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REGISTRATION
To register your copy of Quarter-Horse-Play send:

$9 99 + $3 50 s/h to:

Don Kreuzberg
P.O. Box 96272
Oklahoma City, OK   73143

Registration gets you the latest 3.5" on-disk version
which includes PLACE and SHOW wagering.
Please make sure name and return address are legible.
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(do not send cash in the mail)

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OVERVIEW

The very first thing you should know about Quarter-Horse-Play is that it was designed to be intuitive. Especially if you have been to a race track and wagered money. There are plenty of help messages that pop up on the game screen if you perform some action out of order.

However, for those who feel overwhelmed by the amount of information in this help file, rest assured that it is organized in a way to make playing the game as easy as possible. In general, the larger the print in the CONTENTS section, the more applicable the subject is to playing the game. As the print gets smaller the information provided gets more specific about, for example, how to read the tote board, what win, place and show odds are, how payoffs are calculated, etc.

Or, if you just want to get on with it and see your first race check out <u>Quick Start</u>

One last thing before we continue.... this information is organized so that you can use the browse buttons above to move forward and backward through the text in a logical order.

Now on with the show....

Quarter-Horse-Play was designed for horse racing fans who are more interested in wagering on a horse rather than buying the horse, hiring trainers to train the horse, entering the horse in various races and generally seeing how well they can perform as the owner.

**Quarter-Horse-Play was
designed for realism at the
wagering window.**

Quarter-Horse-Play is both fun and educational.
It's educational because it's a 'tool' for those who've never been to a horse racing facility before and would like to learn what wagering is all about without risking any real money.
It's fun because it can be played two ways:
#1 - The conventional way.   Like most other games the race happens right on your computer monitor.
#2 - The 'Party Game' Way.   Unlike **all** other games, the race takes place off the computer. The game is played on a <u>"game board" using "game Pieces"</u> but more about this in a minute.
Quarter-Horse-Play is also fun (for you) because you, the track owner/operator, get to set the "<u>House Take Percentages</u>" and keep whatever

track profits are made as your friends try to win while playing the horses.

Quick Start

 If this is your first time and you want to see the race right away all you have to do is right-click the Quarter-Horse-Play icon located in the upper left portion of the tote board.

How to Play the game

Quarter-Horse-Play is intended to portray the realism of a normal horse racing facility.   In other words, just like a real race track - you walk in, stand in line with the rest of the people, place your bet and then you go watch the race.

After the race is over and if you are lucky (or good) you collect your winnings.

The main difference between playing this game and a real race track is the lack of wagering tickets.   However, this problem   is handled by setting up electronic money accounts for each player in the game.

As the day progresses your wins and losses are tallied and your rank is calculated to see how well you performed against the other players.

There are two ways to play this game: ON the computer and OFF the computer.
Playing ON the computer is a way to play if you are by yourself.   There is not much to it - just place your wagers and watch the races take place on your computer monitor.

Playing OFF the computer is a way for you and your friends to have fun not only watching the races but participating in them as well. Before hand, however, you will need to print out the horses and track and get a pair of dice.

Since the players actually roll the dice to determine the outcome they can be assured of the results. Note: The outcome is **not** purely random. Even though the results of the dice are used to move the horses, some horses will receive extra movement if the win odds for the horse are low enough. In other words, just like a real race track, the better the odds of the horse, the

better its chances of winning.

Detailed instructions for horse movement are provided on the racing screen for convenience to the players.

To 'right-click' anything means to use the **right** button when you point and click with the mouse.

This is what the track charges for providing the races. It is the track profit.

Adding/Deleting Player Names

One of the main differences between Quarter-Horse-Play and a real race track is the lack of   wagering tickets. The solution is for players to set up a money account so that wagering amounts will be withdrawn from the account and wins will be credited to the account.

The first step in setting up an account is to add the names of each player to the Player List Box located on the wagering screen.   (the second step, Adding/Deleting from Player Accounts, is for adding/subtracting from the account.)

At the bottom of the Player List Box are two buttons. The one on the left is labeled [+ Players].Once the button is clicked a new screen will appear containing two list boxes and several buttons. The box on the left is to be a list of the players for the upcoming game. The box on the right is a permanent list of everyone who has played the game in the past.

To create a list of game players, search through the right box and when you have found the name you want you will need to move it to the left box. There are several ways to move the name:
1)   Double-click a single name.
2)   Select a range of names to be moved.
3)   Highlight only a select group of names.

Once the names have been selected click the [Move] button.

(Short-cut note: once a name or group of names is highlighted, you can click the [Exit and Save] button to move the names and exit the screen as well.)

If the name you are looking for is not in the right box then the name will have to be entered with the keyboard as follows: Click the text box in the lower left corner of the new screen. The words... Type new name here ...will appear and become highlighted. After you have typed the new name then click the button just right of the text box (or press the [Enter] key on the keyboard).   Notice that the typed name will now appear in both lists.

After you have finished creating a list of players, click the [Exit and Save] button to return to the wagering screen. Any names that were typed will be saved to the hard disk so that in the future you will not have to type them again.

If for some reason you get confused and want to exit without making changes to the current Player List then click the [Cancel] button to return to

the wagering screen.

If you wish to delete a name from either list, point and click the mouse on the name so that the name is highlighted. Then click the [delete] button. Note: there is a short-cut method for deleting from the left list - double-click the name.

The Player List Box is the gray box at the lower left portion of the wagering screen with the word PLAYERS at the top.

The wagering screen is the main screen that comes up when the game first starts. It's the one with the images of money and the yellow boxes labeled WIN, PLACE and SHOW.

A wagering ticket is a printed receipt showing the dollar amount of wager, type of wager (win, place or show) and on which horse the wager was placed.

Point the mouse at the name which you want to move to the left list and double-click the left mouse button in the usual way.

To select a range of names, hold down the [shift] key as you highlight the top and bottom names in the range.

To highlight a select group of names, hold down the [Ctrl] key as you click just the names you want to move.

Adding/Deleting from Player Accounts

A new account is actually created once a player has been added to the list of current players. However, to make it work, the player will have to add money to the account and, when ready to leave the game, take money out of the account. This may only be done from the <u>wagering screen</u>.

To add money to the account do the following:
In the <u>Player List Box</u>, select and highlight the name of the player wishing to change the amount in their account. Now either double-click the name or click on the button at the bottom of the player list box labeled <u>[account =$]</u>. A new box will appear (over the player list box) showing the name of the selected player and the amount in the account.

Notice the images of money to the right of the new box. Using the mouse, click on one of the five denominations of money. If you want to add money to the account, click the money image with the left mouse button. If you want to subtract money from the account use the right mouse button.

Once the player is satisfied with the amount entered, click the button labeled <u>[Done].</u>

Notice that the <u>[Account =$]</u> button will now show the current amount in the account of the selected player.

Player Rank (How to win the game)

As you place wagers and win or lose money from your account you need some way to determine how you compare with the other players. That determination is made as follows:

Let's say you start the game with $100 and another player starts with $1000.   By the end of the game you have made a profit of $50 but your opponent has made a profit of $100.   Well, you actually did better.   Not in total profit, obviously, but percentage-wise you made 50% of what you started with while your opponent made only 10% profit on his/her starting amount.

So how you rank among the other players is determined as profit per dollar spent.   That is, you spend money every time you make a wager. True, if you win you get the original amount back plus your winnings but prior to the race on which the wager was placed, you spent the money from your account to engage in the wagering process. In other words, the money for each wager actually leaves your account and is held by the race track until the completion of the race. So the comparison technique is a ratio of how much you have spent vs. how much you have won (or lost).

To check your player rank from the wagering screen, highlight the player name and then click the name using the right mouse button.

When is the game over?

The game is over when the <u>owner</u> of the race track says it is.

Prior to placing the first wager for race number one, the owner needs to inform all players as to the total number of races that day so that everyone knows just how many races they have in which to try to achieve their goals.

The owner of the race track is the owner of   the Quarter-Horse-Play game.

Like many non-computer games, this game can be played on a game board using game pieces which are simply paper horses racing down a paper track that you create with your printer.

The word Paramutual is of French origin which, roughly translated, means among ourselves. Therefore, paramutual wagering means that people are actually betting money against one another and not against the race track. So, the next time you hear the phrase... "Beat The Track", you'll know it would more accurate to say...   "Beat The Other Players".

The Quarter Horse is a small, fast, short-distance horse. The name came into being because the original sprint races were about a quarter of a mile. Now quarter horse races are measured in yards.

The Tote Board

The tote board is the upper green area on the <u>wagering screen</u>. It consists of four rows of windows used to display numbers. All race tracks have some version of a tote board. Most look very similar to the one in Quarter-Horse-Play with one exception: they usually have enough windows for 12 or more horses. Due to graphic limitations, however, Quarter-Horse-Play has been restricted to 10 horses.

The first (topmost) row displays the odds for each horse in the race. Just to the left of each of the odds windows is a white number. This is the horse number.

The second row down is the WIN row. Notice that there is one window for each horse in the race. Each of these windows will display how much money is wagered on each of the horses to win. For example, to find out how much money the crowd has wagered on the number 3 horse to win, just look across the top row of odds windows until you find the window for horse number 3. Then look at the window just **under** the white number 3. Whatever value shows up there is the amount the crowd has wagered for horse number 3 to win.

Also, notice that to the far left of the win row is a slightly larger window. This is the total win pool. In other words, if you add all the numbers in each of the windows on the win row, the total would be displayed in the leftmost window of that row.

The row below the win row is for PLACE wagers.

The row below the place row is for SHOW wagers.

Win, Place and Show

When a person wagers on a horse to WIN, the person is betting the horse will be the **FIRST** horse to cross the finish line.

When a person wagers on a horse to PLACE, the person is betting the horse will be the **FIRST** or **SECOND** horse to cross the finish line.

When a person wagers on a horse to SHOW, the person is betting the horse will be the **FIRST, SECOND** or **THIRD** horse to cross the finish line.

The Win Odds

The odds (topmost) row of the tote board represents an **approximation** of   how much a player will win (for each dollar they wager)

if their horse wins the race. For information about how the payoff is calculated see... How PayOffs are calculated.

How to Read the Odds

Numbers on the tote board start out at 99. However, this is a fictitious number since, before a race starts, the odds do not exist. It is only after the wagering begins and money starts to build that the approximate odds can be calculated.

Numbers below 99 are read normally but then add the words... to one. For example, if the odds on horse 3 are 9, you would read this as nine to one (9 to 1). Which simply means that if the horse wins it will pay **approximately** 9 dollars for every 1 dollar wagered.

Below 5 to 1

Once you get below 5 to 1 it is possible to see a different format.

On the tote board you may see something that looks like 9-2 or 8-5. These odds would be read as 9 to 2 and 8 to 5 respectively . In the case of 9 to 2 this would mean a 9 dollar payoff for a 2 dollar wager. Another thing - you could also think of   9-2 as 9 divided by 2   or   4 1/2 to 1 odds.   The 8-5 would be 8 divided by 5 or   1.6 to 1 odds.

Notice that horses with odds listed as 5 to 1 (or lower) are the horses that have most of the money wagered on them. In fact, the horse with the lowest odds will be the horse with the most money bet on it. Conversely, the horse with the highest odds will have the least amount bet on it.

How to Place a Wager

Placing a wager requires just a few clicks of the mouse.

1) Select a Player.
2) Select an amount of money to wager.
3) Select the type of wager for the current wager.
4) Select the horse number for the current wager.
5) Accept the wager for the current player.

For more specific details continue reading.

1) Select a Player.
Using the left mouse button, highlight the name of the player. Note: after a player is selected, you need not select that player name for each wager placed.

2) Select an amount of money to wager.
Using the left mouse button, click the images of money to increase the size of the wager. If necessary, use the right mouse button to decrease the size of the wager. Note that the amount of the wager shows up in the gray box labeled...   AMOUNT ...which is located near the center of the screen but to the far right. Also, there is a small gray button labeled... [clr]   ...to the right of the amount box. This button will clear the amount show in the box.

3) Select the type of wager for the current wager.
Using the left mouse button, click the wager type (one of the three large yellow boxes near the center of the screen) WIN, PLACE or SHOW. Note that the wager type for the current wager shows up in a small yellow box labeled... Wager Type ...and is located just under the amount box.

4) Select the horse number for the current wager.
Using the left mouse button, click the horse name or number. When the game first starts there will be pictures of horses (with a white number on each picture) located just to the right of the large yellow wager type boxes. Note that the horse number for the current wager shows up in a blue box just under the small yellow wager type box on the far right of the wagering screen. Also, to select a horse number, be aware that you may click the white numbers at the top of the tote board as well as the win, place or show windows on the tote board.

5) Accept the wager for the current player.
Using the left mouse button, click the large gray button labeled... [ACCEPT] ...which is located near the lower right hand corner of the screen. For additional wagers for the current player go back to step 2 and continue.

Notice that the process is a left to right movement of the mouse as wagers are placed.

And finally, the order in which the wagering information is presented to the teller is similar at most race tracks -> amount, wager type then   horse number.

Checking Placed Wagers

To see all the wagers a player has made, highlight the player name and then click the player name using the **right** mouse button. Another screen will appear showing not only a numbered list of wagers, but also the player rank and a refund box.

How to get a Refund

   To get a refund on a wager, highlight the player name and then click the player name using the **right** mouse button. Another screen will appear showing not only a numbered list of wagers, but also the player rank and a refund box.

   The refund box will have a button labeled [Refund] at the top.

   If only one wager has been placed, click the [Refund] button.

   If more than one wager has been placed: Inside the refund box will be a list of numbers. Each corresponding to a particular wager. Using the left mouse button, highlight the wager number of your choice (inside the refund box) and then click the [Refund] button.

How Wagers affect the Odds

As wagers are placed on the horses, the **win** odds will change.

As more money is placed on the favorite horse (to win), that horses' odds will become smaller. As a result, somewhere in the list of horses other odds may be going up.

How PayOffs are calculated

THE WIN PAYOFF:
To figure the **approximate** dollar amount of a win payoff use the following example as a guide: If the win odds for horse number 3 is 5 and horse number 3 does win, then the following results are possible (and approximate): If a player wagers $2 to win on horse number 3, then that player will receive about $12. This can be figured as follows: The $2(original wager) times 5(win odds) plus $2(original wager) equals $12. By the way, the original wager is added back in because the player won the wager and therefore did not lose the $2 that was being risked. With that in mind, if the player wagers $4 to win on horse number 3, the payoff will be about 4 x 5 + 4 or $24.

The reason the win odds are approximate is because in the course of calculating the odds there is some subtraction and multiplication which rarely result in values that come out to an even dollar amount. Also, the odds shown on the tote board are rounded to whole numbers (except in some cases when the odds are less than 5 see... <u>below 5 to 1</u>) and the display is incapable of showing fractional portions. The following information tells you how the final payoff is determined.

If you place a wager on a horse to win and it wins, then your **final payoff** is calculated as follows:
First, the amount of money placed on the winning horse (win amount) is subtracted from the win pool.
Then the "<u>House Take Percentage</u>" is subtracted from what's left.
Finally, the win amount is divided into what's left of the win pool after the first two items have been subtracted.
This final value is how much you win if you had placed only a single dollar on the winning horse.

THE PLACE PAYOFF:
If you wager on a horse to place and it comes in **first OR second**, then your final payoff is calculated much like the win payoff except that **two** totals

of money are subtracted from the place pool before any other calculations. These two totals are the amounts wagered on the horse that won the race **and** the horse that came in second. The totals are called 'place amounts'. Note: place amounts are the tote board numbers you see on the third line from the top.

THE SHOW PAYOFF:

If you wager on a horse to show and it comes in **first OR second OR third**, then your horse has a better chance of making money and your final payoff is calculated like the win and place payoffs except that (you guessed it) **three** totals of money are subtracted from the show pool before any other calculations. These totals are the amounts wagered on the first three horses to cross the finish line. The totals are called 'show amounts'. Note: show amounts are the tote board numbers you see on the bottom line.

As you can see, the higher the chances of your horse making money, the more you have to share the winnings with other players.

Place and Show odds

Since the payoff for a win wager depends on only one horse (the one that actually wins the race), the **approximate** win odds can be calculated for every horse in the race before the race begins. This is the reason you see the win odds at the top of the tote board.

However, because the final PLACE odds depend on **exactly** which two horses come in first and second, even an approximate calculation of the odds is not feasible since there are so many different combinations of horses that could cross the finish line in first or second place.

All this means is that there is more than one possible set of PLACE odds for each horse depending on which other horse comes across the finish line with it. Similarly, calculating the SHOW odds would be even more difficult when you figure just how many ways the horses could cross the finish line in first, second and third positions. It is for this reason that the race track does not display all the possible odds combinations for the place and show positions.

Still, even though there is not a direct connection between the win, place and show pools, because of the nature of handicapping there is usually an indirect correlation. For example, if the crowd has shown that horse number 4 is their favorite to win (because it has the lowest odds and the most money bet on it to win) then if you look at the place and show amounts on horse 4 you will probably see that it has the most money in these positions as   well.

For information on how to read the **final** payoffs see...
<u>Show Wagering Results</u>

Carryovers

When a horse wins the race (or comes in second or third) the money bet on the horse is distributed to the winners. However, in Quarter-Horse-Play it is possible for a horse to come in first, second or third and not have any money bet on it. This is possible if the simulated crowd wagering feature is not engaged. (For more inf. see... **Simulate crowd wagering during countdown**)

If this is the case the money in the win, place or show pools will be carried over to the next race and will affect the win odds. (see... sub menu item: **Carryover**)

Adding Horse Names

When the game starts you will be presented with the <u>wagering screen</u>.

On the lower half just right of the large yellow wager-type boxes you will see pictures of horses with blue backgrounds and white numbers.

At the bottom of these pictures are two buttons.

On the left is a button labeled <u>[F5]</u>. (see... menu item: <u>Show Horse Names</u>)

On the right is a button labeled <u>[+ Horse Names]</u>.

Clicking the <u>[+ Horse Names]</u> button will bring up a new screen similar to the Adding/Deleting Player Names screen. In fact, with only two exceptions, this screen is exactly the same. These are the differences:

1) Unlike player names, there may only be a maximum of ten (10) horse names. *(you may have as many player names as you have memory for in your computer)

2) When a horse has been scratched from the race, the word 'scratched' will appear as the name and you will not be able to change it.

So after you have learned how to enter player names (see <u>Adding/Deleting Player Names</u>) you will be able to enter horse names as well.

Scratching a Horse from a race

To <u>scratch</u> a horse from a race, click on the horse name (or number) using the **RIGHT** mouse button. Note: this may only be done from the <u>wagering screen</u>.

Scratching a horse is another way of saying that the horse is out of the race and the horse position will remain vacant for that race only.

Handicapping

There are various dictionary descriptions of handicapping. As it relates to the horse racing gambler, however, the general meaning is as follows:

Every gambler at the race track goes with the intention of winning money (obviously) but the way in which they choose the horses they believe will win, place or show can vary a great deal from one person to the next.

Essentially, handicapping the horses is just the way a person chooses their favorite horse. There are many techniques and much has been written on the subject but they basically fall into three categories.

For some, it may be as simple as choosing their horse based on its name or color or which jockey is riding the horse that day. Other simple techniques include non horse-related factors like using ones own social security number, birthdate or zip code.

For others, the process may be more precise but can be long, hard, tedious work. Many people may spend most of the evening before the race pouring over the past histories of the horses, studying how fast the horses have been, how many previous wins the horses have and against which horses they have won and lost.

And there is a new breed of gambler in recent years. The high-tech handicapper. This person will invest thousands of dollars in computer hardware and just about as much in the handicapping software. In addition, they spend hundreds more (if not thousands) on the information regarding the past performance of the horses. These are the serious gamblers and if you're not part of this elite group, winning your share can be difficult.

Conclusion:

Since winning money at the track can be difficult or expensive (or both), Quarter-Horse-Play has deliberately left out horse past performances. The game was intended to be fun, not work.

Be aware, however, that whether you play the game on or off the computer, the outcome is **not** purely random. The lower the win odds of a particular horse, the better its chances of winning. Of course, just like a real race track, the lowest odds does not guarantee a win.

for more handicapping inf. see...
Simulate crowd wagering during countdown

Entering the Racing Screen

When the minutes to post time have run out at a real race track you would normally not be allowed to continue placing wagers. Unless, for example, the handlers have trouble getting some of the horses in the starting gate, in which case you may have another minute or two to place more wagers. However, Quarter-Horse-Play is a bit more forgiving. In fact, what will happen is this:

On the Menu Bar of the wagering screen you will see an item indicating just how many minutes are remaining until post time. As soon as the time has expired this message will start flashing and change to...
[IT'S POST TIME! <click here>]

To go to the racing screen just click the flashing message. On the other hand, if you and your friends are not finished placing wagers, by all means, continue betting. The main consequence of this is that you will not be able to select or de-select the Simulate crowd wagering during countdown feature.

Racing ON the Computer

In order to have the races performed on the computer (which is the start-up default mode) you need to make sure there is **NO** check mark to the left of the top item 'PLAY GAME OFF COMPUTER' under the Menu Bar Item called 'OPTIONS'. If there is a check mark there and you want to race the horses on the computer, just click the item again to remove the check mark.

As you enter the racing screen one of the menu bar items will display various messages to let you know what is happening. First you will see the message...
<p align="center">"No more wagers, please."</p>
...then you will see the message...
<p align="center">"They're loading the horses..."</p>
...then the flashing message...
<p align="center">'<<click to start>>'</p>
...click this message, the race will begin and you will see the message...
<p align="center">"And... they're off."</p>
...which will be displayed for a few seconds and disappear. Just sit back and enjoy the race.

[Speed Control]

Prior to starting the race, you may wish to explore some of the menu bar options. Especially if you don't have one of the fancier, super-fast computers at your house.

Under the menu bar item labeled [SPEED CONTROL] there are four sub items:

Sub item #1)   To speed up animation check these.
This item does nothing, it is simply a message to you.

Sub item #2) Don't show names during race.
Clicking this item will toggle a check mark to the left of it.
If the check mark is **not** present the numbers and names of the three lead horses will be displayed near the left edge of the screen. The name and number of the horse in front will show up as red. The name and number of the second horse from the front will be displayed in white and the third one will be blue. As the horses change positions during the race so will the colors of the names.
If the check mark **is** present the numbers and names will be suppressed until just before the horses cross the finish line.

Sub item #3) Don't play sound during race.

Clicking this item will toggle a check mark to the left of it.

If the check mark is **not** present and if you have sound facilities in your computer, then the sound will play during the race.

If the check mark **is** present then sound will be suppressed.

Sub item #4) Set horse speed

Clicking this item will toggle a check mark to the left of it.

If the check mark **is** present a horizontal slider-bar control will appear near the lower right corner of the racing screen.

This control exists for those fortunate few out there whose computers are so fast that they may actually need to slow down the speed of the horses. The default for this control is to have it set to the far right so that the horses are running as fast as possible. However, if you think you would like to slow down the animation, click the left arrow so that the control moves left. Moving the control to the far left will cause a delay of approx. one second between horse animation.

If the check mark is **not** present the slider-bar control will not be displayed.

Racing OFF the Computer

In order to play the races off the computer you need to make sure there is a check mark to the left of the top item 'PLAY GAME OFF COMPUTER' which is located under the Menu Bar Item called 'OPTIONS'. If there is not a check mark there and you want to race the horses OFF the computer, just click the item again to set the check mark. When you click this item you will be presented with a screen which lists the need for certain game components. If you have not already printed these game pieces, you will be given the chance to do so. If you have printed your horses and race track, just click the [cancel] button and return to the wagering screen.

Detailed instructions for game play are provided on the racing screen for convenience to the players.

AFTER THE RACE - ON Computer

The race will be complete after all the horses have crossed the finish line and continued off the right side of the racing screen. At this point if the race was pretty close you may see the photo finish sign displayed for a few seconds as the photo finish is played on the screen. (see photo finish below).

Next, the tote board will change shape and display the payoff results for each of the positions - win, place and show. For more information see...
Show Wagering Results

Finally you will see a list of the horses showing the order in which they all finished. The top horse on the list is the winner and will be displayed in red, the number two horse (place) will show up as white and the third position will be blue. The remaining horse names or numbers will be shown in unhighlighted white letters.

Photo Finish

As stated above, you may or may not see the photo finish sign displayed after each race. It depends on how close the race was. In any case, if you want another look at the race as the three lead horses crossed the finish line then here's how to do it:

Notice that after the race is over a 'remote-control' looking device will be displayed near the left edge of the racing screen. This device is labeled 'CLOSE-UP REPLAY'. On this device are several buttons:

The top three buttons are labeled [WIN], [PLACE] and [SHOW]. You will need to click one of these before the remaining buttons become active. For a close-up look at the first two horses to cross the finish line, click the [WIN] button. To see the second and third horses to cross the finish line, click [PLACE] and to see a close-up of the third and fourth horses click [SHOW].

Next, an enlarged image of the two horses you are interested in will be displayed on the screen and nothing else will happen until you click one of the remaining buttons on the close-up replay box. The five remaining buttons are:
[<<] ...and... [>>]
These two buttons serve to move the images to the beginning [<<] or to the end [>>] of the replay without going through each frame in between.
[-] ...and... [+]
These two buttons will step you through the replay one frame at a time. To move backwards use the minus [-] button. To move forward use the plus [+]

button.
Note: using the minus and plus buttons on the keyboard does not work. You need to click these buttons with the mouse.

<div align="center">[Play   ]</div>

This button will set the replay in motion starting with the current frame and play to the end. If you press [Play   ] while at the last frame the replay starts from the beginning.

Relative Position Numbers

Some of you may be wondering about the white numbers displayed near the right side of the close-up replay screen. These numbers are values indicating the relative positions of the two horses in the replay. The values are internal to the game but since the races can be so close that even a magnifying glass will not show the difference, it was appropriate to have something on the screen to settle any disputes that might arise.

Instant RePlay

If you witnessed a particularly exciting race and want to see it again, all you need to do is click the button labeled [RePlay (entire race)].

After payoffs are calculated, wagering results examined and you are ready to go on to the next race then click the button labeled [go on to next race].

AFTER THE RACE - OFF Computer

As soon as the race is over you will need to tell the computer which horses came in first, second and third so that the payoff amounts for each position (win, place and show) can be calculated. For more information about payoff results see...

Show Wagering Results

As for entering the three horses, detailed instructions are provided on the racing screen for convenience to the players.

After payoffs are calculated, wagering results examined and you are ready to go on to the next race then click the button labeled [go on to next race].

Show Wagering Results

WIN	8	| 16.20 |	8.60 |	5.40 |
	2		| 7.00 |	4.80 |
SHOW	3			| 4.60 |

After the payoff amounts have been calculated they will be displayed in the tote board area in a format similar to the one shown above. The way you read this display is as follows:

The numbers 8, 2 and 3 next to the words win, place and show are the horse numbers. In this case horse number 8 won the race, horse number 2 came in second and 3 was in third position.

Let us look at each horse in turn.

If you had wagered on horse number 8 to win you would have made $16.20 for each $2 you wager. If you had bet on horse 8 to place you would have made $8.60 for a $2 wager and if you had bet on 8 to show you would get $5.40 for a $2 wager.

If you had wagered on horse number 2 to win you would have made $0.00 (nothing) for each $2 you wager. If you had bet on horse 2 to place you would have made $7.00 for a $2 wager and if you had bet on 2 to show you would get $4.80 for a $2 wager.

If you had wagered on horse number 3 to win you would have made $0.00 (nothing) for each $2 you wager. If you had bet on horse 3 to place you would have made the same $0.00 for a $2 wager but if you had bet on 3 to show you would get $4.60 for your $2 wager.

Or you could look at it this way:

```
#8 to... win = 16.40     place = 8.60     show = 5.40
#2 to... win =  0.00     place = 7.00     show = 4.80
#3 to... win =  0.00     place = 0.00     show = 4.60
```

Each of these payoffs are exactly what you would get for a $2 wager since $2 is the minimum amount you are allowed to wager. To find out more about estimating payoffs before the race begins see...
How PayOffs are calculated

Show Player Results

If you have performed well at picking the horses this will probably be your favorite part of the game. To see just exactly how good or lucky you are, click the button labeled [Show Player Results]. The racing screen will move to

one side and reveal the list of players. In order to see specific details regarding the performance of a player, click the name using the left mouse button. The following information will be displayed:

First, a list of all wagers placed by that player for the current race.

Next, a summary about the list of wagers: how much was spent, how much was won and what the net profit was.

Next, Total amounts for the day. How much was spent, how much won and the profit so far. (plus how many wagers were placed)

Next, you will see 'Profit per dollar spent' which is the value used to determine the rank of the player. For more inf. see... Player Rank   (How to win the game)

Finally, the account balance for the currently selected player.

Note: if you click the name of the player using the **right** mouse button you will get a screen showing the rank of all players.

Once the wagering results have been examined and you are ready to go on to the next race then click the button labeled [go on to next race].

Menu Bar Items

Wagering Screen

File
Options
[Time 12:34]
[Min To Post: 5]
[Race #]

Racing Screen

On the Computer
[Speed Control]
[Time 12:34]
[Race #]
Off the Computer
Print
[Time 12:34]
[Race #]

Wagering Screen Menu Item:
File

Save Settings Now

      Use this function when you want to save the current settings immediately.

The settings are:
Sound selections - horses, crowd and post-time horn.
"House Take Percentages" for win, place and show.
Whether the game is played on or off the computer.
Race length.
Displaying (or not) the horse numbers/names during race.
Horse [Speed Control] setting.
The number of minutes to post time.

Save Settings on Exit

      Use this function when you want to save the current settings as you leave the game.

Exit

      Use this function when you want to leave the game.
Back to main menu

Wagering Screen Menu Item:
Options

Play Game Off Computer

       Use this function when you want to play the races on the game board rather than the computer monitor. This function is selected when a check mark is visible. Otherwise, the races will be played out on the computer monitor.

Print Game Pieces

       Use this function when you want to go to the print screen. Instructions for printing the horses and race track are on the print screen.

House Take [Percentage]
19% - Win
19% - Place
19% - Show

       Use this function when you want to change the amount of money the race track withholds from the win, place and show pools. Essentially, this is what the race track charges for providing the races.

Track Profit

       Use this function when you want to check how well the race track is doing on its profits. (profit levels are set using the House Take [Percentage] function above).

Length of next race
250 yards
500 yards
750 yards

Use this function when you want to set the length of the next race. A check mark will appear next to the selected race length.   Note: this function is only visible when playing on the computer.

Show Horse Names

Use this function to toggle between the images of horses and the horse names. Note: you can also use the F5 key for the same purpose and there is a button labeled [F5] located just below the horse pictures or names.

Scratch a Horse from the race

This function is useful for those who do not enjoy reading help files. It provides a instructions to the player on how to scratch a horse from the next race. The instructions are: Click the horse name or number using the **right** mouse button.

Sound
Crowd
Horses
Post-Time Horn

Use this function when you want to configure the sounds to your taste.

Crowd sounds are played while wagering is in progress. Post-Time Horn is played between wagering and racing and the horse sounds are played primarily during the race but only when the race takes place on the computer.

Selected sounds will have a check mark to the left.

If no sound facilities can be detected on your computer, all three sound options will be dimmed and made unavailable.

Menu Item: [Time 12:34]

[Time 12:34]

Use this display to keep track of the time. All race tracks have some form of time keeping device so that gamblers know just how long they have to get their wagers placed.

If you click this display with the left mouse button you will be presented with a screen which will allow you to set your computer clock to the correct time of day.

Back to main menu

Wagering Screen Menu Item:
[Min To Post: 5]

skip ahead to -> IT'S POST TIME!

Use this function when you want to get on with the race and not wait for the post-time clock to tick down to zero.

5 - [set number of min. to post time]

Use this function when you want to change the number of minutes to post time. Most race tracks vary from about 20 to 30 minutes between races.

Simulate crowd wagering during countdown

This may be the most important function in all menu items.

If you are playing the game alone you would certainly not want to be the only person placing wagers. When this function is selected (has a check mark to the left) a simulated crowd of about 5 to 10 thousand people will be wagering right along with you.

At most race tracks the information on the tote board is updated about once every minute. In Quarter-Horse-Play this is true for the simulated crowd as well. If you watch the screen change from minute to minute you will see the amounts rise at a fairly realistic rate.

Many people use the win odds as a guide to their handicapping. They are interested in which horse the crowd thinks is going to win. Of course the crowd is usually wrong more often than right, so you be the judge.

In any case, this feature can be selected and de-selected. So, for instance, if you are playing the game with a group of friends and want some idea about which horses to wager on, you could select this function for a while just to get the gambling started and then a minute or two before post time you could de-select this function to remove the simulated wagers and leave only the wagers place by you and your friends.

Why remove the simulated wagers? Because if you are playing to see how well you and your friends do among yourselves you would want the

payoffs and track profits to reflect only the wagers of the real people involved in the game. In this case the simulated crowd would be used just to get the ball rolling.

CarryOver

If you choose not to have simulated wagering and the winning horse had no money bet on it, then that money will be carried over to the next race. The only reason it is mentioned is because it will affect the odds on the next race. In other words, it will look as if you are going to win more than you should based on how much is in the win amount for your horse. However, it is mathematically correct.

Back to main menu

Menu Item: [Race #1]

[Race #1]

Use this display to keep track of the races.   This menu item is used to display the race number only and serves no other function.

Back to main menu

Racing On-Screen Menu Item:
[SPEED CONTROL]

To speed up animation check these

      This is not a function. It is simply a message to you.

Don't show names during race

      Use this function when you want to suppress the numbers and/or names of the horses during the race. When selected a check mark will appear to the left and animation will be faster. Note: Even when selected the names and numbers will appear just before the horses cross the finish line.

Don't play sound during race

      Use this function when you want to suppress the sound of the horses during the race. When selected a check mark will appear to the left and animation will be faster.

Set horse speed

      Use this function when you want to **directly** affect the speed of the horses.

      When selected a check mark will appear to the left and a horizontal slider-bar control will be displayed in the lower right-hand corner of the racing screen. The start-up default value for this control is positioned to the far right of the control in order to have the horses running as fast as possible.

      If you have an especially fast computer and you actually need to slow the horses, click on the left arrow of the slider-bar. For more information see <u>Speed Control</u>.

Racing OFF-Screen Menu Item:
Print

Print

Use this function when you want to enter the print screen. The print screen will allow you to use your printer to print out the horses and game pieces. Note: detailed instructions for printing are on the print screen.

Back to main menu