

# GO RACING WITH PETER O'SULLEVAN



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### SETTING UP

Read all the instructions carefully. Check you have followed the correct procedure for setting up your COMMODORE 64.

Before switching on the computer system, check that your Commodore Cassette Unit is correctly plugged in and ready for use. Ensure that the cassette unit is kept as far away as possible from the TV.

Now switch on both your COMMODORE 64 and TV and turn up the volume. The screen displays the 'Ready' signal with a flashing cursor.

NOTE: It is always advisable to turn the COMMODORE 64 off and on again before loading a new program. This clears all the memory locations and minimises load errors.

### HOW TO LOAD THE PROGRAM

1. Insert the cassette into the cassette unit.
2. Hold down the SHIFT Key and press the RUN/STOP Key on the computer.
3. Press the PLAY Key on the cassette unit (the screen will go blank).
4. When the program has been "found", the screen will redisplay.
5. Press the Commodore Logo Key (the screen will again go blank).
6. After a few minutes, loading is complete and the title page is displayed.

### THE OBJECTIVE

Now you can have a bet on the horses without travelling all the way to Ascot or Aintree, or even to the local betting shop. You can win a "fortune" from your armchair, whilst enjoying the thrills and mounting excitement of the race on your Commodore 64.

Place your bets on up to eight horses before settling down to cheer your favourite home to victory!

With a thousand pounds in your "purse", you have nothing to lose. Back your choice and enjoy the fun.

### HOW TO PLAY

When the program is loaded, the title page is displayed, and then the introduction appears.

After a short interval this is replaced with a new screen. Enter the names of all players (up to eight people) wishing to participate in the betting by typing in the name of each participant. Press RETURN after each name. When you have entered all participants, press '\*' and RETURN to display the next screen. (The program automatically continues after the eighth entry). A short pause now occurs, during which, the eight competing horses are displayed.

The next screen shows the details of the current race, including information regarding the venue, conditions (e.g. soft, firm etc), prize and race length. Details about the horses are also shown, i.e. ages, handicaps, owners and jockeys. When you have finished reading the details press any key to continue. After a short delay the program runs through the past form for each horse. Note that the data is randomly collected and, therefore, a slight pause may occur occasionally during the printout.

At the end of this section a frame showing the eight competing horses is displayed, followed by a list of the betting odds. To place your bets, type in your name and press RETURN. Then enter the amount you wish to bet (1 to 1000) and press RETURN. Remember that an each way bet of e.g. £200 will actually cost you £400. Press E for each way or W for win and press RETURN. Finally enter the number of the horse you wish to bet on (1 to 8) and press RETURN. You may back as many of the horses as you wish to the limit of your funds. Repeat the above for the other participants. To conclude the betting enter '\*' RETURN.

The placed bets are now shown. Press any key to display the horses and jockeys in their racing colours.

After a short delay the race begins and you can cheer your horses to the winning post. At the end of the race all the horses are displayed while the results are calculated.

The positions of the first three horses are then displayed, followed by (on the touch of a key) the monetary gain (or loss!) of each player. You are not finished yet, however, as eight different races must be run to complete the meeting. There is plenty of time for your luck to change. Press any key to continue to the next race. Good luck!