	+12 lb
G1 placed	+6 lb
G2 winner	+8 lb
G2 placed	+4 lb
G3 winner	+5 lb
G3 placed	+2 lb

Betting Information

Detailed descriptions of each bet featured in the game are as follows:

WIN	A simple win bet. The selected horse must finish first and winnings are STAKE x ODDS.
EACH WAY	An each way bet can be seen as two separate bets. So £50 e/w means that the bet costs 2 x £50 = £100. The first part of the bet is the win portion. If the horse wins, the odds are calculated as a WIN bet. The second part of the bet is the PLACE portion, which only pays if the horse is placed. This in turn is dictated by the number of runners in a race:
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-Handicaps	
8 to 15 runners	1/4 odds, 1,2,3
16 or more runners	1/4 odds, 1,2,3
Handicaps	
13 to 15 runners	1/4 odds, 1,2,3
16 or more runners	1/4 odds, 1,2,3,4
STRAIGHT FORECAST	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	This bet requires that the first two finishers are predicted in EITHER order. The cost of this bet is always STAKE x 2 - one for each horse.

Credits

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