Предостережение: Эпилепсия

Некоторые люди при освещении определенными сочетаниями цветов или мигающим светом подвержены эпилептическим припадкам. Определенные узоры, фон на экране монитора, или цвета компьютерной игры могут спровоцировать у таких людей эпилептический припадок. Определенные условия могут привести к проявлениям эпилепсии даже у тех людей, у которых ранее ее симптомов не наблюдалось. Если у вас, или у кого-то из вашей семьи, есть склонность к эпилепсии, рекомендуем проконсультироваться с терапевтом, прежде чем начать игру.

Если в ходе игры вы почувствовали что-либо из следующего - головокружение, смещение зрения, судорога глаз, замедление реакции, дезориентация, какие-либо непроизвольные движения, или конвульсии - НЕМЕДЛЕННО прекратите игру и обратитесь к врачу.

ЧАСТЬ 1: УСТАНОВКА И ЗАПУСК ИГРЫ

1. УСТАНОВКА ИГРЫ

1.1 Операционная система
Игра совестима с Windows 95 (winsock 2.0 установлен), 98, 2000, ME и XP.
1.2 Музыка
Менеджер Скачек имеет встроенный декодер MP3. Вы можете в любой момент запускать проигрывание, ставить на паузу, или переходить к следующей дорожке. Также вы можете прослушивать собственные MP3-файлы. Для этого их нужно скопировать на жесткий диск в папку, где хранятся MP3-файлы игры.
1.3 Сетевая игра
Возможна сетевая игра, через LAN. Если вы подключены к Интернет, программа GameSpy, находящаяся на CD игры, позволит вам создать или присоединиться к сетевой игре Менеджер Скачек.
1.4 установка игры
Чтобы установить игру, вставьте Менеджер Скачек CD в ваш CD-Rom привод. Игра будет установлена автоматически, если активирована опция автозапуска. Если нет, запустите setup.exe в корневой директории CD.
1.5 Рекомендации
Для запуска игры Менеджер Скачек рекомендуется закрыть все приложения, чтобы игре были доступны все ресурсы вашего компьютера.

Если изображение движется слишком медленно, уменьшите графические параметры запуска игры, такие как качество изображения или разрешение экрана. Это можно сделать в параметрах игры.

Если изображение некорректно, установите последние драйвера для вашей видеокарты. Также можно попробовать запустить игру с помощью ярлычка "DirectX7/Менеджер Скачек".

Работающий firewall в некоторых конфигурациях может привести к зависанию. Отключение firewall в этом случае может разрешить проблему.

2. Запуск игры.

Для запуска игры, сделайте двойной щелчок на ярлычке "Менеджер Скачек", находящемся на рабочем столе или в меню Программы.
При первом запуске появится окно настроек игры. Приведите параметры в соответствие с вашим компьютером (модем, видео/аудио драйвер), выберите правильное разрешение и язык интерфейса. Для запуска игры нажмите OK.

2. LAUNCHING THE GAME

To launch the game, double-click on the "HORSE RACING MANAGER" file from the desktop or from the start menu.
At the initial launch, a configuration screen appears. Adjust the parameters corresponding to your PC (modem, graphics/sound driver) and pick the language of the game and the resolution. Click on OK, the game will then launch.

PART 2: PLAYING THE GAME

1. INTRODUCTION

Imagine you are an owner, a trainer, breeder, gambler or jockey in the highest circles of horseracing. In HORSE RACING MANAGER, you will be able to be all of those in a single game or focus on one specific activity.

Each activity will require specific know-how that you will be able to acquire with each game. As an owner, you will have to keep an eye on your finances and optimise the working time of your staff as well as yours. As a trainer, you will have to prepare your horses according to the goals you will have set for the season, bearing in mind each horse's characteristics and your financial constraints. Your ultimate goal as a trainer will be to improve their overall characteristics to their maximum capacity. As a breeder, you will seek and hopefully find the right matches for reproduction, you will also be in charge of the weekly report on each of your horses. As a gambler, you will be able to visit the greatest racetracks and follow the greatest races, live. You will have to use all your gambling skills to increase your initial capital and avoid bankruptcy. As a jockey, you will have to show your talents as a competitor and strategist in real time. Take into account your horse, the competitors, the racetrack, the weather conditions in order to have a chance to win.

Become a solo expert and then come face the other players in a LAN or on the internet, either in the racing or in the betting mode.

1.1. Game Objectives

There are as many objectives to the game as there are ways to tackle it. For example, you may wish to become the best stable in terms of fame or financial gain. You may also aim to breed the near-perfect horse... or quite simply to play for the pleasure of improving over the years.

Nevertheless, we have determined a number of precise objectives in the stable mode. If you complete them, you will be able to play with new horses and new jockeys in the multiplayer mode.

1.2. New Game

After clicking on NEW GAME, select the playing mode and the level of difficulty.
Select the SINGLE PLAYER mode (selected by default)
You may select the SINGLE PLAYER mode of your choice: STABLE, RACE, BET
Select the level of difficulty according to the level of your game. If you are a beginner, discover the game via the EASY mode. You will find it easier to fulfil your objectives. On the other hand, you will not be able to access the new elements that can be unlocked for the multiplayer mode.
The NORMAL mode presents challenges which, if met, offer you new jockeys for the multiplayer mode.
The DIFFICULT mode presents challenges which, if met, offer you new horses for the multiplayer mode.

1.3. Loading / Deleting a game

Loading:
Select the game you wish to load, then click on LOAD.
For each selected game, you will see on the right hand side of your screen, the information pertaining to your selection.

Deleting:
Select the game you wish to delete, then click on DELETE.
For each selected game, you will see on the right hand side of your screen, the information pertaining to your selection.
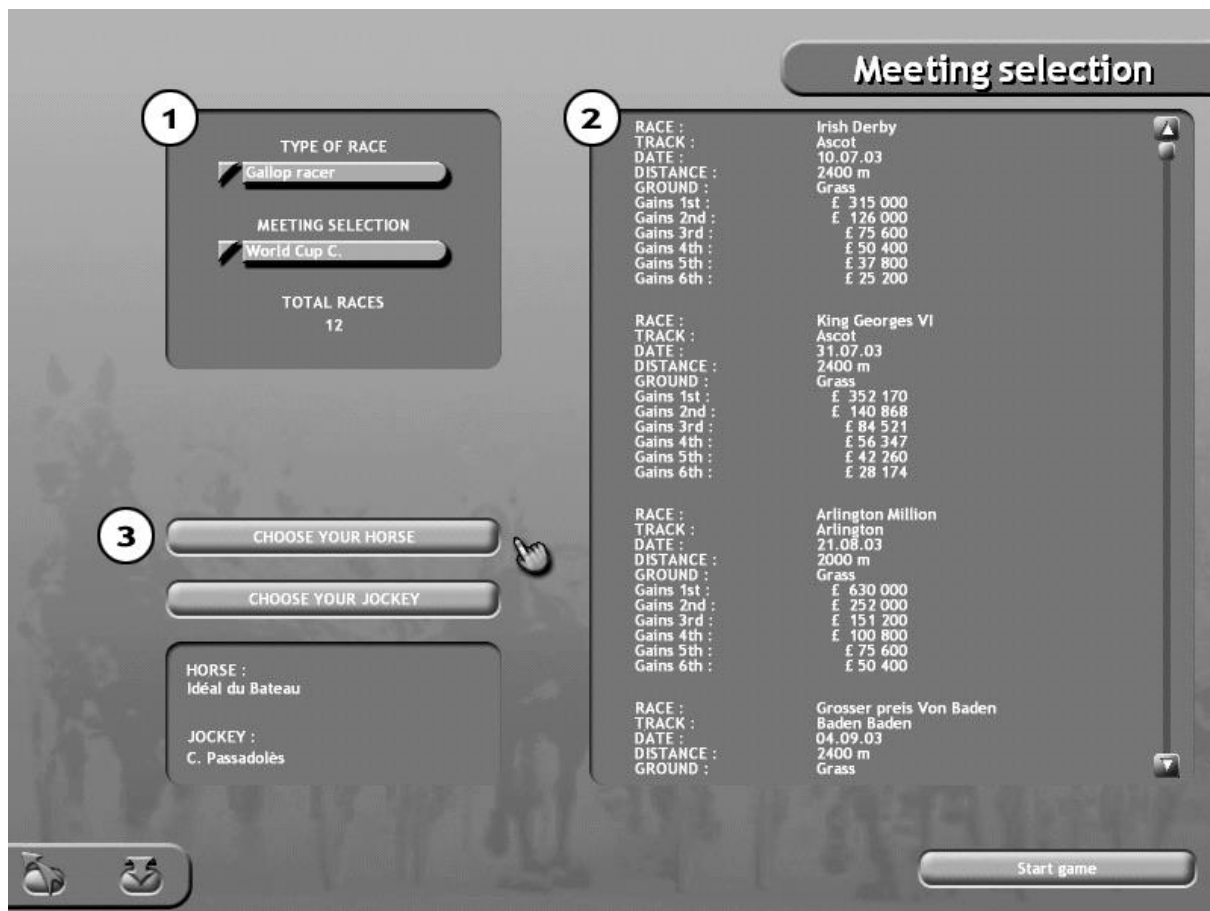WARNING : a deleted game is irreparably lost.

1.4. Options

Adjust the volume of the game with the slider
Graphical options :
To select one the five qualities of graphics, click on the corresponding button.
If you choose CUSTOMIZE, you will be required to select in detail the options you wish to have, for the textures, the shadows and the geometry.

2. RACE MODE

1 - Choice of the type of race and meeting
2 - Information on the selected meeting
3 - Choice of your horse and jockey

2.1 Choice of the meeting

Select the RACE TYPE: gallop or trot
In CHOICE OF THE MEETING, select one in the proposed list. When your choice is done, the details of the competition, which includes 3 to 12 races, will appear on the right.

By clicking on SELECT A HORSE, you will be able to choose the horse with which you will run all the races of the meeting. Select the one which best corresponds to your racing method, while taking into account the racing conditions you will face.

By clicking on SELECT A JOCKEY, you will be able to choose the jockey with whom you will run all the races of the meeting. With a little experience, you will be able to determine which fits the character of each horse best.

When you have finished your selections, click on LAUNCH THE GAME to start the meeting.

2.2 Meeting

This screen gives general information concerning the meeting and details on the upcoming race. You can also visualise the track on which you are about to run. Pay attention to the location of the arrival gate as well as to the width of the turns. This can be vital information in elaborating a racing strategy.

By clicking on SIMULATE, you will not see the actual race. You will have access directly to the order of arrival and the racing times.
By clicking on SEE/PARTICIPATE, you will access the pre-race screens.

2.3 Pre-race

Box Screen
You will find here all the important information on the upcoming race. By clicking on the list of horses, you will be able to see all the competitors.
For a handicapped race, you will see next the handicap each horse will sustain for the race. It is always expressed in kilograms, except for mounted trot races, where it will be expressed in metres.

Presentation Ring Screen
You will see the most recent information gathered by yourself, just before the race. Information concerning the weather conditions, the state of the track and a classification of all your competitors will appear and should help you refine your racing strategy.

2.4 The Race
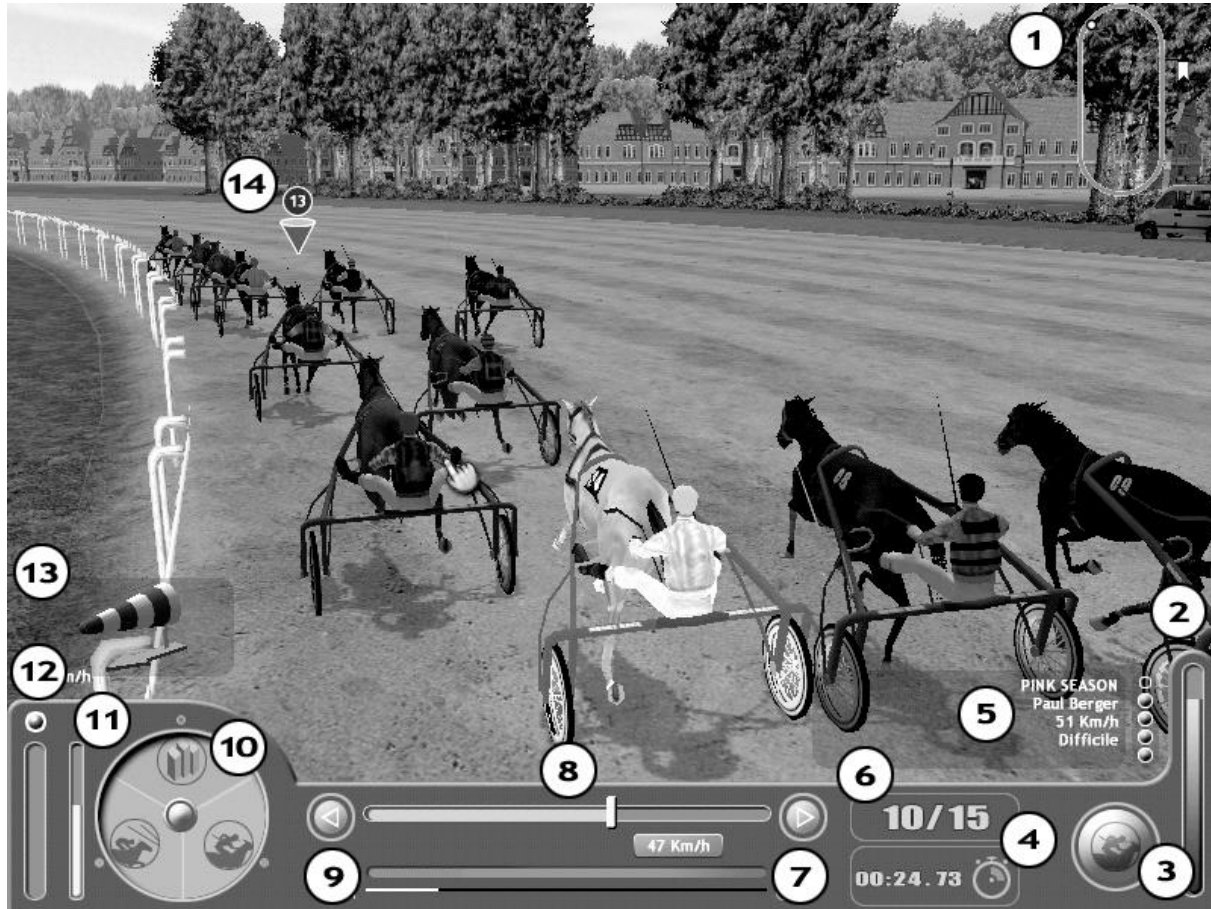
1 - Course of the track
2 - Energy bar of the whip
3 - Whip button (Enter)
4 - Timer
5 - Information on the competitor
6 - Current ranking
7 - Distance bars
8 - Speed bar
9 - Energy bar
10 - Priority of the jockey
11 - Exposure to the wind
12 - Fault
13 - Indications on the wind
14 - Observed opponent

Ready to flex your muscles on the track?
The horse and jockey you control are highlighted. The screen is always centered on your horse.

The view
You may zoom at your convenience by using the mousewheel. Using this possibility may be vital

in certain conditions as you may want to see the pack differently in order to have a view of the overall speed of the race.

You may also move the camera around your jockey. To do this, right-click, hold and shift sideways with the mouse. Shifting sideways can be very useful to observe your adversaries or the racecourse.

Information during the race

During the race, you have access to three pieces of information:

The course of the track in the upper right hand corner: the white dot indicates your current position. The flag gives you the position of the finish post. With a quick look, you can thus assess the distance before the next turn or the arrival line.

The windsock on the left: it indicates the strength and direction of the wind. You should take this into account for your racing strategy. Taking the lead with a strong headwind may tire the horse in vain and ruin your chances of victory if your horse does not possess sufficient stamina.

Ranking indicator and timer: they show your ranking within the pack and the time elapsed.

Observation of the opponents

You may observe your opponents during the race to obtain information to enable you to adjust your racing strategy. A left click on an opponent will display an arrow above the target and a window on the right containing some information. They are the following:

Name of the horse

Name of the jockey

Current speed

The appreciation of your jockey on the shape of the observed horse

Next to the information given by your jockey, up to five green dots may appear. They represent the reliability of your jockey's appreciation. The more green dots, the more reliable the information. The jockey's most important characteristic for adequate judgement is lucidity.

WARNING: the information will only stay on your screen a few seconds. It will then disappear.

The start

To get a good start, you need to accelerate as quick as possible. Use the button which will appear at this occasion. Click on the button (or press SPACE) for the progress bar to rise and click a second time for it to stop. The bar must be stopped as close to the right side as possible for the best start.

Warning: you will have only one chance.

Missing the start on a short race may jeopardise the outcome of that particular race.

Steeple chase

You must choose the action bar to perform your jump during a steeple chase. Use the bar in the same way as for the start. The bar will appear 100 m before the hurdle, you will therefore have only a few seconds to left-click. The performance of your jump will have a direct impact on your reception and therefore on your speed after the hurdle.

The whip

You will have the possibility of whipping your horse to momentarily increase its speed. The action button and the energy reserve bar for the whip are located in the bottom right of the screen. The more the green bar is full, the more efficient each whipping.

Left-click to activate the whip, the horse will gain some speed by consuming its whip energy. The green energy reserve bar will decrease by approximately one third each time. At the beginning of the race, your whip energy reserve bar will not necessarily be at its maximum level, as the quantity of energy available depends on a number of characteristics of which the most important is the shape of the horse.

During the race, if you use the whip, your quantity of energy will increase until it reaches its initial level. It will increase all the faster as there is a good feeling between the horse and the jockey (Cf. section choice of the jockey in meeting mode) and if you focus the attention of the jockey on the recuperation of the horse (Cf. infra).

The Speed
You may request a precise speed from your horse by adjusting the speed bar at the bottom centre of the screen. There are three methods to adjust the speed:
Click directly on the bar: Fast method
Click and hold on the white cursor and move it along the bar: Method to alternate important speed variations.
Click on the arrows located at the two extremities of the bar: fine tuning

If you modify the speed, the white cursor will immediately move. On the other hand, the horse will have a delayed reaction to acceleration or deceleration orders. The brown gauge inside the bar reflects the actual speed of the horse.

Racing energy
Racing energy is represented by the coloured bar below the speed bar. This bar is always full at the start of the race. It will decrease with the effort you are requiring from the horse. The faster you are running and the more wind you are facing (Cf. infra) the more energy you will consume. If you have no energy left at the end of the race, your horse will maintain a minimum speed to finish the race, but all your adversaries will overtake you.

To help you manage this energy, you may compare your energy bar to the one just below it. This is the distance bar and it indicates the distance you have run compared to the total length of the race. By comparing the two bars, you will easily see if you are running under or over your capacity.

Attention of the jockey
Use the cursor in the three-colour circle in the bottom left of the screen.
You may ask the jockey to focus his attention on three different elements: technique, recuperation or wind protection and thus benefit from the bonus in each of these categories. Red represents technique, blue is wind protection and green is recovery of whip energy. The more a colour is intense, the higher the bonus in this area.

By moving the cursor, you will modify the breakdown of the bonus.
Left-click on the cursor, hold and move to the desired place.

By placing the cursor on technique, you will improve your overtaking speed in gallop or increase the fault threshhold in trot. This threshhold is visible on the bar on the far left (only in trot). The redder it is, the closer you are to making a fault. If the bar is full, your horse will fault, disqualifying you from the race and you will lose control of your horse. The evolution of this bar is therefore very important and it requires constant monitoring to ensure victory.

By placing the wind protection cursor adequately, you will improve the wind penetration and save racing energy. The level of resistance to the wind can be seen on the blue bar on the left hand side. If it is full, wind protection is at its worst, if it is empty, it is at its best.

By placing the cursor on whip energy recovery, you will increase the recuperation rate in whip energy.

Pause and Simulation

Hitting the P key will put the game into pause.
Hitting the ESC key will allow you to simulate the end of the race.

2.5 Post-Race

Ranking Screen
You will see the results of the last race, the gains of the first six horses and the racing times.

Gains and Comments Screen
You will see your racing gains, your betting gains and the comments of the jockey.
The jockey will first comment on the horse's performance during the race. He will then give you an appreciation on his relation with the horse. This comment will be useful in deciding whether you will want the same jockey for this particular horse in future races.

3. BETTING MODE

As soon as you show up to bet, your time is limited: you have only 3 minutes before the race is launched.

3.1 Choice of the meeting

Select the RACE TYPE: gallop or trot
In CHOICE OF THE MEETING, select one in the proposed list. When your choice is done, the details of the competition, which includes 3 to 12 races, will appear on the right.

When you have finished your selections, click on LAUNCH THE GAME to start the meeting.

3.2 Pre-race

Box Screen
You will find here all the important information on the upcoming race. By clicking on the list of horses, you will be able to see all the competitors.

For a handicapped race, you will see next to each horse the handicap it will sustain during the race. It is always expressed in kilograms, except for mounted trot races, where it will be expressed in metres.

Presentation Ring Screen
You will see the most recent information gathered by yourself, just before the race. Information concerning the weather conditions, the state of the track and a classification of all your competitors will appear and should help you refine your racing tactic.

Tip Screen
You may refer to three specialised magazines and two bookmakers to help you place your bets. Only the bookmakers will charge you for their opinion.
Each of the five sources base their analyses on different pieces of information to yield their forecasts. You will have to make up your own opinion based on the elements available to you.

Betting Screen

1 - Different types of bet
2 - Choice of the horse
3 - Amount of the bet you wish to place
4 - Odds table
5 - Registered bets
6 - Bet validation button

The different betting possibilities appear on the right side of the screen, and the evolution of the odds and the bets you have already placed appear on the left.

The odds
There are two odds for each horse: one for the bookmakers which usually varies slowly and one for the official betting federation / Mutual Pool, which usually varies very quickly.
Each horse's odds fluctuates for 3 minutes, the coloured arrows show the most recent trend (up or down).

Registered and confirmed bets
All the registered and confirmed bets are listed here. They cannot be cancelled.

You may register your bets on the left side of the screen
You may choose one of two betting modes. You can place your bet either with a bookmaker or with the Mutual Pool. The bets stay the same, with the exception of the odds which will be used to calculate your gains. The Mutual Pool will use the final odd after the 3 minutes, while the bookmaker will use the odd at the time you register your bet. This detail may make a difference as the odds may vary significantly during the 3 minutes.

You will see the most recent information gathered by yourself, just before the race. Information concerning the weather conditions, the state of the track and a classification of all your competitors will appear and should help you refine your racing tactic.

Not all types of bets yield the same leverage: a horse tipped to win will generate higher gains than a placed horse. You will find a description below each type of bet to help you decide.

To place your bet, click on the button(s) and select the number of the horses you wish to bet on. Then click on the textbox to indicate the sum you wish to bet. When you are certain of your choice, click on VALIDATE THIS BET. You will then find your bet in the VALIDATED BETS box.

3.3 The Race
During the race, in the betting mode, you will have the possibility of seeing the race.
Two types of camera are available. The first is the TV type and the second allows to follow the horse of your choice. You may change cameras by clicking on one of the two icons. The camera is always centered on a horse, you may modify the target by clicking on the arrows located on both sides of the icons.

3.4 Results the bets
After the race, you will be able to consult the betting results screen in detail.

4. STABLE MODE

4.1 Creating the stable

Creating and managing a new stable implies essential and irreversibles choices from the outset. There are three stages: choosing a country, choosing a location and choosing your colours.

Choosing a country:
You may choose one among ten proposed countries. Each country presents specific characteristics which influence ulterior playing possibilities. You should consider them carefully when choosing a country.

The trot and gallop columns represent the number of races. Warning: countries such as Japan or the UK do not have trot races.
The COMPETITION and GAINS columns give you the number of opponents and the sum of money distributed to the winners. The weather column shows the risk of unavailability of certain training facilities, due to bad weather.

Choosing a location:
In each country, you must choose among the ten facilities that are offered. Each of them has its advantages, its constructions and a different cost. Depending on your ambitions, some facilities can offer very interesting opportunities. You should decide according to your budget and the amount of money you wish to keep aside.

Choosing the colours:
You must choose the name of the owner, the stable and the colours which will represent you on the racetracks.
Left-click on the names and type in those you wish to use for the game.
Left-click on the different coloured squares to see the available choices. Warning: for the sake of realism, you are limited to selecting three different colours.

4.2 General Interface

The elements described here will always be visible when you are in the management part of the stable. Left-click to activate them.
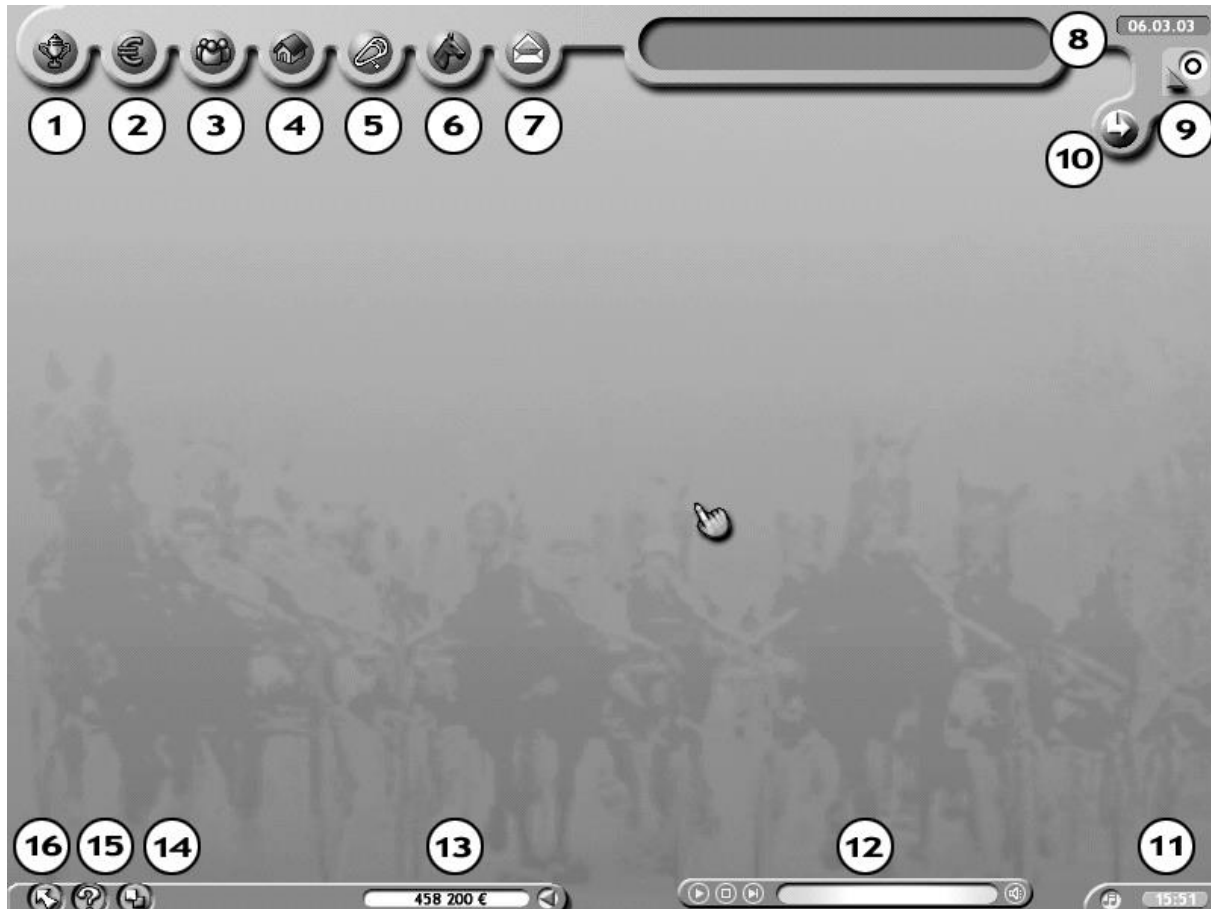
1 - Results icon
2 - Finances icon
3 - Personnel icon
4 - Buildings icon
5 - Races icon
6 - Stable icon
7 - News icon
8 - Date of the game
9 - Time period of a game
10 - Forward by one game period
11 - Time
12 - MP3 player
13 - Cash or reputation
14 - General help
15 - Help on the current page
16 - Options

Upper bar:
On the left, you may access all the options of the game by clicking on the icons. In the centre, is the title of the active menu. With the arrow on the right, you may go forward one week or more by modifying the data below. Above is the date in the game.

Lower bar:
On the left are three icons which give access to the options and to the two gaming helps. One of them deals with specific aspects of the game while the other will guide you on the active screen. Do not hesitate to consult them if you are a beginner.
In the centre, you will see either the amount of money you possess in cash or your fame. To switch from one to the other, left-click on the arrow. On the right, is the current time.

4.3 Results

Results of the races
You can see the results of all races, going back one year.
To find the result of one particular race, use the filters to simplify your research.
Left-click for the list, left-click again on the race of your choice.

You may also classify the races according to the title of each column: left-click on the title of the column.

Results of the jockeys
On this page, you can see the evolution in the career of each jockey. With a regular follow up, you will discover the rising stars who may ride your horses to success. You may classify the jockeys according to the title in each column: left-click on the title of the column.

Results of the horses
On this page, you can see the best horses classified in four different categories. There might be a long way to go before seeing your horse on this list as it is reserved for the elite.

Results of the stables
With the table, you can see the ranking of all your opponents and thus compare your performance. Use the column ranking to see the three different types of classifications: fame, gains of the year, gains accumulated through a career.
You may classify the stables according to the title of each column: left-click on the title of the column.

Results by Objectives
According to the difficulty of the game, you will be able to access new jockeys or horses for the multiplayer mode.
In EASY mode, there is no specific objective.
In NORMAL mode, you can unlock new jockeys.
In DIFFICULT mode, you can unlock new horses.

Objectives
You will find on this screen the complete list of possible objectives. The objectives must be achieved in NORMAL and DIFFICULT mode to unlock the jockeys and the horses respectively.

4.4 Finances

Budget
Your accounting is simplified and summed up in these tables. You can therefore have access to

cash inflows and outflows easily.

You may contract a loan for an amount and a time determined by the state of your current cash position. The better your financial standing, the easier it will be for you to find a low interest-rate loan.

If you are overdrawn, you must balance your account as soon as possible. Your overdraft is commensurate to your possessions of the moment (buildings and horses) as well as to you fame. After several unanswered repayment requests from your banker, you run the risk of bankruptcy and being forced to start another game.

Warning ! There are three sources of money:
The first is the money you receive on your wins or racing performance.
The second is the sale of one of your horses.
The third is to offer room and board for other horses in your stable. To do this, you need to have a club house and at least one available box for people to request board. You will find the requests for boarding availabilities in the classifieds, section BOARD. Be sure to check the classifieds every week. You should not overlook this regular and reliable source of revenue. The period of the boarding is stated in the announcement, along with the amount of money to be paid. The price depends very much on your fame: the better the latter, the more money you will be offered.

Financial Analysis
You will find a recap table of the estimated value of your horses. You may classify the horses according to the title of each column: left-click on the heading of the column.

This screen will give you a short analysis, some advice and the amount of the overdraft authorised by the bank.

4.5 Staff
Finding staff
You will have to find personnel for various positions within your stable. Each will have their own features of morale and organisation which will directly impact the quality of their work.
To hire a person, left-click on his name, left-click again to hire.
You may rank the people under the heading of each column: left-click on the title of the column.
You may wish to see only a certain category of personnel: left-click on the buttons located on the right of the screen to delete the categories you do not wish to see.

Characteristics of the staff:
Morale is the only element which varies every week. The lower it is, the less efficient the employee.
The organisation of an employee gives an indication of the maximum quantity of work an employee can do.
Only the lad has complementary characteristics which will be used for the training of the horses.
The salary represents the financial cost of an employee for a week.

Role of the staff:
The secretary/assistant handles all administrative tasks. Each employee on your staff takes up one organisation point of your secretary.

The lad is a training jockey, who improves the training of the horse. He may handle as many horses as he has organisation points. He will improve the training of a horse according to the characteristics which appear on the left.

The maintenance staff keeps the buildings in working order. Its organisation points account for what they can cover in terms of maintenance.

The staffl manager looks after the rest of the staff. The higher his organisation points, the more competent he is.

The stableman takes care of the horses and of their diet. The higher his organisation points, the more competent he is.

The trainer manages the training programme of the horses. The higher his organisation points, the more competent he is.

4.6 Management

1. Choice of the style of management

2. Recap table of your employees
3. Evolution in morale
4. Characteristics of a lad

You will find a list of your employees with each one's characteristics.

Morale of the staff:
The arrow in the MORALE column indicates the trend of the latter during the past week.
You may apply one style of management to all of your staff, but you may also give individual pay raises or fire people separately.
In order to change the management style, left-click one of the four buttons in « attitude towards your staff ».
You may classify the staff according to the title in each column: left-click on the title of the column.

To raise or fire one of your employees, left-click on the adequate button, below the personnel table.

Decreasing morale impacts productivity. Each employee requires a certain type of management among the four and if the applied style does not suit an employee, his or her morale will go down. If someone's morale is very low, he or she will influence the other employees or he or she will leave your stable and discredit you to the outside world.

There are two ways to improve an employee's morale: apply the suitable style of management or give the person a pay raise. An employee with a very high morale will also positively influence his or her fellow employees.

If you wish to lay off one of your employees, you will have to pay a severance fee, except if your cash position is already negative. A fired employee will cause the morale of the remaining staff to fall.

4.7 Planning
This is the place to manage your personal time.

Part of your time is automatically used up: the more horses, staff and buildings you own, the less free time you will have.
In your remaining available time (represented by the green dots), you will be able to allocate particular attention to specific elements of your stable and boost their efficiency. When you allocate the supplementary time to one of the four categories, specify whom you wish to dedicate the specific bonus to. Left-click on the plus or minus buttons to add or subtract time in one of the four categories. Then left-click on the appearing buttons: choose the recipient of the bonus.

Impact:
If you choose to invest time in your horses' diet, you will improve their health by reducing the risk of disease and increasing the efficiency of their training.

By spending time on their training, you will significantly improve their efficiency / performance.

If you spend more time on staff management, you will increase morale and therefore the general quality of the work.

By spending more time on the maintenance of the buildings, you will save on maintenance costs and improve your reputation. The reputation points you gain will be in reverse proportion to the saved maintenance costs.

4.8 Infrastructure

Buildings
You may choose to buy additional or improve the actual infrastructure in your stables.
The buildings will appear on the map as soon as they are purchased. The figure appearing against the light background represents its quality (this figure is permanent) and the figure appearing against the dark background represents the remaining construction time.
Left-click on the button of your choice or directly on the building which you wish to improve.
You may only purchase one building of each category, except for the boxes, of which you may purchase 10 sets of two boxes. You are therefore allowed a maximum of 20 horses in your stable.

Purchase:
Click on PURCHASE.
Left-click on the button located on the left with a building name. The list of buildings will appear, you will need to select its quality by clicking left on one of the three options.
Your choice of a specific quality has a direct impact on the cost of purchase, maintenance and construction time.
The higher the level, the more the advantages related to the buildings will be substantial. In the case of a straight training track, you will have to indicate the kind of surface in order to benefit from a slight advantage during a race run on the same surface.

Improvement:
To improve an infrastructure, proceed as with the purchases by clicking on the IMPROVEMENT button or by clicking directly on the building on the map.

You may consult this page for the advantages of each building, as well as for the constructions necessary to certain types of buildings.

The infrastructure you already own appear against a light background, the others appear against a brown background.

4.9 Information on the stable

You will find on this page, a summary of information concerning your stable.
You will see your colours, the information related to your country and location, as well as your racing gains.

You will also have an estimation of the value of your buildings and horses. You will finally see your reputation which will allow you to evaluate your level in the game.

Maintenance

You will be able to see all the maintenance costs related to the buildings you own on the table on the left-hand side.

On the right hand side, you will see if you have enough personnel to cover the maintenance of your buildings. If you lack personnel, you will also see the cost of outsourcing.

4.10 Races

Timetable

You can see the list of races to which your horse can enlist. You may classify them according to the column headings of the table according to your priorities, by clicking left.

You will find additional information on a race next to the table by going over it with the cursor. This information must be paid attention to and compared with the preferences of your horse.

Registration

The career gains of your horse must be in the authorised range. The closer he is to the upper limit, the more likely he is to be competitive.

Age: only the horses of this age may run.

Specifics: There may be none, although some races have specific conditions. Some may be reserved for horses who have never won a race. The other condition may be the handicap, ie the weight added to certain horses (or the distance in harnessed trot) according to their career gains and to their registration (cf. above). Therefore, in the case of a handicap, the best registration occurs when a horse has the minimum career gains to register.

Track: This surface must correspond to the preference of the horse.

To register a horse, click on the selected race in the table, then click on REGISTER then choose a jockey.

The choice of a jockey is very important. A good choice will improve your chance to win, a bad choice will leave you with a place at best. You should pay attention to his characteristics: gains, salary, behaviour.

Through time and all the races, you will also have to find the right behaviour for your horse: pay attention to the jockey's comments after the race, they will often give precious information.

To select a jockey, left-click on the name then click on OK.

Registrations

This is a recap table of your horses' registrations.

On this page, you can also cancel your registration in a race or change jockeys. Left-click on the left button to cancel a registration. Left-click on the arrow next to a jockey's name to change it, then make another choice.

Racetracks

This page allows you to study each of the racetracks you can run on. Select the type of racetrack then select the name of the desired racetrack, using the mouse.

You will see if the tracks suit your horse (Cf. preferences) according to the surface, whether the inside is on the right or on the left and the type of course. A green track represents grass, a brown track represents sand and a black track represents dirt.

Week end races
In stable mode, you may access a meeting where none of your horses are present only through this screen : register to see one or more races.
Left-click on the SEE button corresponding to your choice.

4.11 Boxes

1. Summary of the horse's profile
2. Main characteristics of the horse
3. Access to the genealogy tree of the horse
4. History of racing results
5. Track record
6. Preferences of the horse
7. Activities of the week
8. Quality of the horseshoe

This is the page with the basics about your horses: you can see at a glance precise elements about the horses in your stable.

You can choose to see all your horses, or only the gallopers or trotters by left-clicking on the adequate button.

You can also see the number of boxes and horses, check that you have a free box before buying another horse.

List of record summaries
Each record summary contains some information as well as the horse's photo ID. The name of the horse is followed by the letter T for a trotter and G for a galloper.
Under the name, are the age and the racing level of the horse. By ascending order, the levels are Listed, III, II, National and the highest level is international.
Each horse can have up to 4 icons: they appear when the horse is injured or sick, when it is accompanied by a companion, enrolled for a race in a foreign country or when it is boarding (ie : when it does not belong to you).
To see the detailed description of a horse, left-click on the record summary.

The record of a horse
A record is composed of 4 separate parts:

Ratings: these will evolve with the activities and the aging of the horse. The race is either galloper or trotter. The mane is the colour of the horse. This year's gains are the sum of the gain accumulated during the previous year's races (year to date). The career gains are the sum of the gain accumulated since the horse's first race. The km record is the best kilometre reduction on a race performed by the horse. The total number of races accounts for the number of races the horse has participated in throughout its career.
Speed (maximum speed)
Acceleration (acceleration speed)
Technique (faults in trot and overtaking in gallop)
Flexibility (to the behaviour of the jockey)
Discipline (capacity to progress through training)
Initial Resistance (capacity to sustain injuries). This resistance will deteriorate with age and with training towards speed, endurance or acceleration.
These characteristics are graded from 1 to 99, 1 being the lowest and 99 being perfect.
Fitness should always be as close as possible to 99 to avoid wound and have a chance at victory.
Injured: yes or no. If the horse is injured, it will not be able to train or participate in a race before complete recovery.
Actual number of injuries (first figure) should not exceed the maximum amount of injuries (second figure). If this is the case, there is a great chance the horse will get hurt.
Actual endurance (first figure) must be as close as possible to maximum endurance (second figure). To increase actual endurance, the horse must be trained. To increase maximum endurance, the adequate type of training must be performed.

Track record: it reflects the racing results over an entire career. Left-click on the cup icon to have access to the latest races where your horses came in within the first six.

Preferences of the horse: You must find them out during the training session (two to three weeks each) and then optimise them during the races to obtain maximum efficiency from the horse. The last three preferences sometimes require specific intervention in the personalised training page to

be applied. Well utilised, they may significantly improve the performance of the horse during the race.

Activities of the week and quality of the horseshoes: the lower the quality of the horseshoes the horse has, the more chance he has of being injured rapidly.
The icon representing the head of a horse will give you access to his family tree.
The icon representing a cup will give you access to his track record for the year.

4.12 Training

There are three ways you can train your horse for it to be in good physical condition or to improve their characteristics.
Click on your selection of LAD, TRAINER, TRAINING CENTRE.

1. Type of training
2. Preparation of the training schedule
3. Characteristics of the lad associated with the horse
4. Main characteristics of the horse

Lad : With the lads, you will be able to break down the training programme week by week, using different types of physical exercises if you have the adequate facilities. Left-click on the week and select the desired training.

You may attribute a specific lad to your horses to increase the efficiency of the training sessions, but you must have one lad. Click on the button to see the list of available lads. You also have to have the adequate facilities, as if you do not, you will bear the cost of renting the infrastructure, the $ sign will then appear. If you are using your own infrastructure, you will further improve the efficiency of your horse's training.

Trainer: Your staff must include one trainer. With the trainer, you will break down the training time by type of exercise. You will also determine the importance of the next race your horse is enrolled in. You also have to have the adequate facilities, as if you do not, you will bear the cost of renting the infrastructure. If you are using your own infrastructure, you will further improve the efficiency of your horse's training.

Training Centre: With the training centre, you will only indicate your main training objectives in addition to the importance of the next race. You always have this possibility without requiring specific personnel or infrastructure. This training method is the least flexible to your horses' needs but it is also the simplest to use.

4.13 Custom Follow-up

1. Name of the selected specialist
2. Choice of specialist
3. Characteristics of the specialist

4. Button for taking appointments
5. Buttons related to the preferences of the horse

You may call on three types of specialists to take care of or improve the health of your horses. They each have their own usefulness, efficiency and cost. Click on the name to see the list of available specialists, then make your selection.
To call on a shoe-marshal or a bone doctor, click on the button MAKE AN APPOINTMENT. They will intervene as soon as they can after you have clicked on the button.

The shoe-marshal: he can fix horseshoes 6 times a year at the most during training to protect the horse's hooves, for a limited time. The higher his characteristics, the more efficient he is.

The bone doctor: You may call on the bone doctor up to four times a year to take care of the horse's injuries. The higher his characteristics, the more efficient he is.

The vet: he will only intervene if the horse is sick or injured. The higher his characteristics, the more efficient he is.

Through the training sessions, you will discover the preferences of your horse. Thus, you will be able to decide if you wish to add or take off the blinkers, the ear plugs or the box companion to your horse to improve his racing capacity. Click on the button under the appropriate icon.

Diet
For each horse, you may adjust the rations for eight different types of food, with the objective of optimising his health. This will reduce the risks of illness and improve his efficiency in training. To adjust a ration, left-click on plus or minus.

The week after you have made the changes, you will be able to see the impact of the new diet by observing the evolution in the horse's health.

To help you with this task, you may call on a dietetician twice a year. Left-click on the button MAKE AN APPOINTMENT.

The more health problems a horse has, that are related to his diet, the more risks it runs of being ill.

4.14 Reproduction

By mating one of your mare and one of your studs, you will obtain a homegrown colt eleven months later.
A mare may run for another three months after the covering, she will thereafter automatically be put to rest. Click first on CHOICE OF THE MARE to see a list of the available mares (over three years old and in good health).

The stud may be selected within your stable if you have one of the same race, or among a list of champions. The covering of a champion can sometimes be very costly, but usually spawns good horses.
To validate the covering, click on the adequate button.

4.15 Purchase

The purchase price of a horse in the classifieds will depend on their ratings as well as on your reputation.
Here, you may consult the list of the horses for sale.
You may see their strengths and weaknesses, rank them thanks to the various filters by clicking on the buttons of your choice.

Abbreviations in the table:
- Race: trotter or galloper
- Level: listed to international
- Age
- Sex: Male or female
- Gains of the Year
- Career gains
- Speed Acceleration
- Endurance
- Price of the horse
- Total number of races
- Number of 1st place, 2nd place, 3rd place

You may purchase a horse through the classifieds, through auction sales, or through a claiming race.

Auction sales are reserved for international level horses. Before you decide to bid in an auction, make sure you have an available box as well as sufficient funds as prices can spiral out of control very quickly! The number of auctions is limited to 4 per year, 2 for very young horses and 2 others for horses of all ages. To participate in an auction sale, you may go through the classifieds page and fill in the invitation, or you can select the horse on the purchase page and click on PARTICIPATE IN THE AUCTION at the bottom of the horse's record.
The procedure of an auction is simple: select the horse you are interested in and click to start the auction. Some buyers will make successive bids and, as in real life, the highest bidder will take the horse.

The horse sold via the classifieds can be of all levels. You will also see them in the NEWS part of the classifieds (Cf. infra).

For the sales through claiming races, you must register by clicking on the button claiming races. You will then have to choose the type of race you are interested in and select a level. You will then be registered to see the meeting. Among the seven races, only the last three are claiming races, the first four do not offer purchasing possibilities. After the last three races, therefore, you will be allowed to bid for the horses. Warning: you will be able to make only one bid. Obviously, other bids will be made and only the highest bidder will be allowed to take the horse.

4.16 Sale

The sales price of your horses will depend not only on their ratings but also on your fame. You may put up a horse for sale in 3 different ways, more or less adapted to your horse.

The classifieds: for average horses whose qualities need to be put forward to a buyer. This sale is not immediate and its conclusion far from certain. If you put up a horse for sale one week, you will know if it was sold only the following week. The higher your reputation, the more chance you will have of selling your horse.

Claiming races: for the horses who have not shown their entire potential. This kind of sale is risky as there is no certainty that the received offers will be up to par. On the other hand, if the horse performs well in a race, there is good chance it will be overvalued.

Leasure: reserved for horses who have no future in the world of races, or when you are in dire need of cash. It is an emergency sale which will bring no profit at all, even for mediocre horses.

4.17 Comparative table

On this screen, you can see all the horses in your stable, and compare them. Click on the heading of a column to rank them according to this criterion.

4.18 News

Classifieds
You will find here all sorts of classifieds announcements. They are renewed every week.
To read the announcements, left-click on the icons representing a sheet of paper.
To answer the announcement, left-click on the validation button on the bottom right.

The classifieds fall into five categories.
Board: When you have the adequate facilities, some owners will ask you to take their horses for a definite amount of time. They will offer you a fixed amount of money, which will depend on the quality of your infrastructure and on your reputation. A boarding horse uses a box and will leave your stable only at the end of the period indicated in the announcement (you will find this information at the end of the horse's record summary).

Horse, infrastructure and jobs : you may purchase or employ them. Purchasing a building through the classifieds allows you to take possession of it the following week, as there is no construction time. In certain circumstances, this can be a crucial advantage.

Auction: One week before the next auction sales, an announcement will appear, allowing you to register if you wish to participate.

News
The news are always centered on the world of races, they will never concern you directly. They are renewed every week. To read a piece of news, left-click on the icons representing a newspaper. To delete it, left-click on the validation button on the bottom right of the announcement.

The news fall into 5 categories.

Ranking: There will be an article when a horse reaches the top ten list in its category.
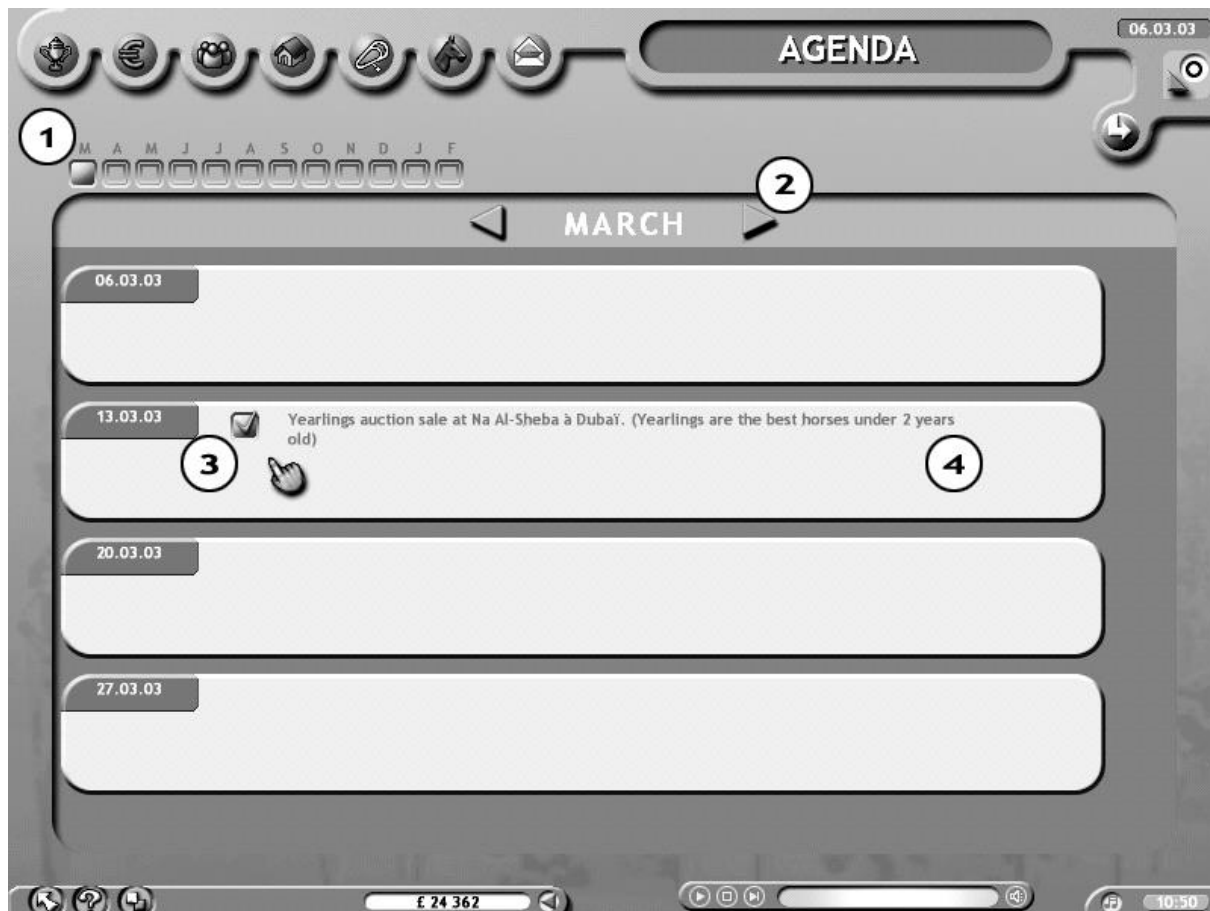
Retirement: There will an article when a horse retires

Records: there will be an article when a horse beats a time record on a racetrack or a record listed on the Horse Results page.

Progress: There will be an article when a horse progresses to a higher racing level, thanks to accumulated gains.

Miscellaneous: Articles concerning all other matters.

4.19 Agenda

1. Buttons to change months
2. Arrows to change months
3. To cancel an event
4. Description of an event

In your agenda, you will be able to see at a glance the next most important events concerning you. You will be stopped at each event entered here.

To go through the months, click on the arrows next to the month or click above on the box of your choice.

To delete an event from your agenda, click on it.

4.20 Information

Here you will find all the information relating to your stable. When you have information available, an "I" will blink in the bar at the bottom of the screen. You may open the page by clicking on this icon. They are renewed every week. To read an information, left-click on the "I" icon.
To answer or delete information, left-click on the validation button on the bottom right of the announcement.

Horse: There will be information when an event occurs concerning one of your horses
Staff: There will be information when an event occurs concerning one of your staff
Results: There will be information to give you the result of one of your horses' race.
Finance and buildings: There will be information when an event occurs concerning your buildings or when your banker is asking you for money.

4.21 End of the game

A game has no predefined time limit. You may manage a stable for decades if you wish. The only element which can prevent you from continuing a game is a financial crisis. You will then have to repay your debts immediately or abandon the game.

5. MULTIPLAYER

Confront other players in multiplayer games after preparing your horse in stable mode. If one of your horses reaches the international level, an EXPORT button will appear in the box page. By clicking on it, this horse will be allowed to run in multiplayer mode. Warning: there is only be one place, if you export a second horse, it will delete the data of the first horse which will disappear.

You can play in multiplayer mode either via a LAN or on the internet with GAMESPY.

5.1 How to play Horse Racing Manager through GameSpy Arcade

You can play Horse Racing Manager online through GameSpy Arcade, which comes conveniently bundled with the game. If you haven't done so already, insert your Horse Racing Manager CD and install Arcade now. Then, to play Horse Racing Manager online, just follow these simple instructions:

Launch GameSpy Arcade and Go to the Horse Racing Manager Room: Click on the GameSpy Arcade link in your Start Menu. When the software starts, you'll see a list of games and more along the left-hand side. There's plenty to do, but there's time for that later: Click on the Horse Racing Manager button on the left to enter the Horse Racing Manager room.

Find or Start a Horse Racing Manager Server: Once you're in the Horse Racing Manager room you can meet or greet other players, find servers or create your own server. The top half of the application will list all of the available servers, including the number of people playing and your connection speed (measured by something called "ping." The lower your ping, the better.) Don't

like any servers? Click on the "Create Room" button to start your own server and wait for people to sign up. Otherwise, double-click on a server of your choice to join in.

Joining and Starting a game: Once you double-click on a server or start your own, you'll be in a staging room, in which you can talk with your fellow players. When you're ready to play, click the "Ready" button at the top of the screen. When everyone in the room has signaled their readiness, the host can then launch the game. Arcade will fire up Horse Racing Manager and the game will begin!

Problems?

If you have problems using Arcade, whether installing the program, registering it, or using it in conjunction with Horse Racing Manager, consult our help pages, located at http://www.gamespyarcade.com/help/ or e-mail us by using the form located at http://www.gamespyarcade.com/support/contact.shtml.

5.2 To play via a LAN

Launch the game
Select NEW GAME
Click on multiplayer then BET or RACE
Sign in
Click on CREATE or JOIN a game
If you choose to create a game, select the type of meeting, then the meeting itself, then the number of players.
In a racing game, you can choose one horse and one jockey.
When you are ready to play, click on the button next to your name.
To launch the game, the initiator must click on LAUNCH THE GAME.

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