



Breeder's
Cup[®]
WORLD THOROUGHBRED
CHAMPIONSHIPS



Ghostzapper, 2004 Breeders' Cup Classic Champion



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

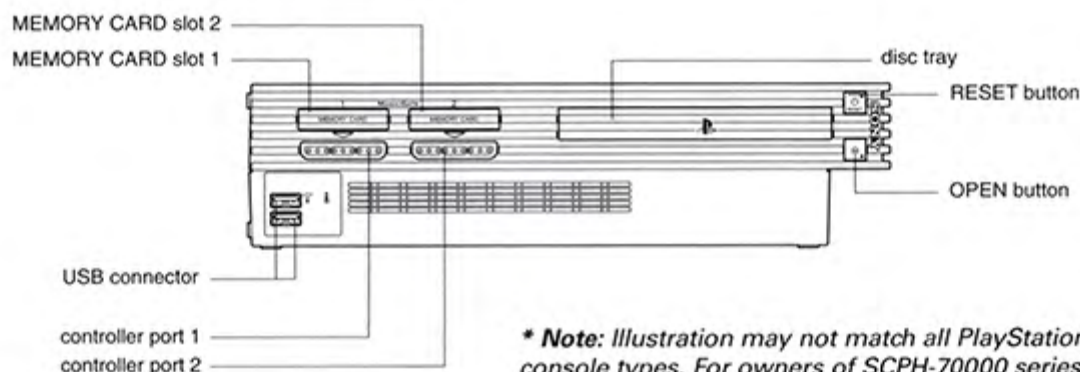
BREEDERS' CUP WORLD THOROUGHBRED CHAMPIONSHIPS

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GETTING STARTED



*** Note:** Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the *Breeders' Cup World Thoroughbred Championships* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

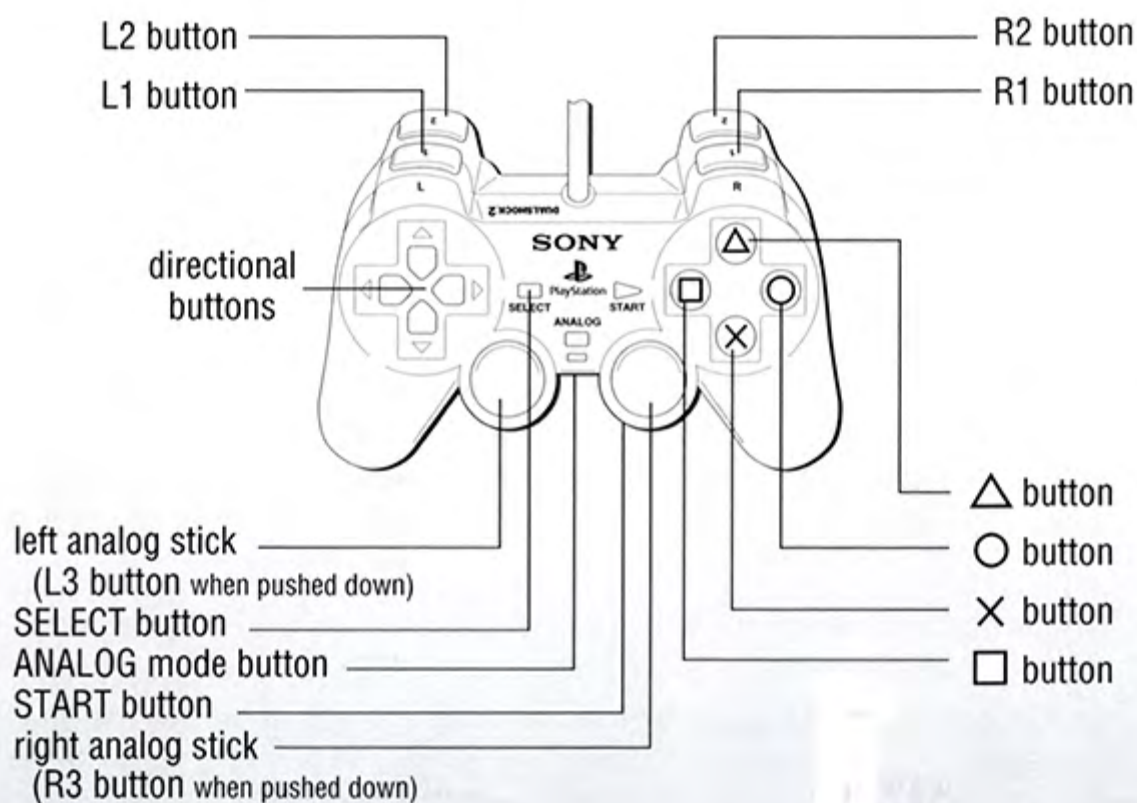
Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

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STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



| | |
|-----------------------------------|---------------------|
| Move Cursor | Directional buttons |
| Position Rider, Move Cursor | Left Analog Stick |
| Move Camera View | Right Analog Stick |
| Next Horse/Race | R1 button |
| Previous Horse/Race | L1 button |
| Next Page | R2 button |
| Previous Page | L2 button |
| Reset Camera Position | R3 button |
| Back, Cancel | △ button |
| Select, Whip Horse | × button |
| Help | ○ button |
| Menu | START button |

BREEDERS' CUP WORLD THOROUGHBRED CHAMPIONSHIPS

Overview

With thousands of horses, the ability to race your own Thoroughbred, make wagers, and even build your own stable, Breeders' Cup World Thoroughbred Championships is the horse racing game with something for everyone.

There are four separate gameplay modes.

Quick Race. This play type allows you to quickly jump into racing one of thousands of randomly generated horses. You are in complete control of the jockey and Thoroughbred. You may select your racetrack from one of the 10 real-world North American racetracks or five fantasy tracks. You may also choose the type of ground surface, the number of horses you will be racing against, and even the weather.

Challenge a Champion. Unlock past champions and race against them, head-to-head, in this game mode. Have you ever wanted to run against Seabiscuit or Man o' War? If so, this is the mode for you.

Day At The Races. Grab a buddy and head to the track of your choice for a day at the races as seen through the eyes of a spectator. You can see history of all the horses, the type of track they prefer to run on, and their racing style. Before making a wager, you can head down to the paddock and take a closer look at the horses. With true-to-life wagering menus, you can bet just like you would at any real world horse track and try to outdo your friends!

Career Game. Become a stable owner and steer the course of your prized Thoroughbreds towards the Breeders' Cup World Thoroughbred Championships, the season-ending Championship event in horseracing. You are in control of everything from the name of your stable, the colors and patterns of your silks, the training and breeding of your horses, and the stable's participation

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in different racing events. As a stable owner, you will be present at each event where you have the option to place bets on a wagering menu and purchase new Thoroughbreds to increase the size of your stable. Enter and win events to accumulate more trophies, getting you that much closer to the Breeders' Cup!

Quick Race

Quick Race allows you to customize your options in order to quickly get to the heart of the action where you can take part in a one-off race. Quick Race also allows you to race against a buddy head-to-head or with the inclusion of a number of AI controlled opponents.



When you select Quick Race you can choose from the following:

- The track at which you want to race.
- The weather conditions in which you would like to race (weather conditions will be limited on a per track basis).
- Track surface type (dirt or turf).
- Race distance (from a selection of distances).
- Field size (maximum of 10 total horses).
- One or two player.



Jockey/Horse Indicator

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Once these selections have been made you are then able to choose from a large selection of racehorses (including those you may have unlocked during a Career game). You can view a brief summary of the horse's record and abilities before making an informed decision on which Thoroughbred to ride in the race. In a two-player game, it will be possible for both players to choose the same horse.

The single player race is presented in the same fashion as Career game races, with the action seen from behind your horse. The controls remain the same with the ← and → analog stick influencing the jockey to urge the horse nearer or farther away from the inside rail, respectively, with the ↑ analog stick acting as a crop to urge the horse to race faster and the ↓ analog stick to slow it down.

The two-player race is represented slightly differently. The game camera is positioned above and to the outer edge of the track focusing on a point between the two players' horses. The camera will track the action, zooming in and out within limitations, attempting to keep both horses in view. Should the players' horses become too widely separated then the camera will focus on the horse which is in the lead. This may result in the second player's horse disappearing off screen. If the second player is unable to catch up, they may be unable to retrieve the situation. If a player's horse falls off-screen, they will be relieved of control and the computer controlled jockey takes over. Only if the computer controlled jockey takes the horse back into view will the player resume control after a short 3-2-1 countdown.

Challenge A Champion



Challenge A Champion mode allows you to compete against past racing champions such as Seabiscuit and Man O'War. These horses are unlocked by winning events in Career Mode.

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Challenge A Champion works in exactly the same manner as Quick Race except that in this mode, the races are match races with two horses competing head-to-head.

Horses that are available as unlockables include: Citation, Funny Cide, Ghostzapper, Man o' War, Native Dancer, Personal Ensign, Ruffian, Winning Colors, Silver Charm, Smarty Jones, Tiznow, and Seabiscuit.

Day At The Races

Day At the Races allows you to visit any track for a single day of wagering. A diary of days played is stored that allows you to track your progress.

You can create multiple profiles that save your total money and betting history. You can later load these profiles to pick up where you left off.

Keep in mind, if you exit a Day At The Races event before the day has completed all of its races, your progress will not be saved.

Your betting history can be viewed by selecting the Diary button from the main Day At The Races menu.

Day At the Races can be played as either a single player game, or a head to head challenge against your buddy.

'Career' Game

Career mode brings you the thrill and excitement of owning racehorse stables in a realistic and fun simulation. Create your jockey's silks via the silks paint shop or allow the random selection of silks. Breed, train, and race the next *Seabiscuit* through the racing season in order to reach the ultimate goal - the prestigious Breeders' Cup World Championship and a chance to etch a new name in the annals of horse racing history.



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Tutorial Modes

Use our video tutorials to learn how to perform some of the more complicated operations of the game.

Tutorials include:

- Managing Your Stable
- Reading Form
- Interactive Horse Racing
- Placing Straight Bets
- Placing Exotic Bets

You can also use the Help button on any screen if you need additional guidance on topics throughout the game.

Starting Out

Before you begin a Career Game you must establish your stable. To do this you must give the stable a name and create the silks that each of the jockeys riding horses from your stable must wear.

Naming The Stable

You must first decide what to name your stable.



Silks Paint Shop

To create silks, you first choose from a selection of two-tone patterns that will adorn the jockey's silks and hat in each race. You then choose the primary and secondary colors that will make up the selected pattern.

Once you have set-up your stables you are presented with your first horse, a 2-year-old colt or filly, and a small sum of money with which to turn him or her into a champion. The Career Game begins in Stable Mode.

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Stable Mode

Before each race, you have a chance to visit your stable and monitor the condition and progress of your Thoroughbreds. You can own up to six horses at a time, enter them into races, influence their training regime, or even decide to retire the horses if they aren't performing well. You can also choose to breed a new horse to add to your stable.



Your stable will allow you to keep up to date on the number of cups you have won and information about upcoming races in which you can enter your horses.

Information And Records Pages

Pedigree Page

| PEDIGREE | | STATS | | RACES | |
|--------------------------------------|-----------------------|-------|-----|----------|--|
| Ferry Hurricane 2yo G, Bay | | | | | |
| Strs | 1st | 2nd | 3rd | Prize \$ | |
| 0 | 0 | 1 | 0 | 6400 | |
| Sire | WICKED BOY | | | | |
| 5 | 0 | 1 | 1 | 42670 | |
| Dam | BILLY'S FOOT | | | | |
| 5 | 0 | 1 | 0 | 71370 | |
| Potential | <input type="range"/> | | | | |
| Value | \$ 3666 | | | | |
| Speed Rating | 44 | | | | |

The Pedigree Page provides information regarding the lineage of the horse and may provide clues as to the potential of the horse as a Breeders' Cup winner. From this page you are able to view the horse's life record including its starts, wins, second and third places, finishes, and any prize money it has won.

The same stats can be viewed for current and previous years. The Pedigree Page is a good guide as to whether the horse is improving over time or if it has reached the peak of its potential. You can also find out the names of the dam and sire and view their lifetime records.

Each time you breed a new horse, an evaluation is made based on the careers of the dam and sire. This rating is represented as a potential gauge. You can use this as a very rough guide to how far the horse may develop given the right management.

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Stats Page

The Stats Page provides snapshots of a horse's various attributes that influence how well they perform on the track. You can use this information to decide on training programs and on which type of race might best suit the horse.

The screenshot shows a stats page for a horse named 'Flyin' Hurricane'. It has three tabs: PEDIGREE, STATS, and RACES. The STATS tab is active. The horse's name is 'Flyin' Hurricane' and its age is '3:00'. The stats are as follows:

| Stat | Value |
|------------|-------------|
| Race Pref. | TURF SPRINT |
| Run. Style | CLOSER |
| Speed | 23 |
| Power | 52 |
| Temp. | 5 |
| Fitness | 55 |
| Fatigue | 10 |
| Injuries | NONE |
| Training | REST 100 |

Provided on this page is the following information:

Race Preference. This line shows the horse's preferred surface and distance.

Running Style. Each horse has a preferred way of running a race. Some like to show the other horses in the field a clean set of hooves and lead from the front, some like to remain in the thick of the action with the rest of the field, and others prefer to bring up the rear and strike late. A horse that is forced to run in a manner in which it is uncomfortable will not perform as well as if it is given its favored conditions. The stamina and speed of the Thoroughbred will be adversely affected for the duration of the race if the horse is made to run in a different style. The different running styles are as follows:

Closer - A horse that runs best in the latter part of the race (closing race), coming from off the pace.

Front-runner - A horse whose running style is to attempt to get on or near the lead at the start of the race and stay there as long as possible.

Stalker - A horse whose running style is to attempt to stalk the front runner and overwhelm him at the end of the race.

Speed. To win any race, a horse must be fast and this stat represents the horse's basic speed level. A good speed level will influence not only how quickly the horse can cover the ground, but also its reaction time at the start and to a jockey's urgings. Speed can gradually be improved with the correct training programs.

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Power. A good power rating means the horse is able to endure long races well and also performs better on short distances. High power levels means the horse is more likely to respond well to the jockey's urgings. Lower power levels will tend to leave the horse wanting at anything other than the shortest of races. A graphical meter represents power levels and the more "full" the meter is, the better (higher) the horse's power levels. Power can gradually be improved with the correct training programs.

Temperament. Temperament is a measure of how the horse responds to stressful or unusual situations. If the horse finds itself being jostled during a race, a good temperament will see the horse handle the situation well with minimal detriment to its racing speed. A good temperament will also allow the jockey some leeway when positioning the horse in a race. If the jockey is unable to find the horse's favored position, a horse with good temperament is less affected than one with a poor temperament. Temperament can gradually be improved with the correct training programs.

Fitness. Fitness is a measure of how quickly the horse can recover after the exertion of a race. If a horse is expected to run in the many races leading to the Breeders' Cup, it will need excellent fitness levels to ensure it never runs overly fatigued. Running while tired will affect the horse's speed, power, and temperament for the duration of a race. A horse's fitness levels can be improved with the correct training programs.

Fatigue. Every race, and even some training programs, will affect the horse's fatigue levels. The more fatigued a horse becomes, the worse the horse will race. Fatigue reduces speed, power, and temperament levels during the course of a race. How quickly a horse returns from a fatigued state depends on the horse's fitness level. The more fit a horse is, the faster the Thoroughbred will recover. Only time and rest can improve a horse's fatigue level.

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Injuries. Horses can be in either an injured state or healthy state.

Injuries occur AFTER a race. A horse will be raced and if it is very fatigued from training and racing, there is a small probability that it will develop an injury. All injuries can be "repaired" through rest.

Races Page



| PEDIGREE | STATS | RACES |
|-------------------------------|----------------------|--------|
| Flurry Hurricane Crys. Bay | | |
| WK3 JUL 24 | AIW 74000 | |
| METRO | | RACE 5 |
| DIRT | 5:12.1 | PAST |
| Timings | 1/4 1/2 3/4 0 Fin | |
| | 11 15.5 22 27 | |
| | 1/4 1/2 3/4 Fin Strs | |
| Call | 1 2 1 2 1 2 1 2 | |
| Jockey | REFUS WILLIAMS | |

On the Races page, the player is able to view the horse's performance record. This page can be "flipped" using the L2 and R2 buttons to view a complete race history. The Races page tells the player the date, number, and type of race that was run. It also records at which track the race took place, including the track surface and length.

Additionally, the player can see exactly how the horse performed in the race. Timings are recorded for the horse as it makes its way around the track and the player can see how long it took the horse to cover race fractions and to complete the entire race.

Stables Screen Options

From the Stable Screen you have a number of options to choose from.



Training

Between races you have a chance to shape your horse's development through the use of training programs. Training programs can be used to provide light exercises designed to keep the horse from tiring out during a grueling race season or to provide a more targeted workout aimed at improving a specific attribute of the Thoroughbred.

By viewing the horse's Stats page in the Information and Records Pages, you can monitor the horse's current training program. Should you wish to change the training program, select the Training Program Menu.

Training Programs

The Training Program Menu consists of seven possible training programs that can be assigned to the currently highlighted horse.

Each training program provides a different benefit for the horse. As you highlight a training program illustration, the information panel describes the training exercise details including any associated benefits or risks. The possible training programs are:

Rest. For a horse that is racing regularly, it may not be necessary to add the extra pressure of strenuous training sessions. When a horse is rested, its fatigue levels are eased. Prudent resting of horses is essential when dealing with a relatively unfit horse to ensure it is fresh for its next race. However, an overly rested horse can also lose fitness levels.

Walks. Walking a horse is the lightest form of exercise that you can employ. Putting a horse on a walks training program between races allows the horse to ease some of its fatigue levels while at the same time, maintain some level of fitness.

Gallops. Gallops provide good, general exercise. Often the horse will take part in relaxed running sessions with other horses and this benefits speed, stamina, temperament, and fitness levels to some degree. Due to the relaxed nature of the workouts, the risk of injury is only very slight.

Schooling. Schooling is aimed specifically at improving the horse's temperament. Improved temperament will ensure the horse can handle itself in stressful race and pre-race situations and this will, in turn, be beneficial to the horse's stamina and speed levels. This program involves little physical exercise so it can also help a horse recover from strenuous races.

Gate Work. This training program is aimed at ensuring a strong start from the starting gate. Gate work is essential for a horse that likes to race from the front or for a horse better equipped for shorter distance races.

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Breeze. To improve a horse's flat speed, you may opt to assign a sprint-work training program. Breeze involves running the horse at race speed over short distances and can increase the horse's stamina and temperament to some degree. The risk of injury during this type of training is increased.

Pool work. ONLY AVAILABLE WHEN A HORSE IS INJURED. When a horse is coming back from injury, the best way to rapidly build up its strength and confidence is to use pool work. Pool work involves the horse being partially submerged in a "ring" of deep water where the increased resistance and relative weightlessness allow good muscle exercise.

Each training program has an associated cost on a per horse basis. The cost is deducted at the end of each week when the training program is employed.

Once you select a training program, the horse's Stats Page in the Information and Records Pages is updated accordingly. The horse will remain on the selected training program until a new one is chosen.

Each horse has an "envelope" within which it is most receptive to training programs. As the horse approaches six years old, its abilities begin to plateau until eventually, training is virtually ineffective. However, the amount by which each horse can improve is also affected by the horse's pedigree and potential.

Entering a Horse into a Race

You can decide to enter the currently highlighted horse into an upcoming race by selecting *Enter Race*.

Selecting a Race

A panel appears on screen showing the location and date of the next race along with a list of the various races due to be run. Move your cursor over the different number buttons to find information on each of the races for that day.

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Those races in which the currently selected horse is ineligible to participate are “grayed-out” and cannot be selected. By checking a race’s information, you can discover the reason for your horse’s ineligibility – usually age, sex, or past record. These restrictions are

designed to try and ensure a competitive race between similarly rated horses.

There are a number of different types of races that you may decide to participate in and you should be aware of what is at stake in each competition before entering your Thoroughbred.



Maiden Claiming and Maiden Special Weight. These races will also be offered for horses that don't have a race win under their belt.

Claiming Race. A claiming race is one in which every entered horse is up for sale. If you decide to enter your horse, you must be aware that another owner can purchase your horse as long as the claiming price set for the race is paid. Equally, you can use claiming races to boost your stable by spotting underestimated horses. A claiming race is not always successful.

Allowance Race. An allowance race is basically any race that is neither a claiming race nor a stakes race. Horses compete only for the purse prize with nothing else at stake. Allowance races provide the “bread and butter” races which allow you to earn cash in the hopes of entering the stakes races.

Stakes Race. To enter a stakes race, each owner must pay a fee that goes towards the final purse. Stakes races have the largest purse values of all the races and are generally the most prestigious races of the season, attracting entries from many of the top owners.

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Cup, Crystal Cup, Timeline Cup, Aqua Bowl, Golden Cup, New York Cup, and The Breeders' Cup.

The season reaches its climax with the Breeders' Cup World Thoroughbred Championships where you can have the chance to compete for the largest prize money of all, the title of "Breeders' Cup Champion," and a place in history as a racing legend. When all the races in season have been completed, all the participating horses' records are updated and the new season begins afresh. Each horse is a year older – some may have benefited from another year's experience and some may be reaching the peak of their abilities. Others horses will be on the decline and it is your task to recognize each one's potential and to keep your stables stocked with possible world champions.

Breeding

During the racing season you have the opportunity to breed a new Thoroughbred. This is achieved by pairing Sires and Dams in an attempt to produce offspring that take the best elements from both parents.



You have a list of horses that can be used for breeding purposes.

You select a pair of horses to breed and let nature takes its course.

Betting Mode

Once you have finished in the Stable you can move to Race Day. Race Day allows you to bet and race horses.

When you want to make a bet you must first access the betting screen. From the betting screen you are able to analyze the information about the horse's statistics in an attempt to glean some vital clues on the horse's promise in the forthcoming race.

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Breeders' Cup offers all of the betting modes used at a real world track.

Much like the electronic betting available at real world tracks, you select the amount you wish to bet, the race you wish to bet on, the type of bet you wish to place, and finally the horse you think will be a winner for you.

The bets available are:

- **Win.** Bet on the horse you think will finish in first place.
- **Place.** Bet on a horse you think will finish in first or second place. However, the returns for a successful Place bet are less than for a Win bet.
- **Show.** Bet on a horse you think will finish either first, second, or third. However, the returns for a successful Show bet are less than for a Win or a Place bet.
- **WP.** Win/Place bet.
- **WPS.** A Win, Place, Show bet also known as betting "Across the Board". This allows you to bet on a horse to finish anywhere in the first three. This is essentially three bets in one and is more expensive.
- **Exacta.** The Exacta bet requires you to pick the first and second place horses in the order they will finish the race. You must get the correct horses in the correct order for the bet to payout. This bet can be straight, boxed, or wheeled (see next page).
- **Trifecta.** The Trifecta bet requires you to pick the first three horses in the correct order of finish. If you successfully pick the first, second, and third place horses in the right order then the bet will payout. This bet can be straight, boxed, or wheeled.
- **Superfecta.** Similar to the Exacta or Trifecta bet, you must select horses in the correct order to finish the race, only this time you must select the first, second, third, and fourth place horses in the correct order to earn a payout. This bet can be straight, boxed, or wheeled.
- **Daily Double.** You must select the winning horses from two consecutive races. This bet can be straight or wheeled.

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- **Pick 3.** To win a Pick 3 bet you must select the winning horse in three consecutive races. This bet can be straight or wheeled.
- **Pick 4.** To win a Pick 4 bet you must select the winning horse in four consecutive races. This bet can be straight or wheeled.
- **Pick 6.** To win a Pick 6 bet you must select the winning horse in six consecutive races. A tall order, but the rewards can be huge. This bet can be straight or wheeled.

You can also choose the following bet actions once you have decided on your bet type:

- **Straight.** You can choose to play the bet straight. This means you must select one horse for each finishing position the bet requires.
- **Box.** Boxing a bet allows selected horses to finish in any order. A normal, un-boxed Trifecta bet, for example, would only pay out if horse 1 finished first, horse 2 finished second, and horse 3 finished third, as selected. The Trifecta Box bet however, will payout if horses 1, 2, and 3 finish in the first three places in ANY order. However, boxing the bet makes it more expensive as it is essentially placing a bet on every combination of the selected horses. In the example above, a Trifecta bet has been placed on every possible combination of horses 1, 2, and 3 resulting in 6 bets.
- **Wheel.** Boxing bets can become very expensive very quickly so an alternative is to wheel the bet. This allows you to choose multiple horses for each finishing place. You may decide that when placing a Trifecta bet that you are fairly certain that horse number 1 will finish in first place but are a little less sure of the second and third positions. By Wheeling the bet you can select horse 1 as first place and select multiple horses in the second and third positions. The more horses that are selected, the more expensive the bet becomes. So you have horse number 1 in first place then add 2, 3, and 4 for second place and 3, 4, and 5 for third. This results in 7 combinations and as long as one of the combinations wins, the bet will payout.

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The Race

Watching the Race

If you have chosen to watch the race and have no horse entered in the race, you are presented with television style coverage of the event incorporating dynamic camera angles to capture the action.



Race Calling

During the coverage of the race you are kept informed of important events by our caller system. The official voice of the Breeders' Cup, Tom Durkin, calls the race much like you would hear at a real racetrack.

Race Interaction

If you have entered a horse into the race, you can choose to become more involved in the action. This is achieved by influencing the horse and jockey using the controller. While you are in direct control of the horse, the decisions you make and your timing during a race can make the difference between a win and a loss.



During a race you can choose to:

- Urge the horse to run when the starting gates open – a good start can make a real difference in race results.
- Influence the jockey to move the horse across the track in order to gain a better position.
- Influence the jockey's decision to urge the horse to increase speed or use the whip on the home stretch.
- Influence the jockey to ease up on the horse and to allow it to take up a stalking position within or near the back of the pack.

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The *Race Start* and *Use of Whip* on the home stretch require quick reactions to achieve the best results. At the start of the race, you must press the **X** button as soon as possible after the gates open to achieve the best start. Similarly, on the home stretch an on-screen, *Whip* prompt will appear. The quicker you press the **X** button in reaction to this prompt the better the urge the horse receives.

Race Completion

The race is complete when all the participating horses have crossed the finish line at which point the finishing order is made official.

Once the last horse has crossed the line, you are presented with the official results screen. Any winnings on any successful bets will be displayed on the next screen after the results.

Official Results and Payouts WKT1

Belmont Park
Race 1
M.C. in 37000

| Pos | Horse | St | Time | Place | Points |
|-----|-------|------|-------|-------|--------|
| 1st | 4 | 1000 | 00:24 | 1000 | 1000 |
| 2nd | 8 | 1000 | 00:25 | 1000 | 1000 |
| 3rd | 7 | 1000 | 00:26 | 1000 | 1000 |
| 4th | 5 | 1000 | 00:27 | 1000 | 1000 |

ST EXACTA \$ 250 ST DAILY DOUBLE \$...
ST TRIFECTA \$ 245 ST PICK 2 \$...
ST SUPERFECTA \$ 240 ST PICK 3 \$...

The results are in... 2000

The end of the race meet represents the end of that game week and the start of the next. At the start of each game week you receive information about any events that have affected your stables or horses. Some horses may pick up injuries from racing and you will be informed of such events before you are returned to your stables to regroup and organize for the next race meeting.



BREEDERS' CUP WORLD THOROUGHBRED CHAMPIONSHIPS

Credits

4JSTUDIOS

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Production

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Art & Animation Team

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Quality Assurance Testers

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Mike Mazzuca

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Voice Acting

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SPECIAL THANKS TO:

The NTRA

McKay Smith

Ken Kirchner

D.G. Van Clief, Jr.

Daily Racing Form

Mandy Minger

Steve Bloom

Joel Dinolt

Steve Green

The Canadian horse racing contingent for their valuable insight and expertise with respect to thoroughbred breeding, training, ownership, and wagering.

Mannie Leder

Allen Abbott

John Charalambous

Robert Tiller

New York Racing Association

Bill Nader and Jeff Scarfo

Del Mar

Chris Bahr and Craig Dado

Emerald Downs

Susie Sourwine

Keeneland

Jim Williams and Amy Petit

Monmouth Park

Bill Knauf

Oaklawn Park

David Longinotti and

Terry Wallace

Sam Houston Race Park

Robert L. Bork

Woodbine

Meredith Vlitias and

Christopher Novais

BREEDERS' CUP WORLD THOROUGHBRED CHAMPIONSHIPS

SPECIAL THANKS TO:

Mr. and Mrs. Roy and
Patricia Chapman

Sackatoga Stables

Mr. and Mrs. Robert and
Beverly Lewis

Gainesway Farm
Mr. Charlie Aker

Winstar Farm
Mr. Doug Cauthen

Mr. Stuart S. Janney III

Mr. Ogden Mills Phipps and
Daisy Phipps

and Tom Durkin



*Tom Durkin, Voice of the
Breeders' Cup World Thoroughbred Championships*

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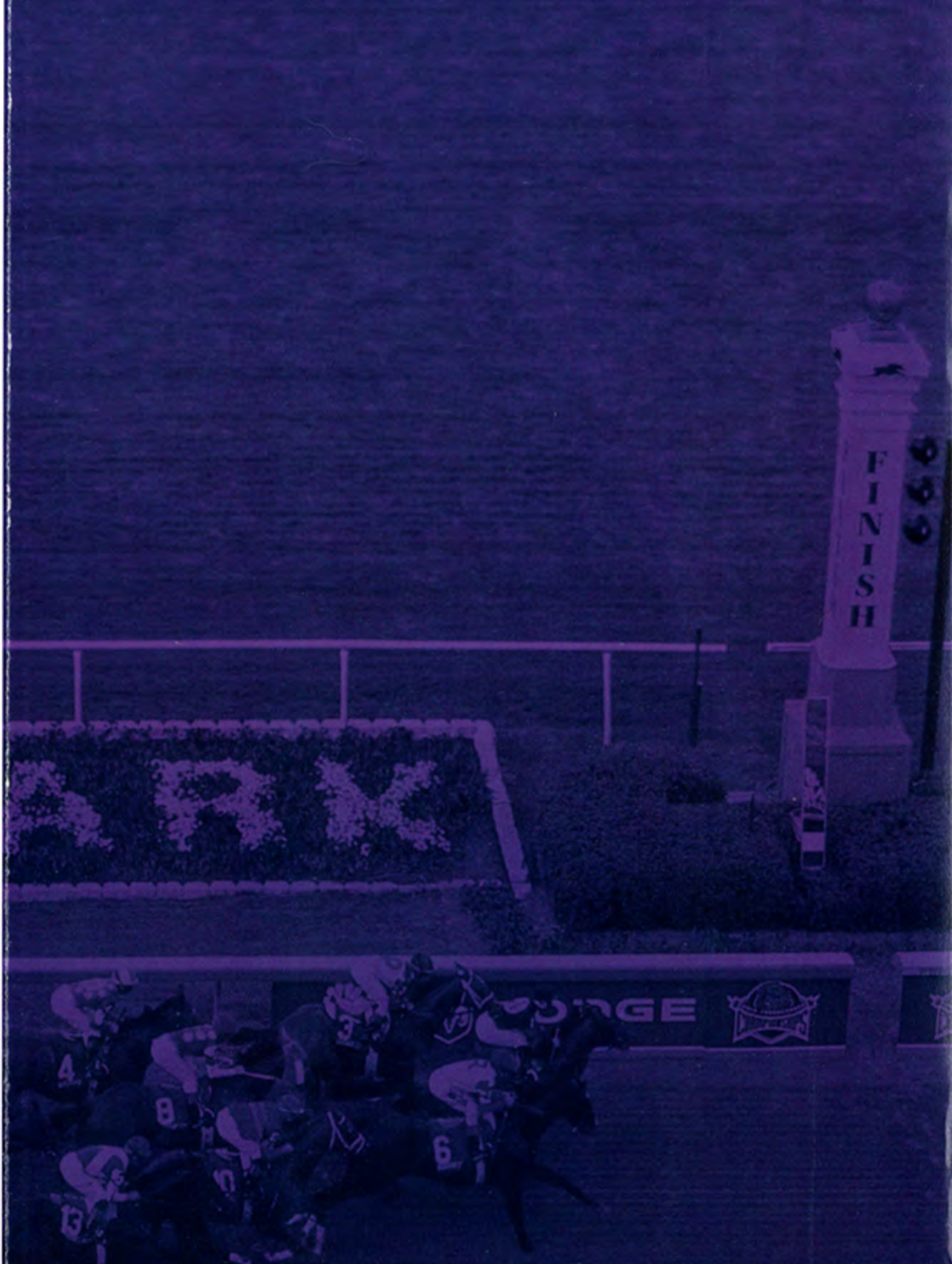
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