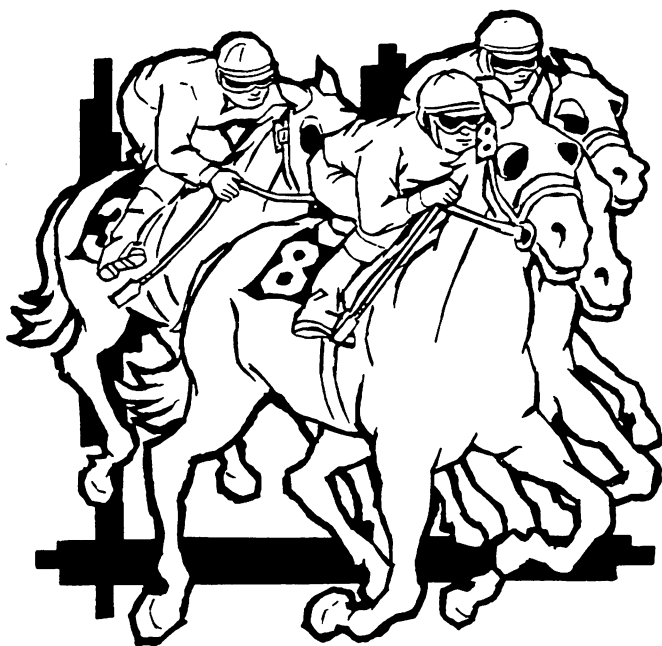


SPORT OF KINGS



MASTERTRONIC

IBM USERS:

Disk one (5.25") holds the Stable Owners Module and is the primary disk.

Disk two (5.25") holds the Track 2 module.

COMMODORE 64/128 USERS:

When prompted to insert the Track disk, flip the disk over.

SPORT OF KINGS - PLAYER'S MANUAL

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MANUAL INFORMATION

The words "Select" or "Selecting," in this manual, refer to the process of moving the joystick to highlight an item on the screen, and pressing the fire button on your joystick.

Keyboard users (**for IBM only**) can highlight an item on any screen using the arrow cursor keys, and pressing <spacebar> on the keyboard to activate the item. You can also define the arrow cursor keys. To select keyboard or joystick control, see the STARTING THE GAME section.

Several sections of this manual refer to a File Requester screen. It is used whenever you want to save data from the current league, create a new league, or delete a previously saved league. The file requester screens for the IBM, Amiga, and C64/128 versions of this game differ slightly from each other, and they are each described in the COMPETITION OPTIONS section of this manual.

FOR ALL MACHINES:

Make copies of all your disks, and put your originals in a safe place. The copies will be your working copies of the game. Do not use your original disks to play this game! While playing, Sport Of Kings writes data to the disks you use.

You can use formatted floppy disks to save your data. Make sure all the disks you use are not write protected, and that disks for saving data are formatted before you start the game.

Amiga and C64/128 versions support only joystick control.

GAME INFORMATION (IBM)

Sport Of Kings can be played on 100% IBM-compatible machines (Dos 2.0 or higher) with 512K of RAM, and Tandy, CGA, EGA, MCGA, or VGA graphics.

It can also be played on machines with one or two floppy disk drives; however, we do recommend installing the game to the hard disk.

Two Option Modules are included with the game: STABLE OWNERS, and a TRACK 2 or TRACK 1 disk. Other Option Modules are available separately. For information, see the catalog included in the box, or call 1-800-752-9426.

HARD DISK INSTALLATION (IBM)

After booting, insert the *SPORT OF KINGS* DISK #1 in your floppy drive. Type the following command:

A: (or **B:**) <enter>

Type:

PLAY <enter>

When the O.M.N.I. Screen appears, select the **Stable Owners** option button, and then select the **INSTALL** Action button.

You will then be asked if you want to **INSTALL** the Stable onto the hard disk. Press the **YES** button. You will then be asked to name the directory, which will become the path name. If the path name displayed at the bottom of the screen is O.K, press the <enter> key. If you wish to change it, type in your own path name and press the <enter> key. (Press the **ESCAPE** key to abort the procedure.)

You will then be asked if **you are sure** you want to install the Stable to the given path name. Press the **YES** button. After this, the message **HARD DISK INSTALLATION IN PROGRESS PLEASE WAIT** will be displayed.

You will then be asked if you want to **INSTALL** the **STABLE OWNERS** option into the hard disk. Press the **YES** button. The message **HARD DISK INSTALLATION IN PROGRESS PLEASE WAIT** will be displayed.

You will then be asked if you want to install the **TRACK 2** option into the hard drive. If so, press **YES**. You will be asked to insert the **TRACK 2** disk into your floppy drive. You will be told when your installation is complete. If you want to run the game from your hard drive, you must now exit the **O.M.N.I.** screen and restart the game from the hard drive, as described below.

STARTING THE GAME (IBM)

If you're playing with floppy disks, insert the *Sport Of Kings* disk #1 and type **PLAY** at the A: or B: prompt, and the game will begin.

If you're playing off your hard drive, get to the "C:" prompt and type:

CD\ HRSRACE <enter> (assuming that's the name of the game directory)

This will put you into the game directory. Type:

PLAY <enter>

and the **O.M.N.I.** screen will soon appear.

If you want to play without sound, type **PLAY NS**. This will turn off the credits music, and all sounds within the game.

JOYSTICK CONTROL SCREEN (IBM ONLY)

A control screen will appear, which allows you to select between joystick and keyboard control for up to two players. To select, use the Up and Down arrow keys, depending on whether your joystick is plugged into Joystick Port 1 or Port 2, and if one or two players are using the keyboard. When you've made your selections, press **ESCAPE**. You will enter the game. The **O.M.N.I. (Options Manager and Installer)** Screen will soon appear.

If you don't have a joystick, and two people are playing, you can assign sets of keys to each player. The control screen automatically defines two sets for you, and displays them on the screen. We recommend using the default settings for two-person keyboard use.

HARD DISK INSTALLATION (AMIGA)

Any Amiga with at least 512K of memory, Kickstart 1.2 or better, and a disk drive can be used.

Plug a joystick into Port 2 of your computer (Joystick 1). For two-player games, plug a second joystick into Port 1 (Joystick 2).

With the disk #1 in the disk drive, type:

PLAY

When the O.M.N.I. Screen appears, select the Stable Owners option button, and then select the INSTALL Action button.

You will then be asked if you want to INSTALL the Stables onto the hard disk. Press the YES button. You will then be asked to name the directory you want to load the game into. If the directory name displayed at the bottom of the screen is O.K., press the <enter> key. If you wish to change it, type in your own directory name and press the <enter> key. (Press the ESCape key to abort the procedure.)

You will then be asked if you are sure you want to install the TRACK 2 to the given path name (directory). Press the YES button. After this, the HARD DISK INSTALLATION IN PROGRESS PLEASE WAIT message will be displayed. After a few moments, the game will install. To run the game from the hard disk, exit the O.M.N.I. screen, remove your floppy disks, close the window and restart the game from the hard disk.

STARTING THE GAME (AMIGA)

If you're playing the game from floppies, you can boot the game directly from the internal floppy drive, run the game from Workbench, or run from CLI. You can also install the game onto a hard disk (as described above).

To boot directly:

After loading Kickstart, place the *Sport Of Kings* disk in the internal floppy drive at the Workbench prompt. The O.M.N.I. (Options Manager and Installer) Screen will soon appear.

To load from Workbench:

Boot up with a Workbench disk, version 1.2 or later.

Insert the *Sport Of Kings* disk into any disk drive.

Double click on the disk icon. When the window opens, double-click on the Horse icon. The game will begin loading, and the O.M.N.I. (Options Manager and Installer) Screen will soon appear.

To run from CLI:

Insert the *Sport Of Kings* disk into a disk drive.

Type:

cd "Sport Of Kings;" <enter>

Type:

"Sport Of Kings" <enter>

and the game will begin to load. The O.M.N.I. (Options Manager and Installer) Screen will soon appear.

STARTING THE GAME (C64/128)

Sport Of Kings requires one disk drive, and one joystick.

Plug a joystick into port 2 of your computer. This is Joystick 1. All players will use this joystick.

Turn on your monitor, your disk drive, and the computer (the C128 must be run in C64 mode).

Insert the *Sport Of Kings* disk. (remember to use the backup!) into your floppy drive and close the drive door or latch.

Type the following:

LOAD"" ,8,1

and press the RETURN key. The O.M.N.I. (Options Manager and Installer) screen will soon appear.

THE O.M.N.I. SCREEN

Any game options that you have installed into the system (such as *Stable Owners*) will be highlighted here in white letters. Any game options not installed will be shown in grey letters.

A large hand pointer will also appear, which is controlled by your joystick or keyboard. Use the pointer to select any module.

By moving the pointer over a previously installed option, and pressing the fire button, you can activate the game. The option you pressed will begin to blink.

If the option you selected is installed, a message at the bottom of the screen appears. Selecting the same Option button twice in a row will toggle that choice on and off.

NOTE

Most options shown on the O.M.N.I. screen are not included with Sport Of Kings. Refer to the information catalog included in the box, or call 1-800-752-9426.

The installed option in your game is STABLE OWNERS. Many other options are available, and are listed on the O.M.N.I. screen, but must be purchased separately.

Stable Owners gives you access to the entire game as you have installed it. When you select it, you'll enter the Stable Owner main menu screen.

Stable Owners allows up to four human players to create, maintain, and compete with their own horse stables.

All players begin with the same amount of money. As horses are entered in different races, money is subtracted from the owner's bankroll to cover the Entry Fees. If a horse finishes in one of the top four places in a race, it earns money for the owner. Higher finishes are worth more money, of course.

Each horse has Past Performance information listed, based on the last ten races that horse has run. Jockey records are also kept. Factors such as track conditions, race lengths, the skills of the jockey hired, and other factors will affect how well your horse does in a given race.

Some of this information is already provided in the game, along with a sample race track (Track 1 is provided for the C64/128; Track 2 for the IBM/Amiga) upon which races can be run. You can create new stables, or reset many of the statistic databases. All racing information is accessed in the main menu of the Stable Owners module.

The instructions on how to do so are given below.

MAIN MENU

The Main Menu screen gives you access to all options in the game. The upper left column in the main menu screen lists all stables, both human and computer, in the current racing season. The stables are listed in order of wealth, with the wealthiest stable listed first.

Each owner's stable has a set of statistics displayed:

The total number of races that their horses have run	(TTL)
Number of races won	(WIN)
Number of races finished in second place	(PLC)
Number of races finished in third place	(SHW)
Number of races finished in fourth place	(4th)

Below the names of all the stable owners is their current Win Condition, which when met, will end the "meet." The Win Condition can be either the first stable to a cash level, the stable with the most cash won at the end of a meet, or whichever Stable wins the SportTime Derby.

Under Win Condition is the current Difficulty Level for this competition. Below that is the number of Races Per Day, along with the number of Days Per Meet set for this competition. These features, and how to modify them, are discussed in the Competition Options section.

The bottom of the main menu displays the options or screens available during the racing season. Some of them lead to further sub-options.

**VIEW STABLES
JOCKEY HISTORIES
RESULT TOTALS
RACE RESULTS**

**VIEW ENTRIES (OR ENTER HORSES)
VIEW AWARD
COMPETITION OPTIONS
O.M.N.I. SCREEN**

To select any options, highlight the option with your joystick and press the fire button.

NOTE

To run the game *Sport Of Kings*, you must first select the COMPETITION OPTIONS option from the main menu, and start a new competition from there. For more information, please see the COMPETITION OPTIONS section later in this manual.

MAIN MENU OPTIONS

MAIN MENU OPTION #1: VIEW STABLES

This option lets you see what horses the other stables own. This allows you to study the competition, to decide which horses you may want to enter in a particular race. Other options allow you to see the racing records of any other horse, or sort racing statistics by any of the columns on the screen.

The box at the top of the screen shows the name of the stable whose horses are displayed.

Six columns compose the stable statistics. The far left column (NAME) shows the names of the horses in the stable. The other five columns from left to right, show the track records for the horses, in this order: TTL (Total races run), WIN (number of races won), PLC (second place finishes, or "places"), SHW (third place finishes, or "shows"), and 4TH (4th place finishes). All four finishes allow a horse to finish "in the money," earning money in the race.

At the bottom of the screen are four sub-options. Select by highlighting the option and pressing the fire button.

CYCLE: This option allows you to cycle through and view any other stables. To do so, hold down the fire button and move the joystick up or down until the stable you want appears at the top of the screen.

CASH: Switches between the money winnings and numeric values for each category. TTL, for example, shows the total winnings for that horse. The same is

true for all other columns of race records: total money earned for first-place finishes, and so on. After selecting, this option changes to RESULTS.

SORT OFF: When this option is displayed, you can view a single horse's past performance (see the next section, PAST PERFORMANCES, for more info). Use the joystick to highlight the row that contains the name of the desired horse for viewing and press the fire button. If the TTL column displays a zero (0) in its column for the selected horse, a past performance record for that horse is not available.

Selecting this option causes it to change to SORT ON. While SORT ON is displayed, any column can be sorted alphabetically or numerically, depending on the data. Move the on-screen arrow until the column you want to sort is highlighted, and press the fire button. Names will be sorted alphabetically. Numeric values will be sorted from high to low.

Reselecting SORT ON will switch it back to SORT OFF, and allow you to view past performance information again.

RETURN allows you to go back to the main menu.

Past Performances

Selected by highlighting a horse and pressing the fire button in the VIEW STABLES screen, these are a full set of statistics of any horse's performance over the last ten races. When the screen appears, the listings of the top four finishers of each of the horse's last ten races will be shown. Above each listing, eight statistics are present on the screen:

TRKDT: The first number in the date represents the last day of the meet the horse raced, and the second number is the race of the day that the horse ran in. For instance, the TRKDT 5/2 shows that the horse last ran on the fifth day of the meet, in the second race of that day.

DST (Distance): The distance run in the race. Race lengths can be any of the following, in increasing order. Note that 8 Furlongs = 1 mile:

2 3/4 F (2 and 3/4 furlongs)

4 1/2 F (4 and 1/2 furlongs)

6 F

7 F

1 M (1 Mile)

9 F

1 1/4 M (One and 1/4 Miles)

1 1/2 M (One and 1/2 Miles)

ODDS: The odds that applied to the selected horse for finishing first in that race. An asterisk (*) beside the figure means that the horse was the favorite in that particular race.

POST: The three numbers listed here form the post position code. Shown in the format #1#2#3, the numbers indicate, from left to right, (#1) the total number of horses in the race, (#2) the post position from which the selected horse ran; and

(#3) the position in which the horse finished. (Example: the POST code 6/3/5 shows that there were six horses in the race, the selected horse started from post position 3, and finished fifth.

TWIN: The time of the winning horse, in minutes (if necessary), seconds, and fifths of a second.

MRG: If the selected horse won, this stat shows its margin of victory as the number of lengths it won by. If the horse did not win, it shows how far behind the horse was in lengths. Races can also be won by a head (HD), neck (NK), or by a nose (NO).

C: The track condition for that race: either Mud, Turf, or Fast.

CLASS/TYPE: The type of race is defined by the letter in front of the purse amount: a Frequency (F), Maiden (M), Open (O), Claiming, Allowance (A), or Stakes (S) race. These types of races are distinguished by the quality of the horses entered. The purse is split between the first four horses to finish the race. The race classes or types are:

Type of Race	Range of Purses (\$)	Range of Entry Fees (\$)
Frequency	5,000 - 15,000	100 - 1,500
Maiden	10,000 - 25,000	100 - 2,500
Open	10,000 - 25,000	100 - 2,500
Claiming	10,000 - 25,000	100 - 2,500
Allowance	20,000 - 120,000	200 - 12,000
Stakes	100,000 - 750,000	1,000 - 75,000

NOTE

Entry fees are not included in the purse awarded to the top four finishers unless it's a Stakes race.

SPD: The Speed Rating for the selected horse, measured on a scale of 0 - 100. The Speed Rating compares the winning time for the winning horse to the current track record for the race distance. Separate track records are kept for Fast and Turf track conditions for each distance. For example, a Speed Rating of 85 means the the horse finished 15 fifths of a second (or 3 seconds) behind the current track record (equal to 100) at that distance for the given track condition. The closer the rating is to 100, the faster the horse ran, and the closer the horse came to setting a new record.

To view additional past performance records (if any), simply select PAGE UP/DOWN or SCROLL UP/DOWN at the bottom of the screen. Select RETURN to go back to the previous screen.

MAIN MENU OPTION #2: JOCKEY HISTORIES

This screen displays information for the fifteen jockeys who compete in the game. For each jockey, a picture is provided, along with statistics about his/her overall performance.

The jockey's name, of course, is displayed, as is the total number of mounts for that jockey.

The WIN/PLC/SHOW/4th place race records are shown.

The winning percentage (percentage of races won against the total number of races run) is given.

TOTAL %: The Total Percentage, which is the percentage of mounts which have finished in the money (1st, 2nd, 3rd, or 4th Place) out of the total number of mounts by the jockey.

FEE: The current fee the jockey charges to ride a horse. A jockey always receives a percentage of the money earned by a stable when the horse he rides finishes in the top four positions of a race. The amount of money earned by a stable is a percentage of the total purse, and further based on the finish position of the horse. The jockey then keeps a percentage of this amount. Since purse amounts change for each race, the fees will change as well. A jockey can charge a fee as low as 6%, to as much as 20%. The better a jockey's career record, the higher his fees will be.

PURSE: The total amount of purse money the jockey's mounts have won.

To view the statistics and pictures of other jockeys not shown, use the joystick or arrow keys to move the arrow to the bottom of the screen. A set of triple arrows (< or >) is on either side of the RETURN prompt. Highlight the triple arrows and press fire, or press the <spacebar> key to scroll the screen sideways, displaying more jockeys.

Jockeys charge a percentage fee for their services, based on the money earned by a stable if the entered horse finishes in the money. The amount of money earned by a stable is based on a percentage of the total purse plus the money earned by the finish position of its horse. The jockey takes a percentage of this amount.

NOTE

If the word "SELECTED" appears above a jockey's name, that jockey has already been hired by another stable for the next race.

Select RETURN to go back to the main menu screen.

MAIN MENU OPTION #3: RESULT TOTALS

Here you can compare the racing results of all nine stables, and you can also access the HALL OF FAME section. Result totals show the name of the stable (STABLE), the total number of races run (TTL), and the WIN/PLC/SHW/4th records for the stable. A winning percentage (W%) is also shown, along with a percentage of all races where stable horses finished in the money (T%).

You can sort any column either alphabetically or numerically depending on the column. Move the on-screen arrow until the column you want to sort is

highlighted. Press the fire button, or the <spacebar> key, and the data will be sorted.

A sub-option on the lower left is HALL OF FAME. Select it to see winning stables of previous competitions. Press the fire button to return to the RESULT TOTALS screen. Select RETURN to go back to the main menu.

MAIN MENU OPTION #4: RACE RESULTS

The horses which competed in the prior race are listed here in finishing order. To see results from any of the day's other races, select VIEW ENTRIES. If the first race of the day hasn't been run yet, this option cannot be selected.

The Results screen consists of the following information:

ENTRY FEE: the fee that each owner is charged for entering a horse in the race. It varies between 1% - 10% of the purse. As purses increase, fees will increase as well.

TRKDT: the same as described in the PAST PERFORMANCE subsection.

DISTANCE: The length of the course as measured in furlongs or miles (8 furlongs - 1 mile). The same as described in the PAST PERFORMANCE subsection.

CONDITION: The condition of the track (Mud, Turf, or Fast). A mud track is the hardest and slowest to run in. Turf is a standard condition track, with average running speeds. A fast track is hard sod, which can offer fast times in races.

TYPE: The race class or type. Displayed above the purse amount being offered.

PURSE: The amount of purse money offered in the race. The purse is always split between owners of the top four finishers of a race, as follows:

Finish	Purse %
Win	65%
Place	20%
Show	10%
4th	5%

Jockeys then take a percentage of this amount.

A second row of column headings applies to all horses displayed on the screen.

(#): Applies to the saddle number of the horse, which also indicates its post position.

ODDS: The odds of each horse to finish first in the race.

NAME, TL, WN, PL, SH, and 4th are also shown here in columns for each horse. See VIEW STABLES section for more information.

Horses are then shown in the order in which they finished the race. Below the value in every TL column is the name of the stable which owns that horse. Below the odds ratio is the name of the jockey who rode that horse. A plus (+) next to a jockey's name indicates that his horse moved down in class and had to carry a weight penalty for that race. (++) next to a jockey's name indicates an even greater drop in class for that horse, thus incurring a greater weight penalty.

On the lower right side of the screen is the CASH RESULTS sub-option. This screen shows the dollar amounts won by the stable, and the money the jockey earned, in the last race. After selection, this option will change to STABLE/JOCKEY. Selecting it will return you to the Race Results screen.

The chart below describes the types of races, qualifying rules, and the possible weight penalties:

Type of Race	Description	Possible Weight Penalty?
Frequency	Horses that have been entered in the fewest number of races in their stable.	NO
Maiden	Horses that have never won a race.	NO
Open	Horses that have not won any of their last five races.	NO
Claiming	Average horses that may compete in any race.	YES
Allowance	Very good horses that may compete in any race.	YES
Stakes	Excellent horses that may compete in any race.	NO

MAIN MENU OPTION #5: VIEW ENTRIES

This option displays the current day's racing card, or "entry form." You can check the results of any race which has previously been run, see the horses which have been entered into later races, and remove, or "scratch" one of your horses from the next race to be run that day. All races are displayed with TRKDT, ENTRY FEE, RACE DISTANCE, CONDITION, TYPE, and PURSE INFORMATION. All these entries are described in the Race Results section. You can also select RETURN to go back to the main menu.

You can also examine any race further by moving the on-screen arrow to highlight any race listed, and selecting it with the fire button or the <spacebar> key. The screen will display the number, name, winning records, and odds for each horse (or the Purse if the horses haven't been selected for the race yet).

You can also examine any horse's past performance by moving the on-screen arrow to highlight the row that contains the name of the desired horse, and selecting it with the fire button or the <spacebar> key (see the Past Performance subsection for more information).

Scratching a Horse from a Race

If you select the race that has just been run, the screen will be identical to the Race Results screen. If you select a race that has not yet been run, the lower left of the screen will display the SCRATCH A HORSE sub-option. You can only

remove a horse that your stable has entered. This option will only appear if you have a horse entered.

To return to the previous screen, select RETURN and press the fire button.

To Scratch a Horse, highlight the SCRATCH A HORSE sub-option and press the fire button. Then, highlight the row on the screen containing the name of the horse you want to remove. Press the fire button to scratch the horse from the race.

Remember, even if you remove a horse from a race, you have lost money because part (25%) of your entry fee is not refundable. Scratching a horse cannot be undone. If you decide not to scratch a horse, select CANCEL.

At the beginning of each racing day, this menu option changes to read ENTER HORSES.

If ENTER HORSES is displayed, you can enter your horses into the different races scheduled for the day. The Entry Form, previously described, appears listing the day's races. To return to the main menu, select RETURN. To enter a horse into a race:

Use the joystick to highlight the row containing the race listed on the Entry Form that you wish to enter. Press the fire button. Select the ENTER A HORSE sub-option on the lower right side of the screen. If you decide not to enter a horse, or don't have enough cash to cover the Entry Fee, select CANCEL. Information about the horses already entered will then be displayed on the screen. The first eligible horse from your stable will be listed on the last row, and will be displayed in a different color.

In order to enter a horse into a race, you must have enough money to cover the entry fee. It will be automatically deducted from your funds once the horse you want is entered.

The sub-options on the bottom of the screen allow you to select the horse and jockey of your choice.

AUTO tells the computer to select a horse from your stable for entry into the race.

STABLE allows you to change the name of the displayed stable to any other human stable in the competition. If there is only one human-owned stable in the game, this option will not highlight. It is necessary to change stables so that other human owners can enter horses in the race.

The HORSE option allows you to cycle among the horses from the displayed stable which are eligible to run in this race.

The JOCKEY option allows you to select the jockey who will ride your horse in the upcoming race. Only those jockeys who haven't already been hired for this race will be displayed.

The OK option enters your displayed horse and jockey selections into the race. Only select OK when you are sure the horse and jockey are the ones you want.

You will be penalized for scratching the horse if you make a mistake here (see VIEW ENTRIES section for more information).

The CANCEL option returns you to the previous screen without entering your horse in the race. No Entry Fees will be subtracted from your bankroll.

NOTE

Actual post positions will not be assigned for the race until all races for the day have been prepared (see PREPARE RACES section).

To select AUTO, OK, or CANCEL, highlight and select.

To select the STABLE, HORSE or JOCKEY sub-options, highlight them. If they can't be highlighted, they can't be selected. Press and hold down the fire button, and move the joystick up or down to cycle through the various choices. Release the fire button when the choice you want is displayed.

MAIN MENU OPTION #6: VIEW AWARD

This option only appears at the end of a competition. Otherwise, the options PREPARE RACES, RUN NEXT RACE, or START NEW DAY will be displayed (see upcoming sections). If your stable won the competition, select this option to view your trophy. In any case, press the fire button to return to the main menu.

PREPARE RACES

This is the final step before the day's races can be run. You may have noticed when your stable entered its mounts in the day's races that some stables had already entered mounts of their own. While you enter your mounts, the other stables are "watching" your actions. When you select Prepare Races, you are telling them that you are done. The computer stable owners are then allowed a last chance to enter more mounts into the day's races.

Because of this, you will never know exactly what your competition will be in a given race. In fact, only after selecting this option will you be able to find out what Post Positions the horses will take in each race.

After selecting Prepare Races, you cannot enter any more horses for the day, but you can still scratch horses from a race. The bottom of the screen shows the number of horses each stable has entered in the race. To prepare the races, select CONTINUE. The main menu will appear with the option RUN NEXT RACE showing. To prevent races from being prepared, select CANCEL.

RUN NEXT RACE

Selecting this option allows you to get on with the business of racing. RUN NEXT RACE will change to START NEW DAY at the end of each racing day.

Depending on the computer and the track selected (for IBM, track 2 is provided; for Amiga, tracks 0 and 2 are provided; for C64/128, tracks 0 and 1 are provided), some graphics screens will appear, showing the track, and the race track will then be displayed. The horses will be shown in the gate, at their pole position, and the race will begin. C64s and Amigas can show a pre-race parade.

FUNCTION KEYS (DURING A RACE)

Different aspects of the race can be changed by pressing the following function keys while the horses are running:

IBM:

<F1> All game sounds will be turned off. Press again to restore the sounds.

<F2> Only the sound of the horses running will be turned off. Press again to restore the sound.

<F5> Horses will be seen from an overhead view of the track that shows only the numbers of the horses for the entire race. Pressing again will change you back to side view. In any case, around turns only the overhead numbers display will be shown.

<F6> The current position of the horses as listed on the bottom of the screen can be changed to a horizontal, rather than a vertical listing. Press again to change it back.

<F9> Allows you to cut right to the home stretch of the race (if it has not yet occurred). This is handy if you don't want to watch the entire race.

<F10> The race pauses and a message appears stating that the Toteboard will now be shown. The race will now be finished offscreen, and the toteboard will soon be displayed (see sub-section below).

After a race is completed:

<F9> Allows you to replay the home stretch of the race.

<F10> If you press this key while the toteboard is displayed, the entire race will be replayed. You can also see Photo Finishes for any of the horses in the race while the toteboard is displayed (see the PHOTO FINISHES subsection below).

C64/128:

<F1> All sounds in the race will be turned off. Press again to restore them.

<F3> Horses will be seen from an overhead view of the track that shows only the numbers of the horses for the entire race. Pressing again will change you back to side view. In any case, around turns only the overhead numbers display will be shown.

<F5> Allows you to cut right to the home stretch of the race if it has not yet occurred. This is handy if you don't want to watch the entire race.

<F7> The race pauses and a message appears stating that the Toteboard will now be shown. The race will now be finished offscreen, and the toteboard will soon be displayed (see sub-section below).

After a race is completed:

<F5> Allows you to replay the home stretch of the race.

<F7> If you press this key while the toteboard is displayed, the entire race will be replayed. You can also see Photo Finishes for any of the horses in the race while the toteboard is displayed (see the PHOTO FINISHES subsection below).

AMIGA:

Amiga function keys are the same as those for IBM machines, except for:

<F8> During the pre-race parade of horses, will cut the parade short and advance to the starting gate.

THE TOTEBOARD

The Toteboard shows the official race results. Displayed horizontally across the top of the board are the winning horse's time, in minutes and seconds. Some Morning Line Odds are shown, but since these were set before the race, they are not important. Across the board are the Official Odds for the horses listed. These are the odds that actually yield the payoffs, and they are based on that particular horse winning the race. Odds displayed as a single number are read as that number, as a function of one ("3" = 3:1 odds).

The condition of the track and the distance of the race are shown on the left side of the toteboard. Next to them are the names and numbers of the first four horses to finish the race.

PHOTO FINISHES (Not on Track 0)

Photo finishes for any of the final positions in the race can be shown when the race has finished and the Toteboard is displayed.

Using the number keys along the top of your keyboard (not the numeric keypad), press the number that corresponds to the position you want to see. For example, to see the Photo Finish for 4th place, press the number 4 at the top of your keyboard. The 4th place horse will be shown as it finished the race. You can repeat as often as desired.

Press to return to the toteboard. Press the fire button to return to the main menu.

Winner's Circle (Not on Track 0 or Track 2-IBM)

The Winner's Circle is automatically displayed every time you return to the Main Menu from the racetrack. It shows the winning horse and jockey. After a few seconds, the screen disappears and the Main Menu loads.

Racing Schedules

Each day's Race Schedule is the same for every day of competition, including the day the Win Condition is reached. Only the Wildcard and SportTime Derby races are different (see below). Depending on the number of races per day you set, the following types of races will always appear in this order:

First Race of the day:
Second Race of the day:
Third Race of the day:
Fourth Race of the day:
Fifth Race of the day:
Sixth Race of the day:
Seventh Race of the day:
Eighth Race of the day:
Ninth Race of the day:

Claiming
Maiden or Open
Allowance
Frequency
Stakes
Frequency
Allowance
Maiden or Open
Claiming

Wildcard and SPORTTIME Derby races:

If you have chosen WIN THE SPORTTIME DERBY as the Win Condition, a Wildcard race and SPORTTIME Derby race will be scheduled for the end of the competition. Select the START NEW DAY option when the final day of racing is completed, and then select the ENTER HORSES option. The special Wildcard race will be the only race listed. If your stable is one of the bottom five in total cash winnings, you are automatically allowed to enter one horse into the Wildcard race.

There is no entry fee for the Wildcard race. The track condition will be either Fast or Mud, and the distance will be 1 1/4 miles. The Wildcard race is held to determine which horse will be granted entry into the SPORTTIME Derby, the final race which wins the competition. If your stable is in the top four in total cash winnings (as listed on the main menu screen), you automatically qualify for the Derby.

If your stable was in the Wildcard race but did not win, you can either start a new competition now, or run the SPORTTIME Derby and follow the action to see who wins the competition.

If your stable has qualified for the Derby (either by winning the Wildcard race or by being one of the top four stables), follow the same procedure as for entering a horse in the Wildcard race. The top four money-winning stables can each enter two horses in the derby. The Wildcard stable can enter only one horse. The Derby field should always equal nine horses, unless a human stable owner decides to enter only one horse in the Derby.

START NEW DAY

This option resets the race entries for the start of a new day of racing. It must be selected at the end of each race day for the competition to continue, unless you are in Auto Play Mode. Once selected, this option changes to PREPARE RACES.

MAIN MENU OPTION #7: COMPETITION OPTIONS

The Competition Options screen consists of several sub-options which allow you to start a new competition, run a series of races automatically, save the current competition and all of its corresponding data for future use, load in another track, and more. The menu consists of:

**LOAD NEW TRACK
LOAD COMPETITION**

**START NEW COMPETITION
AUTO PLAY MODE**

Select by highlighting the desired sub-option and pressing the fire button. The other menu options are described below.

NOTE

The menu options on the left side of the screen deal with loading, saving, and deleting competition data. These options use a File Requester screen, described below for all machines.

Always insure that floppy disks used for saving of data are properly formatted before you use them!

Load New Track

This option allows you to load new race tracks into the game. The standard file requester will appear, and you can select your files accordingly. New tracks are only available in option modules. For information on acquiring them, please see the catalog included in the box, or call 1-800-752-9426.

In order to play Sport Of Kings, you must first select **COMPETITION OPTIONS**.

This menu option allows you to create a new racing competition, and to set up the rules under which the competition will operate. The Competition currently in use is displayed.

You can also load, save, or delete any previous Competitions you have created. If you wish to do so, the file requester screen will appear. The following information describes the file requester for each computer format.

The File Requester screen for the **IBM** is as follows:

The top of the file requester shows the name of the current option (**COMPETITION OPTIONS**, in this case).

The upper right of the screen shows all your available disk drives, both hard disk and floppy.

The large box on the left of the screen displays directories and the names of files located on the selected disk drive. Whenever a directory is selected (including **PARENT** directories), its files are displayed.

Once a file is selected, its name appears in the file name box. The name of the directory in which the file is located is listed just above the file name.

The sub-menu at the bottom of the screen contains the following options:

LOAD SAVE DELETE RESET CANCEL

To LOAD, SAVE, or DELETE files, select the desired option with the joystick or keyboard. Press and release the fire button, and the File Requester screen will appear.

To complete a LOAD, SAVE, or DELETE, you must select a disk drive, a directory name, a file name, and an option (LOAD, SAVE, and DELETE), in that order.

To select a disk drive, highlight the desired drive from the upper right of the screen. It should correspond to the drive which contains to the disk or files you need to access. The directory name box is then updated to show the drive you selected.

You must then select the directory name from the file box, by highlighting it with the joystick/keyboard and pressing the fire button. It will then appear in the directory name area. The file box is then updated to show all the Competition files in that directory.

Select the desired file name from the file box. That name will appear in the file name area on the screen. You can also type in the file name by moving the joystick pointer to the file name area and pressing the fire button. When the cursor appears, the file name can be typed in.

When selecting the option (LOAD, SAVE, or DELETE), be sure that the disk that contains the data you want is in the correct disk drive.

The LOAD option allows you to load a previously created Competition.

The SAVE option allows you to save the current competition setup and all of its history, for future use on floppy disk or hard drive. This option allows you to save statistics - not actual races. Remember to use a non-write-protected, formatted floppy disk for saving data.

The DELETE option enables you to delete a previously saved Competition from floppy or hard disk.

The RESET option will first erase the current Competition being used (save the Competition first if you don't want it lost permanently), and will then step you through the creation of a new Competition.

The CANCEL option enables you to return to the Main Menu with no action taken.

NOTE

The File Requester screen does not apply to Option Modules, which are installable into the game. You must exit the game to the O.M.N.I. Screen to install any Option Modules.

The File Requester screen for the Amiga is slightly different from the IBM version.

This information applies to LOAD, SAVE, and DELETE options, which all require the use of the File Requester.

The File Requester screen has seven main items:

The Heading: at the top of the screen, which displays the currently selected option.

The File Box: Near the top of the screen, displays the names of all the drawers first, and then the names of all the files that are related to the current Competition. To scroll through the information in the file box, use the joystick or arrow keys to move the on-screen arrow over either of the arrows on either side of the file box and select by pressing the Fire button or <spacebar>.

The Drawer Name: Below the File Box is where you will find the name of the current drawer. The volume that contains the drawer is displayed before the drawer name. The name of the drawer changes whenever a new one is selected from the file box, or when another drawer name is typed in. Selecting it again or pressing the <enter> key enters the new information.

The File Name: Below the drawer name is the area where the current file name is displayed. The name changes whenever a new file name is selected from the file box.

The Volumes: To the right of the screen, this shows where the information will be saved to or loaded from. One internal floppy drive (DF0:), and two external floppy drives (DF1: and DF2:) will be shown. (You may not have all these floppy drives in your system, however.) Hard disk partitions will also be shown. If selected, the volume name will appear in front of the drawer name. If you type it in, you must put a colon (:) at the end of the volume name.

Remember to use only formatted floppies to save your data!

To LOAD, SAVE, or DELETE files, select the desired option with the joystick or keyboard. Press and release the fire button, and the File Requester screen will appear.

You must give the Requester a volume name (drive name), drawer (directory), and a file name.

Position the on-screen arrow over the desired name in the File Box and select it by pressing the fire button. That name will then appear in the File Name area. You can also position the on-screen arrow over the file name area, and, by pressing the fire button, you can then type in the name of the file you want. Once that's done, you then select the option (LOAD, SAVE, or DELETE) to perform on the file.

The C64/128 File Requester is as follows:

- 1) **Heading.** The title at the top of the screen displays the name of the game disk that is currently in the disk drive. Selecting the heading causes the directory of that disk to be displayed in the File Box.
- 2) **File Box.** The box that displays the names of those files which correspond to the current Competition. Non-Competition files will not be displayed. Up to 11 file names can be displayed. Non-Competition files occupy room on the disk, and cut down on the available disk space for storing data.

Non-Competition files, however, will not appear in the box. When a file is selected, it appears in the file name area.

- 3) **File Name.** Below the File Box is an area where the name of the current Competition file is displayed. It changes whenever a new file is selected from the file box or another file name is typed in.

The word EXIT will be shown at the bottom of the screen. EXIT, if selected, takes you back to the COMPETITION OPTIONS screen. To the right of the EXIT option will be either LOAD or SAVE, depending on the option originally chosen from the COMPETITION OPTIONS screen.

To load or save Stable data on the C64/128, perform the following steps:

- 1) From the COMPETITION OPTIONS screen, move the joystick over the desired option, and select it.
- 2) Remove the Competition disk from the disk drive.
- 3) To SAVE the current information, insert a properly formatted disk with enough free space to hold the new data and close the drive latch. To LOAD, insert the disk that contains the desired Competition.
- 4) Use the joystick to move the on-screen arrow until it points to the heading at the top of the screen. Press and release the fire button, and in a moment the heading will change to show the name of the current disk. All the files that belong to the Competition will be shown in the file box. You can now select a file from the file box with the joystick, or move the joystick to position the on-screen arrow over the file name area, and press the fire button. Type the file name you want and press <enter> key.

On the C64, the only way to delete a Competition file from a disk is to do the following:

- 1) Use one of the quick load cartridges available in stores. Most of these cartridges contain some sort of DELETE feature which allows you to delete files. Only delete files which you have created. Those files will have the ending .HAND.
- 2) If the file is on a floppy disk, do the following:
 - a: Turn your computer and disk drive off and on again to reset them. (C128 users must run in C64 mode.)
 - b: Insert the disk which contains the Competition file to delete.
 - c: Type OPEN 15,8,15 and press the <enter> key.
 - d: Type PRINT#15,"S0:filename.HAND" and press <enter>.
 - e: Type CLOSE 15 and press <return>.

Your file will be deleted from your floppy disk.

Start New Competition

Here, you can reset competition historical records and set up the rules for a new competition. When you enter here, a message will be displayed:

STARTING A NEW COMPETITION WILL ERASE ALL OF THE ACCUMULATED RECORDS AND TOTALS OF EVERY STABLE OWNER.

If you don't want to lose these records, save them out before continuing. Select CANCEL, and then select SAVE COMPETITION from the menu. If you wish to proceed, select OK. The following question will be asked:

DO YOU WANT TO MAKE CHANGES TO THE CURRENT COMPETITION RULES?

If you select NO, the basic rules and structure of the new competition will be the same as the previous one. In addition, the horses will remain in the same stables. If you select YES, all rules can be changed to your specifications.

Enter The Number Of Owners.

Enter the total number of human owners who will play by typing a number from 1 - 4, and pressing RETURN.

Stable # (1 - 4), Enter Your Name.

Type in the name of each owner, pressing the RETURN key after each entry. Each stable name is allowed a maximum of 14 characters.

Enter Financial Starting Point.

Enter the amount of money that each owner will start with (between \$50,000 and \$100,000) and press the RETURN key.

Difficulty Level.

The difficulty level applies to all races and all owners during this competition. It affects two aspects of any competition: it limits how many horses from the same stable can be entered in a race, and determines the effect the TRACK DATE (TRKDT) will have on a horse. Running a horse too frequently or too seldom will weaken its racing ability. Difficulty level settings are as follows:

- HARD** — No horse is allowed to run in more than one race a day.
— Only two horses per stable can be entered in a race.
— Horses can easily be run too often, becoming exhausted, or can wait too long, thus becoming temperamental and off their form. If mismanaged, each horse can be off by as much as 75% from their optimal performance level.

At this level, you must constantly monitor your stable. Each horse has an optimum number of days it should skip and not exceed before it races again. It's based on the number of races you've scheduled each day. The following chart shows the exact percentage amount of skill a horse will be "penalized" when mismanaged in this way (75% is worst, 0% is best):

# of races between Last Race and Current Race	# of Races Per Day				
	5	6	7	8	9
0	75	75	75	75	75
1	67	68	68	69	69
2	60	61	62	63	64
3	52	54	56	57	58
4	45	47	50	51	53
5	37	40	43	46	48
6	30	34	37	40	42
7	22	27	31	34	37
8	15	20	25	28	32
9	7	13	18	23	26
10	0	6	12	17	21
11	7	0	6	11	16
12	15	6	0	5	10
13	22	13	6	0	5
14	30	20	12	5	0
15	37	27	18	11	5
16	45	34	25	17	10
17	52	40	31	23	16
18	60	47	37	28	21
19	67	54	43	34	26
20	75	61	50	40	32
21	—	68	56	46	37
22	—	75	62	51	42
23	—	—	68	57	48
24	—	—	75	63	53
25	—	—	—	69	58
26	—	—	—	75	64
27	—	—	—	—	69
28	—	—	—	—	75

For example, the chart shows that when you've set up a competition to have five races per day and you have just run a horse, for best results that horse should run again eleven races later (a rest of 10 races). If a horse is run either before or after that number of races, the numbers in each column show the percentage amount of skill that horse will be off his best form. Penalties are temporary - wait the proper number of races next time, and the horse will be in top form.

NORMAL — Track dates will not penalize your horses. You can run them whenever you want. However, the two horses per stable per race limitation remains in effect, as does the one race per horse per day limitation.

EASY — You can enter any number of horses in a race.
 — Track dates will not penalize your horses.
 — The only restriction is that any horse can only run one race per day.

Win Condition.

The Win Condition will cause the competition to stop at the end of the day on which the necessary criteria is met. One of three different win conditions can be specified:

- 1) **First stable to a cash level** - The first stable to win the amount of money you specify wins the competition. Type in a value between \$1,000,000 and \$40,000,000 and press RETURN. If no stable has won that amount by the end of the meet, the stable with the most money wins.

You will then be asked to Yenter the NUMBER OF RACES PER DAY. Type in 5, 6, 7, 8, or 9, and press RETURN.

- 2) **Most cash at end of meet** - The stable which has won the most amount of money by the end of the meet wins.

You will be asked to enter the NUMBER OF RACES PER DAY. Type in 5, 6, 7, 8, or 9, and press RETURN.

You'll also be asked to enter the NUMBER OF DAYS IN MEET. Type in a value between 10 and 250, and press RETURN.

- 3) **Win the SPORTTiME Derby** - The Derby is a special, "invitation only" race. The stable that owns the winning horse wins the entire competition. At the end of a regular meet, the top four stables (in order of cash won) are each allowed to enter two horses into the Derby race. Another horse will also be invited from one of the remaining five stables, after running in the Wildcard race, for a total of nine horses in the Derby field. The SPORTTiME Derby represents the championship race for the tournament.

You will be asked to enter the NUMBER OF RACES PER DAY. Type in 5, 6, 7, 8, or 9, and press RETURN.

You'll also be asked to enter the NUMBER OF DAYS IN MEET. Type in a value between 10 and 250, and press RETURN.

Keep Same Horses?

This option is for owners who want to keep the same horses they played with in the previous competition. If playing for the first time, select NO.

If you select YES, each stable owner will play the next competition with the previous set of horses.

If you select NO, a horse auction will take place that allows each of the nine stable owners to round up 14 horses for their stables. The auction occurs after you make the following decisions, and is described later in this section.

If you have decided not to keep the same horses, you will be prompted to:

Load new horses?

Select YES and the File Requester screen will come up. You can load a different collection of 128 horses into the game, from a separately available Track disk. Call 1-800-752-9246 for information.

Select NO and the selection process will continue. The auction will soon take place, with your stable choosing from the same 128 horses that appeared in the prior competition.

Erase Horse Records?

If you select YES, all detailed Past Performance records for each horse will be erased. This adds a challenge to the competition by removing information which could help you decide which horses from your stable to use in a race.

If you select NO, all current information about each horse's previous races will remain intact. If you are participating in the Auction, see the NOTE below.

NOTE

All horses' past performance records will still be displayed for the auction if you are participating in it. After the auction, they will be erased.

Erase Jockey Records?

Select YES to delete all detailed records for each jockey. This adds challenge to the game by erasing information which can help you decide which jockeys to hire for your races. New jockey records will be maintained and updated after each race.

Select NO to retain all current jockey racing records.

Erase Hall of Fame?

Select YES to erase the previous winning records of stables as listed in the Hall of Fame. Select NO and the current Hall of Fame remains intact.

If you answered NO to Keep Same Horses?, you will now participate in the Horse Auction. Otherwise, you will be returned to the Competition Options screen.

Horse Auction

You and the other eight stable owners draft your horses from here. Starting with the computer stable owners, each owner selects one horse per round until all but two horses are selected. To help you choose which horses you want in your stable, you can access the racing records of each horse and also see which horses the other stables have selected. If you're not sure which horse may be the best selection, you can ask the computer to select for you (see below).

Along the top of the screen, the name of the stable which is currently selecting a horse will be displayed, in addition to the names of the horses still eligible for selection, and their specific racing records (TTL, WIN, PLC, SHW, and 4TH).

The bottom of the screen shows five options. Select by highlighting and pressing the fire button.

AUTO: The computer will select the best horse for your stable based on the choices available. This is no guarantee, however, that the computer's choice will

turn out to be the best in the long run. It's merely the best judgement call on the computer's part. The computer will choose one horse for the current round only.

STABLES: Allows you to view the other stables' current selections. For further information, see the section **VIEW STABLES**.

CASH: Numeric values for any horse (total number of races run, wins, places, shows, and fourth place finishes) can be switched to show the money winnings for each category. For example, an amount under **TTL** can be switched to show the total winnings for that horse instead of total victories.

After selecting this option, it changes to **RESULTS**. Selecting it will switch dollar figures back to numeric values, and the option will again read **CASH**.

UP: Select this to view more horses higher up on the auction list. You can select this option only if a small "up" arrow is displayed below the column data.

DOWN: Select this to view more horses lower on the auction list. You can select this option only if a small "down" arrow is displayed below the column data.

The human stable owners select last in each auction round.

To select a horse for your stable, use the joystick to move the on-screen arrow until the row containing the name of the horse you want is highlighted. Press the fire button to add the horse to your stable.

If the on-screen arrow is located any place to the right of the **NAME** column, you will be able to view the horse's past performances by pressing the fire button. Press the fire button again to leave the Past Performance screen. When you return from the Past Performance screen, it will still be your turn to select a horse for your stable.

When the auction is complete, you'll be returned to the Competition Options screen. Select **RETURN** from here to go back to the main screen. You are ready to begin!

Auto Play Mode

This option allows you to run a competition automatically until the selected Win Condition is satisfied, or until you instruct the computer to stop and return control to you. The computer will control all stables, including the human-owned stables, in this mode.

You can use the Auto Play mode to help familiarize yourself with the competition, or to accumulate new history totals after resetting statistics to zero from the **START NEW COMPETITION** option.

The speed of the Auto Play mode refers to the number of screens that are displayed before the cycle repeats itself. Each screen is displayed for 5 seconds before changing. Select from:

SLOW: displays 18 screens in addition to the actual race.

NORMAL: displays 12 screens in addition to the actual race.

FAST: displays 9 screens in addition to the actual race.

To activate Auto Play mode, use your joystick to highlight the desired speed selection, and press the fire button. To return to COMPETITION OPTIONS without selecting a speed, select CANCEL. To stop AUTO PLAY mode while either a stat or menu screen is displayed, press the ESCape key (IBM/Amiga) or the fire button (C64).

Module Info

This option displays information about the current version of the COMPETITION OPTIONS module.

RETURN sends you back to the main menu.

MAIN MENU OPTION #8: O.M.N.I. SCREEN

Any game options that you have installed into the system (such as Stable Owners) will be highlighted here in white letters. Any game options not installed will be shown in grey letters.

A large hand pointer will also appear, which is controlled by your joystick or keyboard. Use the pointer to select any module.

By moving the pointer over a previously installed option, and pressing the fire button, you can activate the game. The option you pressed will begin to blink. Press the PLAY button with the space bar or the fire button to begin.

Selecting the same Option button twice in a row will toggle that choice on and off.

NOTE

Most options shown on the O.M.N.I. Screen are not included with Sport Of Kings. Refer to the information catalog included in the box, or call 1-800-752-9426 for information.

Sport of Kings (IBM)

pg	wd	line	word that appears	pg	wd	line	word that appears	pg	wd	line	word that appears
1	3	3	complete	12	4	8	load	22	9	18	levels
1	5	5	credit	12	6	8	data	22	6	20	moods
1	3	7	box	12	9	8	stables	23	2	2	important
1	5	10	verified	12	4	11	Greatest	23	6	3	clues
1	6	14	abort	12	4	12	computer	23	5	9	favorite
1	5	17	manual	12	3	18	performance	23	7	12	lowest
2	3	2	buttons	12	4	21	degrees	23	2	16	vertically
2	7	4	system	13	3	2	displays	23	3	21	six
2	2	5	select	13	2	4	Distance	24	4	2	second
2	6	5	option	13	8	5	Below	24	4	4	third
2	7	6	hand	13	1	8	post	24	5	9	sorted
2	6	8	flash	13	2	8	position	24	7	11	arrow
2	3	15	same	13	6	15	horses	24	9	15	ranked
3	1	3	Welcome	14	7	2	review	24	1	22	Averages
3	6	5	vying	14	3	4	accessed	25	2	2	trouble
3	4	8	thrills	14	7	7	arrow	25	4	3	expert
3	1	9	GENERAL	14	9	9	fire	25	7	6	spend
3	3	11	twenty	14	8	13	shrewd	25	6	8	source
3	2	21	Also	14	3	16	indicators	25	4	14	bettcrs
4	2	2	screens	15	4	1	Stakes	25	4	18	attention
4	7	4	MENU	15	6	3	higher	25	2	24	dollar
4	6	6	wealth	15	3	5	Likewise	26	5	1	Index
4	7	10	about	15	6	10	ratios	26	3	6	race
4	3	14	tournament	15	4	16	format	26	6	9	complete
4	6	23	detail	15	9	18	position	26	8	9	history
5	4	2	RETURN	15	2	24	lengths	26	2	19	name
5	9	5	tournament	16	1	2	adjusted	26	2	20	center
5	5	6	series	16	3	7	horses	26	5	25	depressed
5	7	10	options	16	4	13	jockey	27	6	3	tip
5	5	13	diagram	16	5	14	pages	27	1	6	wagering
5	3	19	zero	16	1	20	or	27	4	8	information
6	3	4	wish	16	8	29	screen	27	1	14	Next
6	8	8	maximum	17	9	3	place	27	7	17	tips
6	2	9	human	17	4	5	top	27	5	21	help
6	7	10	greater	17	1	11	finishes	28	6	3	ready
6	1	19	handicapping	17	2	12	wagers	28	3	9	payoff
6	4	19	upcoming	17	4	14	second	28	3	11	collect
6	7	26	track	17	3	20	first	28	3	17	must
7	7	3	condition	18	7	1	select	28	1	18	predicted
7	9	3	met	18	8	2	number	28	4	23	placing
7	8	7	select	18	5	8	point	29	3	2	entered
7	4	9	Reach	18	4	14	EXACTA	29	4	4	exact
7	5	15	she	18	5	16	combination	29	2	6	second
7	1	20	handicapper	18	9	22	payoffs	29	9	8	risk
8	2	3	choices	19	4	2	historical	29	3	17	DOUBLES
8	8	4	bankrolls	19	2	5	following	29	5	19	versus
8	6	8	started	19	1	7	compared	29	2	23	figure
8	3	12	computer	19	8	15	Points	30	5	2	winning
8	5	15	cancel	19	2	20	breakdown	30	6	5	less
8	3	20	Mode	19	5	20	awarded	30	4	9	profit
9	8	2	Auto	20	1	3	screen	30	4	11	place
9	4	3	ESCAPE	20	2	3	regardless	30	6	15	TIP
9	1	6	Activity	20	3	4	additional	30	1	18	change
9	2	13	RACE	20	8	10	SCROLL	31	9	1	current
9	1	18	JOKEY	20	1	11	bottom	31	1	3	or
10	2	2	CIRCLE	20	8	12	will	31	7	4	small
10	1	4	FAST	20	1	16	shown	31	7	12	cost
10	1	8	POST	21	4	3	Park	31	4	15	QUINELLA
10	3	15	five	21	8	5	HARD	31	2	18	number
10	8	20	IBM	21	8	7	overall	31	3	29	desired
10	4	23	composed	21	1	14	mounts	32	3	2	want
11	8	1	left	21	4	20	pictures	32	6	5	correct
11	7	4	right	21	4	24	triple	32	6	7	betting
11	5	5	allows	22	7	5	lately	32	1	10	prompt
11	2	11	file	22	2	9	moods	32	8	11	message
11	8	14	action	22	2	11	jockeys	32	6	12	seconds
11	1	22	Highlight	22	9	13	behind	32	3	18	Unless
12	9	3	variety	22	3	15	improve	32	5	25	move

Sport of Kings (IBM)

pg	wd	line	word that appears	pg	wd	line	word that appears	pg	wd	line	word that appears
33	5	2	whether	35	6	26	Morning	38	7	7	made
33	4	7	action	36	1	2	Photo	38	7	13	single
33	1	9	trumpet	36	1	6	want	38	4	16	bets
33	1	13	furlongs	36	6	6	picture	38	5	19	NOTE
33	5	20	quality	36	1	7	strobing	39	6	2	records
33	1	24	race	36	3	17	CIRCLE	39	1	3	computer
34	4	3	varying	36	7	23	racetrack	39	3	4	statistics
34	9	5	gate	36	2	24	Trophy	39	1	8	trying
34	3	7	ground	37	8	2	previous	39	1	9	possible
34	7	10	begins	37	8	5	betting	39	4	20	player
34	7	17	distance	37	5	8	saddles	40	2	3	bets
34	1	19	function	37	6	10	indeed	40	4	3	four
35	6	1	remainder	37	5	11	listed	40	4	6	Average
35	3	10	replayed	37	6	17	results	40	7	7	zero
35	3	12	handicapper	37	3	22	Type	40	3	12	Multiple
35	7	14	slow	38	5	2	corner	40	2	16	information
35	4	20	minutes	38	7	5	message	40	1	21	NOTE

Sport of Kings (Amiga)

pg	wd	line	word that appears	pg	wd	line	word that appears	pg	wd	line	word that appears
1	3	6	appears	12	3	22	key	24	1	18	number
1	2	8	Pay	12	3	26	all	24	1	23	total
1	3	12	instructions	13	2	2	selection	25	2	2	trouble
1	6	13	allowed	13	1	5	shown	25	4	3	expert
1	3	16	future	13	7	6	horses	25	4	7	handcapper
1	5	17	manual	13	8	15	also	25	4	21	portion
2	1	3	currently	13	1	16	procedure	25	2	24	dollar
2	4	7	Press	14	2	3	previous	25	2	26	Fees
2	2	12	yet	14	4	11	recent	25	1	31	idea
2	4	17	followed	14	3	12	Records	26	6	1	alerts
2	5	19	Option	14	1	14	likely	26	2	8	indicator
2	1	26	abort	14	5	20	each	26	4	11	pictures
2	1	34	original	14	4	27	Note	26	5	16	analyzed
3	5	5	jockeys	14	1	30	minutes	26	2	20	center
3	2	8	plenty	14	2	32	Fast	26	6	26	cycle
3	5	11	Up	15	5	2	explanation	26	3	28	boxes
3	7	15	amount	15	1	11	odds	27	4	3	bought
3	5	19	data	15	2	13	asterisk	27	1	6	wagering
3	4	25	computer	15	2	19	rail	27	6	17	additional
3	2	27	statistics	15	3	22	position	27	5	20	duplication
4	5	7	hand	15	2	24	lengths	27	3	23	guide
4	3	9	second	15	7	27	won	27	6	24	account
4	5	11	found	15	4	33	Turf	28	6	3	ready
4	3	15	discussed	16	1	2	adjusted	28	1	9	collect
4	5	24	joystick	16	7	8	fact	28	1	23	convenient
4	9	25	game	16	6	13	rode	28	4	24	Quinella
5	6	5	start	16	1	22	bottom	28	7	28	six
5	4	10	Five	16	3	24	list	28	7	34	This
5	5	15	RETURN	16	2	25	scrolling	29	2	7	way
5	1	20	sizing	17	6	2	payoffs	29	4	8	represents
5	6	22	horses	17	8	6	running	29	5	17	simply
5	4	26	TOTALS	17	4	11	amounts	29	7	18	risky
6	3	4	wish	17	2	12	wagers	29	5	19	versus
6	4	10	accept	17	4	19	placing	29	5	23	deducted
6	4	19	upcoming	19	6	23	bar	29	1	35	Consider
6	5	21	studying	17	7	27	race	29	1	37	Instead
6	3	28	instincts	18	2	1	pressing	29	3	38	outlay
6	2	33	lack	18	2	14	win	30	3	2	chances
6	5	40	edge	18	8	22	subsequent	30	9	5	original
7	3	6	different	18	3	24	picking	30	4	21	enable
7	4	11	accumulate	18	2	26	Past	30	2	26	until
7	1	19	pertaining	18	3	27	procedure	30	2	30	enter
7	5	25	whether	19	4	2	historical	31	5	1	afford
7	1	34	Select	19	1	7	compared	31	5	22	least
8	9	1	returned	19	1	17	difficulty	31	5	23	second
8	3	6	allows	19	8	18	Stakes	31	1	29	Once
8	2	9	change	19	2	20	breakdown	31	4	32	cause
8	4	13	new	19	1	32	descending	31	7	34	entrants
8	3	20	Mode	19	5	32	statistic	32	7	7	window
8	6	23	just	20	4	1	displayed	32	4	12	couple
8	6	27	Play	20	3	4	additional	32	2	13	process
8	2	29	before	20	9	13	up	32	6	30	tipper
8	2	33	activate	20	5	15	moved	33	5	2	whether
9	7	1	screen	20	4	16	direction	33	1	5	When
9	4	3	ESCAPE	21	1	3	compete	33	7	6	look
9	3	5	back	21	8	7	overall	33	2	9	sound
9	1	6	Activity	21	1	14	mounts	33	1	13	furlongs
9	6	7	progression	21	4	20	pictures	33	6	16	finish
9	4	8	letter	21	2	22	triple	33	3	20	reflect
10	2	15	remaining	21	8	24	jockeys	33	8	29	Difficulty
10	1	18	direct	21	1	25	information	33	6	30	predicting
10	2	19	Requenter	22	1	5	Depending	33	1	33	used
10	4	23	composed	22	2	6	euphoria	34	4	3	varying
10	4	27	specific	22	1	7	BEST	34	3	7	ground
10	2	29	Name	22	4	12	mood	34	2	12	running
10	4	30	system	22	1	17	rating	34	8	16	viewed
10	6	33	located	22	6	22	maximum	34	2	18	aspects
11	5	2	either	22	3	26	riding	34	1	26	restore
11	3	8	Directory	23	4	5	half	34	1	30	overhead
11	2	11	file	23	2	9	regarding	34	8	33	rather
11	4	12	Load	23	6	16	side	34	5	37	key
11	2	16	button	23	5	18	apply	34	2	38	message
11	8	20	updated	23	2	20	started	35	6	1	remainder
11	4	31	informing	23	6	23	lower	35	8	6	reviewed
12	1	3	exciting	23	6	24	favorite	35	5	10	pressed
12	3	7	Horses	24	2	8	finished	35	6	11	Toteboard
12	8	12	variety	24	9	15	ranked	35	4	13	competing
12	4	19	jockey	24	6	17	kept	35	8	15	longer

Sport of Kings (Amiga)

pg	wd	line	word that appears	pg	wd	line	word that appears	pg	wd	line	word that appears
35	4	20	minutes	37	6	17	results	39	2	4	appears
35	6	26	Morning	37	6	23	Items	39	4	8	following
36	4	3	concluded	38	2	9	Betting	39	6	23	slowly
36	1	7	strobing	38	1	12	double	40	8	3	arrive
36	8	20	disappears	38	5	30	moved	40	2	4	back
36	2	28	Trophy	38	1	32	joystick	40	3	12	profit
37	5	3	earn	39	5	2	complete	40	1	16	Multiple
37	7	8	correspond								This

Sport of Kings (C64)

pg	wd	line	word that appears	pg	wd	line	word that appears	pg	wd	line	word that appears
1	3	9	entered	14	6	11	listed	28	4	19	second
1	1	12	section	14	5	15	Finish	28	4	24	Quinella
1	7	16	subsequent	15	7	14	particular	29	8	1	placed
2	3	2	buttons	15	2	19	rail	29	7	18	risky
2	3	8	choose	15	6	26	lengths	29	1	22	multiplied
2	5	14	prompted	16	5	7	finished	30	5	12	wishing
3	6	5	vying	16	4	14	alternate	30	4	18	appropriate
3	6	18	stats	16	2	25	scrolling	30	4	21	enable
3	5	27	values	17	6	2	payoffs	31	1	9	amount
4	6	6	wealth	17	7	11	based	31	9	22	top
4	5	10	More	17	8	27	behind	31	3	29	desired
4	1	15	historical	18	7	10	name	32	7	7	window
5	5	6	series	18	1	20	bars	32	6	12	seconds
5	4	11	concerned	18	3	26	Performances	32	4	31	current
5	1	16	ABOUT	19	1	16	Place	33	1	9	trumpet
6	8	8	maximum	19	5	20	awarded	33	2	17	locations
6	2	22	For	19	7	27	displayed	33	8	33	Park
6	3	28	instincts	20	6	4	Entry	34	3	7	ground
7	6	6	Select	20	1	11	bottom	34	8	16	viewed
7	7	16	bet	20	4	16	direction	34	1	26	restore
7	1	19	pertaining	21	8	3	important	35	1	13	weaknesses
8	8	9	nor	21	1	14	mounts	35	4	22	importance
8	1	20	Auto	21	9	22	RETURN	35	5	29	single
8	5	28	repeats	22	4	5	successful	36	2	5	keyboard
9	2	2	Play	22	1	15	frequently	36	3	25	Tournament
9	2	6	Screen	22	9	26	careful	36	6	27	joystick
9	5	8	designation	23	5	9	favorite	37	4	7	numbers
10	7	15	mentioned	23	5	22	since	37	3	13	amount
10	7	23	main	23	3	27	finished	37	6	17	results
10	3	30	operating	24	9	15	ranked	37	8	23	discussed
11	3	8	Directory	24	7	22	kept	38	7	6	last
11	2	15	position	24	4	23	racers	38	3	27	bets
11	5	20	Box	25	6	3	players	38	5	30	moved
11	6	24	files	25	6	7	supplied	38	5	34	back
11	8	27	Or	25	2	24	dollar	39	6	2	records
12	4	5	procedure	26	5	1	Index	39	7	8	Each
12	6	12	even	26	6	15	additional	39	9	20	risk
12	6	19	other	26	5	29	tip	39	1	27	consideration
13	7	6	horses	27	9	8	computer	40	4	6	Average
13	1	15	The	27	4	15	Depending	40	8	12	losses
13	6	16	entitled	27	7	23	other	40	1	15	WINS
14	5	3	starting	28	1	7	entered				

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