



**Caption:**

- 1 - instantiation, start and join
- 2 - instantiation
- 3 - proceedToStable
- 4 - summonHorsesToPaddock
- 5 - proceedToPaddock
- 6 - proceedToPaddock, goCheckHorses
- 7 - goCheckHorses
- 8 - acceptTheBets, areThereAnyWinners, honourTheBets
- 9 - proceedToStartLine, hasFinishLineBeenCrossed, makeAMove
- 10 - placeABet, goCollectTheGains
- 11 - startTheRace
- 12 - summonHorsesToPaddock, startTheRace, reportResults, celebrate
- 13 - waitForNextRace, goWatchTheRace, haveIWon, relaxABit
- 14 - finishTheRace
- 15 - initRace, setSpectatorState, setBrokerState
- 16 - entertainTheGuests
- 17 - setHorseState, setHorseAgility, setBrokerState
- 18 - setHorseState, setSpectatorState
- 19 - setHorsePosition, setHorseEnded, setHorseState, setBrokerState
- 20 - getHorsesAgility
- 21 - setHorsesOdd, setSpectatorsBet, setSpectatorState, setBrokerState, setSpectatorGains