

THE GRAND NATIONAL

INTRODUCTION

The Grand National course is regarded as the toughest race course in the world. Those who ride it risk injury or death jumping fences such as the chair, a notorious fence nearly four feet wide and five feet high, fronted by a six foot ditch. It isn't surprising that this fence has been responsible for many injuries over the years.

It is your job as the jockey not only to conquer the course through 'knowing' your horse, but also to make the choice of horse that you will ride in the race. The whole game can be won or lost on this decision alone. The game combines these factors to produce a combination of strategy and skill, with all the excitement of the Grand National on your screen. Running a number of nationals can build up a career record, and a final award is given to the top riders. Now take the reins on your 48K ZX Spectrum and gallop your way into the record books!

THE GRAND NATIONAL

The Grand National is the ultimate race of the National Hunt season. It is run, and always has been run, at the Aintree Race course near Liverpool. The full Aintree course involves sixteen fences, and all but the last two of these are covered for a second time round, making a total of thirty fences to be jumped. The National has a maximum entry list of forty horses but some horses pull out before race day due to injury or ill-health of either the horse or the jockey. The riders range from amateurs fulfilling a life-long dream, to the professional jockeys who ride with one intention, to win! The National lasts about ten minutes, but in our game the clock runs faster to shorten the game time.

HORSE RACING

This section gives some general information about racing which is useful to know when playing the game. Those of you who are racing addicts will know much of the information below already. All horses, except those who have not run any races, have a form rating. In the Grand National, a horse must have won a race with a value of one thousand pounds in the last year to qualify, so as far as we are concerned, all our horses have a form value. Form is normally listed as a series of letters and numbers indicating a horse's recent success or failure. In our game, form is simplified to a zero to ten rating.

Another important factor in any form of horse racing are the ground conditions. These range from 'Very Soft' where the ground is very muddy and slow to run on, to 'Firm' where the ground is quite solid. The best 'Going' is 'Good' where the horses can get a sure footing. Some horses have a preference, running well on good ground, while others can run consistently when the going is soft. At the end of these instructions is a Form Guide, and for each horse, it shows the preferred ground.

The final thing you will need to know about horses are their running styles. Each horse might have a different style and stamina when racing. Some horses may be good finishers for instance, while others may be good all rounders. It will be the above factors you will have to consider when choosing your horse.

BETTING

In this game the betting is kept to 'On the nose' bets. That is a bet on a horse to win. So if the horse wins so do you! To keep payouts simple, we have kept to simple odds such as 5-1 and 10-1 and not used any of the nasty ones such as 13-2 or 100-30. A second point to remember is that we have decided to include the tax deduction. If you place a bet, most bookmakers will deduct 10% betting tax. So if you bet ten pounds it will be reduced to a nine pound bet.

So bringing all this together, if you bet say Ten pounds on a horse that wins at 10-1. Firstly the bet is reduced to nine pounds, you will then win $10 \times 9 = 90$ pounds, plus you will be refunded your original stake (nine pounds).

The bookmakers set odds according to a number of factors. In the first instance they will set the odds in relation to how well they think a horse is going to do. For instance, a horse that has odds of 2-1 is more likely (in their opinion) to do better than a horse with odds of 10-1. Another factor that affects the odds, and often in a bigger way than the horses' real ability, is the amount of money actually backing a horse. If for instance a horse at 20-1 suddenly gets backed with large sums of money its odds will shorten to say 10-1.

So all in all, the odds are a fair indicator of how well a horse will do but don't rely on them.

GETTING STARTED

As you pick up the various stages of the game you will probably want to refer in detail to the information that is included here. The game itself is quite helpful, so with a little thought, you won't want to read everything below immediately. And always remember; If at first you don't succeed, try plugging it in/turning it on/reading the instructions!

THE FINAL REPORT

At the end of the race a final report of the race is given. This gives the results of the race, any gains made from backing a winning horse, and any prize money gained by doing well in the race. Also listed are any points you have accumulated by finishing in the top 4 in the race, and also the total number of points gained during your career. Any disqualifications made during a stewards' enquiry will be shown as well.

PRIZE MONEY

Prize Money is awarded as follows:

- 1st: 40,000 + 10 pts
- 2nd: 14,000 + 7 pts
- 3rd: 7,000 + 5 pts
- 4th: 3,000 + 2 pts

FORM GUIDE

The following is a list of horses and their details for running style and preferred ground. Refer to this when choosing your horse.

No.	NAME	STYLE	GROUND
1.	Greasepaint	Excellent All Rounder	Good
2.	Artimorval	Good Finisher	Good
3.	Doorstep	Good Starter	Good
4.	Lucky Vane	Excellent All Rounder	Firm
5.	Whistling Genatap	Consistent All Rounder	Good
6.	Hallo Dandy	Excellent All Rounder	Soft
7.	Corbiere	Good Starter, Excel. Finisher	Good
8.	West Tip	Excel. Starter, Good Finisher	Good
9.	Drumlargen	Good Starter, Excel. Finisher	Firm
10.	Eyecatcher	Good Starter	Soft
11.	Fortina's Express	Excellent Finisher	Good
12.	Duke of Milan	Excellent Starter	Good
13.	Broomy Bank	Excellent Finisher	Firm
14.	Ballinacurra Lad	Good All Rounder	Good
15.	Pirate Son	Good Finisher	Firm
16.	Glen Fox	Bad Finisher	Good
17.	Kumbi	Excel. Starter, Good Finisher	Firm
18.	Fox Bury	Good Starter, Bad Finisher	Good
19.	Luck Daughter	Good Finisher	Soft
20.	Matty Buskins	Bad Starter, Excel. Finisher	Good
21.	Fethard Friend	Excel. Starter, Good Finisher	Soft
22.	Rubstic	Bad Finisher	Firm
23.	Rockin' Berry	Consistent All Rounder	Firm
24.	Howarth Halloway	Good Starter, Bad Finisher	Firm
25.	Classified	Good Starter, Excel. Finisher	Soft
26.	Drum Largan	Bad Finisher	Soft
27.	Grand Ogan	Good Starter, Bad Finisher	Soft
28.	Last Suspect	Bad All Round	Firm
29.	Talon	Good All Rounder	Firm
30.	Good Crack	Excel. Starter, Bad Finisher	Good
31.	Nicky Tam	Excel. Starter, Bad Finisher	Firm
32.	Tacroy	Good All Rounder	Soft
33.	Cockle Strand	Bad Starter, Excel. Finisher	Soft
34.	Why Forget	Good Starter	Firm
35.	Max Freindly	Excel. Starter, Bad Finisher	Soft
36.	Succeeded	Bad All Round	Good
37.	Road Mead	Consistent All Rounder	Soft
38.	First Glance	Excellent Starter	Firm
39.	Derby Creek	Bad Starter, Excel. Finisher	Firm
40.	Terry's Nag	Excellent Finisher	Soft

NOTE

Some of horses used may not actually run in the 1985, or any other Grand National. At the time of writing, no lists were available, the final runners being decided only a few weeks before Grand National Day.

Elite Systems

55 Bradford Street, Walsall, England. Telex: 335622 SPETEL G.

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Elite's Grand National is a computer game that combines strategy and arcade action to reproduce all the excitement of the World's most famous horse race.

010GAME FEATURES

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1. Choice of a single ride or racing career.
2. Optional Betting on the race result.
3. Choice of mount.
4. Race Report Sheet.
5. Variable Race Conditions.
6. Form Guide.
7. Intelligent Automatic Bookmaker.
8. 40 Unique Horses, with own characteristics.
9. Special Real Time Race Monitor.
10. Panoramic view of Race.
11. Running Camera view of Race.
12. Up to 40 other competing horses.
13. Energy Level Bargraph.
14. Speed Level Bargraph.
15. Course Map and Tracking Dot.
16. Large Digital Race Clock.
17. Fence Number Indicator.
18. Leading Horse Number.
19. Horse Position Number.
20. Number of Horses Fallen Indicator.
21. Number of Horses Retired Indicator.
22. Number of Horses Running Indicator.
23. Stewards Enquiry System.
24. Detailed Final Report Section.
25. Prize Money.
26. Realistic Horse Control.
27. Realistic Horse Animation.
28. Detailed Scrolling Graphics from two angles.
29. Disqualification.
30. Fines.
31. Non-Runners.
32. Arcade Strategy Combination.