

REFERENCE CARD

HIGH \$TAKES\$



DICK FRANCIS

Contains 2 versions:

Apple®II family, 64K

IBM®PC, 128K/

PCjr™, 256K minimum

The tapes go up and the horses are away, the 14 best hurdlers in Britain out to decide which is king.

Two miles of difficult, undulating track. Nine flights of whippy hurdles. The horses cross the first and second, and sweep up the hill past the stands, with your horse, Energise, lying sixth and moving easily, his jockey wearing your distinctive bright-blue colors.

"Go on, boyo," your friend Bert shouts, his face rapt.

Round the top of the course. Downhill to the dip . . . More jumps, then the long climb on the far side. One horse falls, bringing a gasp like a gale from the stands and a moan from Allie that she can't bear to watch. Energise flows over the hurdles with the economy of all great jumpers, and at the top of the far hill he lies fourth.

"Get your skates on," Bert mutters, his knuckles showing white as he clutches his lunch bag. "Don't hang about."

Energise obeys the instructions. Down the leg-testing slope he swoops like a black bird, racing level with the third horse, level with the second, pressing on the leader.

"Oh, come on, you great . . . gorgeous . . ." Allie moans.

"Slaughter them, boyo!"

Energise jumps the last hurdle cleanly, putting his soul into winning the race. He stretches out and fights for every inch—shows what gut and muscle can do on the green turf. Allie and Bert and Charlie are screaming like maniacs as Energise pulls ahead and flows past the winning post.

They stand around you, the only brightness in a grey November day, so wrapped up in Energise's victory they don't notice your silence—the hard lines carving themselves around your mouth. They don't know that you're about to fire Energise's trainer, Jody Leeds. A man who has served as your advisor and friend for three years and right from the beginning has robbed you round the clock and smiled while doing it.

You look at your three friends enjoying all the innocent pleasures horse racing provides, and you quickly excuse yourself, heading for the small group of men clustered around Energise in the winner's circle.

The scene in the winner's circle is one you've experienced before: there's much patting on the back, grins of self-congratulation, and the proud prancing of Energise, still hot and foam-flecked from his heart-stopping performance. Once the lad leads Energise toward the stable, you take Jody by the arm and pull him to one side.

You should, you suppose, have chosen a better time and place.

"I want to talk to you."

Stable lads and trainers hurry past on their way to the third race.

Jody smiles broadly, his blue eyes twinkling.

Jody, I'm taking Energise away. Leave him here. I've arranged his transport to Rupert Ramsey's."

"You're what?"

"Taking Energise away."

"But... I'm your trainer."

He sounds bewildered. Owners, his voice and expression protest, never desert their trainers. It simply isn't done. Only the eccentric or the ruthless shift their horses from stable to stable, and you have shown him no sign of being either.

"Come on, Steven, you're kidding me."

"No."

"You're crazy, I've just won you a race. I picked out Energise for you at the sales."

"I know."

"And all your other winners."

"Yes."

"And I moved into bigger stables because of you."

Everything he's said is true; he *has* picked winners for you in the past, but when you started reviewing their history, you noted an odd pattern. There would be at first a patch of sporadic success. But there would regularly be disasters every time you staked a bundle, and then a long tail-off with no success at all. Jody has been doing something to your horses, you don't know what, and since you'd sold off the losers, you have no way of collecting hard evidence now. But you're not going to take the chance that he'll use Energise the way he's used the others.

"I didn't want to believe it, but you've been stealing from me."

"You won't be able to prove a thing."

"Maybe not. But from now on I'm not giving you the chance."

"I've done bloody well for you."

"And out of me."

A small silence develops. You feel that racing has gone thoroughly sour, and that you will never get much fun from it again.

"Leave Energise here."

Jody's disbelief has given way to anger. His blue eyes sharpen to belligerence and the muscles tighten around his mouth.

"It was a pleasure to take you for every penny I could."

He turns on his heel and stalks away.

IBM®PC, 128K or PCjr™
with a minimum of 256K

Loading NOTE: See the section **Formatting** below, before loading your game.

You must use the DOS disk to load the game EACH TIME you want to use it.

1. Insert the DOS disk into the disk drive. If you have a two-drive system, put the DOS disk into Drive-A. Close the drive door.
2. Turn on the computer.
3. Enter the date and time at the prompts. When you see the system prompt **A>**, take out the DOS disk. Holding the **HIGH STAKES** disk by its label, carefully slide the disk, label side up, into the disk drive. Close the disk drive door.
4. Type **AUTOEXEC**. Press the **↵** (RETURN) key. In a few seconds your game will begin.

Saving You can save up to nine games on a STORAGE disk. When you save, you assign the game a number (1-9). If you want to resume the game at a later time, you simply specify its number during loading.

Before trying to save a game to a STORAGE disk, it must be formatted. (See the section **Formatting**, below.)

To save:

1. When you see the **→**, type **SAVE** and press **↵** (RETURN). You will be asked:
Would you like to **SAVE** this game?
2. Press **N** (No) if you decide you'd rather continue the game without saving.
Press **Y** (Yes) to begin the save process. Follow the on-screen prompts to assign the game a number and complete the save.
3. When the save process is complete, simply follow the on-screen instructions to return to your game and continue playing when you see the prompt.

Formatting During the save process, you are prompted to remove the **GAME** disk and insert a **STORAGE** disk in the disk drive. To properly initialize a disk for use as a **STORAGE** disk during the game, it must be formatted first. **YOU CANNOT FORMAT A DISK DURING GAME PLAY.** You can use a blank disk or a disk with information you no longer want to format for use as a **STORAGE** disk.

To format:

1. Insert a DOS disk into Drive-A.
2. Close the disk drive door.
3. Turn on the computer. After a short time the disk will load.
4. Enter the date and time when requested.
5. You will see the system prompt **A>**.

6. **A.** If you have one drive, type **FORMAT** and then press the ↵ (RETURN) key. You will be prompted to remove the DOS disk and place the blank disk in the drive.
 - B.** If you have two disk drives, place the disk to format in Drive-B. Type **FORMAT B:** and press the ↵ (RETURN) key.
 - C.** If you have an XT system, place the disk to be formatted in Drive-A. Type **FORMAT A:** and press the ↵ (RETURN) key.
7. Once formatting is completed, the disk can be used as a **STORAGE** disk. You are now able to save your progress in **HIGH STAKES**.

Quitting Use the quit feature when you want to stop playing.

To quit:

1. When you see the →, type **QUIT** and press ↵ (RETURN). You will be asked:
Would you like to **QUIT** this game?
2. Press **N** (No) to continue the game.
Press **Y** (Yes) to stop playing.
3. If you press **Y** (Yes), you will be asked:
Would you like to **SAVE** this game?
Press **N** (No) if you wish to **QUIT** without saving the current game.
Press **Y** (Yes) if you want to save the current game before you **QUIT**. See **Saving** section for details.

Restarting Use the restart feature if you are in the middle of playing and want to start a new game or resume a saved game.

To restart:

1. When you see the →, type **RESTART** and press ↵ (RETURN). You will be asked:
Would you like to play again?
2. Press **N** (No) to continue in the current game.
Press **Y** (Yes) to begin the restart process.
3. If you press **Y** (Yes), you will be asked:
Would you like to resume a saved game?
4. Press **N** (No) to start a brand-new game.
Press **Y** (Yes) to begin the resume process. Follow the on-screen instructions to select a saved game.

Rebooting If you **QUIT** your game and then decide to play again, you can reboot the game disk.

To reboot:

If you have set up your game to boot automatically:

Hold down the **CTRL** key and the **ALT** key, and press the **DEL** key.

Otherwise, turn your computer off and follow the proper loading instructions. (See the section **Loading** above.)

Printing You can print a running transcript of the game. The print feature is designed to work with any standard printer you may be currently using with your IBM computer. Your printer should be "on-line" or "selected."

To print:

1. When you see the →, type **PRT** and press ↵ (RETURN). The game responds:
OK.

Printing begins with your next move.

2. To stop printing, type **PRT** again and press ↵ (RETURN).

Note: Printing stops automatically whenever play ends for any reason.

Conversing with HIGH STAKES To enter your commands, questions, or responses, just type them in when you see the →. Then press ↵ (RETURN).

If you make a mistake typing, use the ← key to back up and erase your error. Then retype your entry.

The standard commands appear in the book *An Introduction To Interactive Fiction*, enclosed in your **HIGH STAKES** package. This is one race you can't afford to lose, so you might want to take a little time to look it over.

Special additional commands, unique to **HIGH STAKES**, are listed below (examples of how you might use some of the verbs are provided in parentheses):

calm	jump	stand
calm down	kick	stay
dodge	nice	tackle
duck (blows)	pat (touch)	tie
easy	pet	tie up (horses)
eat	pin	trip
feed	punch	untie (horses)
hit	push	wait
	sit on	watch (races)

Note: If you have two disk drives, use only drive-1 for all steps in loading, saving, restarting, or resuming a saved game.

Loading To load the game, follow these steps:

1. Turn on the TV or monitor.
2. Hold the **HIGH STAKES** disk by its label. Carefully slide the disk, label side up, into the disk drive. Close the disk drive door or latch.
3. Turn on the computer. As loading begins, the drive spins briefly. You are asked:

Would you like to resume a saved game?
Type Y or N.

4. Press N (No) if you want to start a new game. A new game will load automatically.
Press Y (Yes) if you want to continue a game that you saved previously. You will be asked to specify which of the games on a storage disk you want to resume. Follow the on-screen instructions to load your saved game.

Saving You can save up to nine games on a STORAGE disk. When you save, you assign the game a number (1-9). If you want to resume the game at a later time, you simply specify its number during loading.

Note: The first time you save, use a blank disk (or a disk with information you no longer want), and follow the on-screen instructions to format it as a storage disk.

To save:

1. When you see the →, type SAVE and press RETURN. You will be asked:

Would you like to SAVE this game?

2. Press N (No) if you decide you'd rather continue the game without saving.

Press Y (Yes) to begin the save process. Follow the on-screen prompts to assign the game a number and complete the save.

3. When the save process is complete, simply follow the on-screen instructions to return to your game and continue playing when you see the prompt.

Formatting During the save process, you are prompted to remove the GAME disk and insert a STORAGE disk or a blank disk in the drive.

1. If you insert a blank disk that has not been formatted, or a disk with information you no longer want, you'll see this message:

Disk in drive is not a STORAGE disk. Would you like to format it as a STORAGE disk?
WARNING: ANY CONTENTS ON DISK WILL BE DESTROYED.

2. Press N (No) if you change your mind and do not want to format. Follow the on-screen instructions to go back to the game.

Press Y (Yes) to format the disk. Follow the on-screen instructions to complete the save process and return to the game.

Quitting Use the quit feature when you want to stop playing.

To quit:

1. When you see the →, type QUIT and press RETURN. You will be asked:

Would you like to QUIT this game?

2. Press N (No) to continue the game.

Press Y (Yes) to stop playing.

3. If you press Y (Yes), you will be asked:

Would you like to SAVE this game?

Press N (No) if you wish to QUIT without saving the current game.

Press Y (Yes) if you want to save the current game before you QUIT. See **Saving** section for details.

Restarting Use the restart feature if you are in the middle of playing and want to start a new game or resume a saved game.

To restart:

1. When you see the →, type RESTART and press RETURN. You will be asked:

Would you like to start a new game?

2. Press N (No) to continue in the current game.

Press Y (Yes) to begin the restart process.

3. If you press Y (Yes), you will be asked:

Do you want to resume a saved game?

4. Press N (No) to start a brand-new game.

Press Y (Yes) to begin the resume process. Follow the on-screen instructions to select a saved game.

Rebooting If you QUIT your game and then decide to play again, you can reboot the game disk.

To reboot:

1. Hold down the CONTROL key and [⌘], and press RESET.

[Apple IIe or IIc]

or

Hold down the CONTROL key and press RESET.

[Apple II+]

Printing You can print a running transcript of the game. The print feature is designed to work with any standard printer you may be currently using with your Apple computer. Your printer should be "on-line" or "selected."

Note: Apple II+ or IIe users, your printer card must be in Slot #1 in order to print.

To print:

1. When you see the →, type PRT and press RETURN. The game responds:

OK.

Printing begins with your next move.

2. To stop printing, type PRT again and press RETURN.

Note: Printing stops automatically whenever play ends for any reason.

Conversing with HIGH STAKES To enter your commands, questions, or responses, just type them in when you see the →. Then press RETURN.

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