

PROGRAMS WANTED

Have you written a game you consider to be good enough for publication? GTI will make a quick decision and offer excellent royalties for any games released. Send your game, or details of it to us at GTI SOFTWARE, NEW PRODUCTS DEPARTMENT, 5 NEW BRIDGE STREET, EXETER EX4 3JW. Please include SAE for return of your tape or disk.

WATCH OUT FOR CLASSIC PUNTER

All the fun of betting your last thousand on a "Dead cert" - without the risk! Have you got what it takes to be a CLASSIC PUNTER? An exciting one or two player game from GTI - only £2.99!

If you have any problems obtaining your copy of this, or any other GTI game, please send a cheque/p.o. for the correct amount (plus 30p p&p for orders under £5) stating title format and your name and address, to GTI (DISTRIBUTION) 67 SIDWELL STREET, EXETER EX4 6PH.

LOADING INSTRUCTIONS

AMSTRAD CPC: 464 hold down CTRL and tap the small ENTER key. **664/6128:** Type I (shifted@) TAPE (ENTER) then type RUN " (ENTER).

COMMODORE 64/128: Hold down SHIFT and tap the RUN/STOP key. 128K owners ensure the machine is in 64K mode.

CLASSIC TRAINER

OBJECT OF THE GAME

As the owner of a stable of horses, it is your ambition to train one or more of your stable to win the greatest 14 furlong race in the calendar. To achieve this you must deduce the horses' ideal racing distance, and by a combination of training and racing, increase their class and fitness to a degree which will enable them to win the ultimate race of the season-the Derby.

THE SEASON

A season consists of 20 weeks; a week will have passed after the completion of a race meeting, either by choosing to enter a race, or the NO ENTRY option. Choose RACECARD OPTION to go to the race meeting. STABLE returns you to check on your horses before deciding to enter a race. All other options can be reached from STABLE screen, including LOAN, VET.

DISTANCE

It is important to establish as early as possible over which distance the horses run best. Each horse is suited to one distance only, so it is fair to assume that if a horse wins a race, that race was its best distance. You can use the NOTES option to record short remarks about each horse as you discover its strengths and weaknesses.

FITNESS (F)

The fitness of a horse will increase by 1 each week you enter a race. You may also try to improve fitness by the use of one or more WORKOUTS. If a horse is overtrained (i.e. when it is already at peak fitness of 9), it will become unfit, or even injured. A horse will not race well if its fitness is poor.

CLASS (C)

A horse's class is the key to success in Classic Trainer, as the big prize money can only be earned in the higher class races. Class can only be increased by winning a race of higher class than the horse, but if you enter a race of too high a class, your horse may extend itself too much and be injured. An injury will also reduce the class of the horse! You may not enter a race where the class is lower than that of the horse.

BUYING AND SELLING

You must maintain a stable of 5, so before you buy a new horse, you must sell one of your current steeds. You may just be fed up with one, or it may be necessary if none of them can run 14 furlongs!

THE DERBY

The Derby takes place in the last week of each season; in order to have a chance of winning, you will need a class 9 horse at peak fitness, capable of winning at 14 furlongs - and don't forget to keep enough in the bank for each entry fee!

HINTS

Don't expect to win the Derby in the first season! You will need plenty of cash to keep the stable running, so it will probably be necessary to borrow money (don't leave it too late!) and place a few bets (maximum bet £5000) to keep your head above water in the early part of the game. Each horse has its preferred going, which can affect its performance.

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**5 NEW BRIDGE STREET
EXETER EX4 3JW**