



OMNI-PLAY™ HORSE RACING

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Commodore 64/128 Reference Card

Commodore Programming by Mike Goodwin.

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WHAT YOU NEED

- A Commodore 64™ or 128™ computer
- Single disk drive
- Color monitor or T.V.
- One joystick (regardless of the number of players)

DO'S AND DON'T'S

- **Do** complete and return the enclosed green Product Registration Card. This will entitle you to one free issue of the "Video League News."
- **Do** write-protect and make a copy of **both** sides of the disk. Use only the copies when playing the game.
- **Do** place the original disk in a safe place.
- **Do** read the Instruction Manual and this Reference Card for possible solutions to any problems you may have.
- **Do** call our Technical Support line at (714) 966-1311 if you are experiencing any problems, and always call before you return a disk.

NOTE: Backing up your disk and playing only with the backups is very important. Since this game uses the disk drive a lot while playing (both to load and save data), it is possible that at some time in the future the disk may become accidentally damaged. If you keep your Master disk(s) in a safe place, then only your backup disk(s) will be affected.

- **Don't** write-protect the disk used for playing the game.
- **Don't** remove a disk from the drive, turn off your computer or interrupt the power supply while the disk drive light is on.
- **Don't** turn off your computer until you either exit the Tournament via the O.M.N.I. Screen or save the current Tournament data by pressing the "S" key (see section below entitled IMPORTANT INFORMATION).



GETTING STARTED

1. Plug a joystick into port 2 of your computer. This is Joystick 1. All players will use this joystick. (Port 1 can also be used but may interfere with the F1 function key.)
2. Turn on your monitor or T.V., the disk drive and your computer. (The C128 must be run in C64 mode.)
3. Insert the OMNI-PLAY™ HORSE RACING disk (use the backup) into the disk drive and close the drive door or latch.
4. Type **LOAD""8,1** and press the **RETURN** key. The game will load into the computer's memory.
5. Following the title screen, credits and music, the SPORTTIME User Verification Sequence appears (please see the Instruction Manual).

NOTE: *Fast loading cartridges which plug into the back of your computer can significantly reduce the loading or saving times of games. They also usually include utilities that enable you to easily make backup disks and to format blank disks. Because this game uses the disk drive so often, we greatly recommend their use. The following table shows a range of different loading and saving times (both with and without a cartridge) which you can expect for various parts of the game. The times are listed in minutes and seconds. Since there are a number of different cartridges available, minimum and maximum times for those cartridges we've tested are shown. Remember that a lot of information is being saved and loaded. While this occurs, the screen will turn solid blue.*

<u>Event</u>	<u>No Cartridge</u>	<u>Cartridge</u>
1. Load to User Verification Sequence	1:45	:46 - 1:05
2. O.M.N.I. Screen to The Handicapper's Main Menu	2:15	:32 - :52
3. Main Menu to a race (Track 0)	4:00	:58 - 2:24
4. The end of a race to the Main Menu	2:10	:23 - :45
5. Main Menu to the O.M.N.I. Screen	2:15	:49 - 1:39

IMPORTANT INFORMATION

If you either (a) Place a bet on the next race, (b) Buy a tip, (c) Add a new bettor, (d) Use one of the "LOAD" sub-options on the Tournament Options screen, (e) Start a new tournament or (f) Have just returned to the Main Menu after running a race; and you now wish to turn off your computer, you must first save out these last actions or results so they will be remembered the next time you play the game. To save the results of the last race run and any other new information, one of the following steps must be completed. Either:



BONUS COMMODORE FEATURES

Here are a few of the unique features that have been specially added to the Commodore 64/128 version of *OMNI-PLAY™* HORSE RACING.

1. MENU SOUNDS.

Any joystick activity which changes a highlighted word or a screen display in the HANDICAPPER TOURNAMENT Module, can be made to give an audio feedback. This will help ensure that the desired options are properly selected.

- For joystick movements which change something like a highlighted prompt, a "tick" will be heard.
- Any time the trigger button produces an effect, a "bell" tone will be heard.
- Pressing the **F1 function key** at any time will toggle on/off these sounds.

2. PRE-RACE PARADE.

After the post call and before each race actually begins, one horse at a time (beginning with the horse in post position #1) is ridden into position for the start of the race. While the horse is paraded into position, its name, post position and riding jockey will be prominently displayed at the bottom of the screen. In this way, you can best follow the race once it starts by noting each horse's color and position. If you identify your horse(s) early in this parade and do not need to see the other horses, press the **F7 function key** and the parade will stop. Next you will see all the horses lined up and, with little further delay, the race will begin.

3. CAMERA PERSPECTIVE.

The "camera" used during a race only follows a single horse at any one time. Any other horses close to that horse will be in view on the screen as well. The camera always tries to make sure that the horse it is following is pictured in the center of the screen. Normally, the "camera" will follow the progress of the horse in the lead (1st place) from start to finish. Sometimes, when a lead horse gets way out in front, the only way to see what the other horses are doing is to go to the overhead view. Even then, really mismatched horses can trail off screen. Since you may have your money riding on a horse not currently in the lead, you can redirect the camera's attention at any time by having it follow the horse of your choice. You do this by using the *number keys along the top of the keyboard* in this manner:

- Press any number** to follow the progress of the horse whose current *race position* corresponds to that number. For example, if you press the number "3" key, the progress of the horse which is currently running in third place will be followed. If that horse moves into second



or drops further back, the camera will not stay with that horse but rather, will pickup on whatever horse then becomes the third place horse.

- b. **Hold down the CTRL key and then press any number** to follow the progress of the horse whose *post position* corresponds to that number. (The numbers on the saddle and in the overhead views correspond to the post positions.) For example, if you hold down the CTRL key and then press the number "3" key, the progress of the horse which started from the third post position (wearing saddle #3) will be followed throughout the race no matter what race positions it holds or finishes in.
- c. You can change the camera perspective repeatedly and at any time during the race.

4. **TRACK 0.**

A bonus Track has been included on the HANDICAPPER's TOURNAMENT Disk for free. Unlike the more elaborate parks of "Track 1", "Track 2" and "Track 3", "Track 0" is a struggling, rundown track located in the heart of a city. With little available land or operating funds, you will discover that this down-and-out track offers no park entrance screen, bugle call, pre-race parade, photo finish close-ups or winner's circle. In fact, only the side-view, overhead view and tote board are available. All joking aside, the purpose of "Track 0" is to offer you, the gamer, some very useful alternatives:

- a. "Track 0" eliminates the need to flip disks before and after every race.
- b. "Track 0" offers the only way to allow the Auto Play mode to operate unattended. Auto Play, of course, is very useful for demonstrating the game, accumulating horse past performance records and for finishing-out a Tournament.
- c. For all gamers, "Track 0" allows you to move more quickly through a whole Tournament as disk access time is greatly reduced. The function keys will still enable you to review the race over again (see the previous section entitled FUNCTION KEYS for more information).

NOTE: "Track 1" is set as the default track when you first play the game. When you're ready to use another Track (i.e. "Track 0"), read the LOAD NEW TRACK section in the Instruction Manual and the TOURNAMENT OPTIONS section of this Reference Card.



1. Exit the Handicapper Tournament by selecting the O.M.N.I. Screen option from the Main Menu, or...
2. Press the "S" key while the Handicapper Tournament's Main Menu is displayed... Now you can turn off your computer.

DISK INFORMATION

- Side 1** contains the OMNI-PLAY™ System, the "Handicapper's Tournament" and "Track 0" - even if the label on your disk does not say so.
- Side 2** the side without a label, contains "Track 1" and "Stable 1." Whenever the program needs this side, it will prompt you for the "Track 1" Disk. Note that Past Performances on the "Stable 1" file were generated using the HARD handicapping difficulty level.

FUNCTION KEYS

NOTE: Pages 34 and 35 of the main OMNI-PLAY™ HORSE RACING Instruction Manual list the use of function keys for those computers that have at least 10 different Keys. Ignore the function key descriptions on those pages and use these instead:

1. **While the horses are running a race:**
 - F1:** All of the sounds in the race will be turned off. Press again to restore the sounds.
 - F3:** The horses will be seen from the OVERHEAD view (showing only their post position numbers) throughout the race, instead of just around turns. Press again to change back to SIDEVIEW.
NOTE: Around turns, the OVERHEAD view is always in effect.
 - F5:** If the homestretch of the race (the last run down the straightaway) has not yet occurred, this function key will advance the race to that point. If you are watching a replay of the race, however, the advance to the homestretch will be immediate.
 - F7:** A message will appear stating that the toteboard will next be seen. The remainder of the race is then finished "off-screen." Depending on how close the last place horse is to the finish line, there will be a slight delay before the toteboard is displayed. If you are watching a replay of the race, however, the advance to the toteboard will be immediate.

Due to the technical limitations of the Commodore 64/128, we apologize in advance for the following:

- a. The horse and jockey that starts from the ninth post position



(saddle #9) will always be completely black (regardless of their normal colors).

- b. In the overhead view, the "8" and "9" numerals will be light grey while all of the other numbers are black.
- c. The apparent speeds of the horses will decrease as the number of horses on the screen increases. But in fact, only the rate of animation changes.

NOTE: Items a. and b. above only occur when there are nine horses in a race. All items in no way affect the horses' performances or finishing times.

2. After the race, while the screen displays either the toteboard or a photo finish:

F5: The homestretch of the race will be replayed.

F7: The entire race will be replayed.

NOT IN THE MANUAL

The following is a list of items about the Commodore 64/128 version of *OMNI-PLAY™ HORSE RACING* which are different from what the Instruction Manual says. As a guide, the page numbers refer to the location of the original information in the Instruction Manual.

- Three incorrect tries on the User Verification Sequence (page 1) will cause your Commodore 64/128 to lock-up instead of returning you to the system. You will have to re-boot to try again.
- If you start to Add a New Bettor (page 8) and then change your mind, you must erase all letters (use the DELETE key) before pressing the RETURN key to cancel.
- To cancel Auto Play (page 9) when it is already in progress, press and release the **Fire Button** on the joystick while either a Menu or a Statistical screen is displayed.
- Because of memory and display limitations, a maximum of six Past Performance Records (page 14) can be stored for each horse, and up to four can be displayed at one time.
- The Next Race Payoffs screen (page 17) will not display a highlighted bar across the center of the screen whenever combination bets are possible.
- During a race, the horses, along with their starting post positions, are always listed vertically at the bottom of the screen. The horse currently in 1st is displayed at the top of the list, the 2nd place horse is displayed next, etc. (page 34). Note that in the center of the trophy images, the number of the current Track being used is displayed.



TOURNAMENT OPTIONS

NOTE: *The following applies to any "LOAD", "SAVE" or "DELETE" sub-option found under the Tournament Options selection. They each require the use of a File Requester.*

The File Requester is composed of five main items:

1. The Heading: The title at the top of the box which displays the name of the disk currently in the disk drive. Selecting the heading causes the relevant directory of that disk to be displayed in the File Box.
2. The File Box: The box which displays only the names of those files which are relevant to the sub-option you have selected. For example, if you have selected the LOAD NEW TRACK sub-option, only Track files will be displayed. Files which are not relevant to the sub-option you have selected will not be displayed. A maximum of fifteen (15) files can be displayed, depending on their individual size. Files which are not displayed do, however, take up room on the disk (and cut down on the amount of data you can SAVE). When a specific file is selected, its name will then appear in the file name area below.
3. The Action Words: Either "LOAD", "SAVE" or "DELETE."
4. The Cancel Prompt: Located to the right of the Action Word. Select it to return to the TOURNAMENT OPTIONS screen.
5. The File Name: This is where the name of the current file is displayed. The name of the file changes whenever a new one is selected from the File Box or another file name is typed in. Selecting the File Name allows you to enter a new file name. Pressing the RETURN key enters the new information.

NOTE: *If you wish to SAVE a Tournament, you will need to have a separate, already formatted disk available. Do not try to SAVE to the game or Track disk. If you SAVE to a file name which already exists, the new data will automatically overwrite the previous data.*

HOW TO LOAD, SAVE or DELETE

1. From the TOURNAMENT OPTIONS screen, move the joystick until the desired operation highlights.
2. Press and release the fire button, and the File Requester screen will appear.
3. Remove the "Handicapper's" disk from the disk drive.
4. To LOAD or DELETE previously saved information, insert the disk which contains the desired Tournament and close the drive door or latch.



To SAVE the current information, insert a properly formatted disk with enough blank space to accommodate the added material and close the drive door or latch.

5. Use the joystick to move the on-screen arrow until it points to the heading at the top of the box.
6. Press and release the fire button, and in a moment the heading changes to reflect the name of the current disk. All of the files which apply to the current Tournament are now listed in the File Box.
7. Provide a file name in one of two ways:
 - a. Move the joystick to position the pointer over the desired name in the File Box and then select it by pressing the fire button. That name will then appear in the file name area, or...
 - b. Move the joystick to position the on-screen arrow over the file name area and then select it by pressing the fire button. Type in the desired name and press the RETURN key.
8. To select an action word, move the joystick to position the pointer over the action word and then select it by pressing the fire button.

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Send in any tips or comments you may have about this or any other SPORTTIME game. Submissions can be simple playing tips or complex master strategies - there are no limitations. Be creative and send in anything you think worthwhile, even your own sports drawings or cartoons!!! If we really like your ideas, we'll print them in our newsletter, the "Video League News", along with your name for good measure. We may offer you a SPORTTIME T-shirt or another gift if your submission is really good...then again, maybe not. Note that any article, drawing, idea or item you submit becomes the property of SPORTTIME and cannot be returned. Please include your address and phone number so that you can be contacted prior to printing. Send all submissions to:

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