



Derby Owners Club
Racing Community
Beginner's Handbook
Version 1.041021

<http://doc.rbc.net>

<http://www.michaelpule.com/doc>

Compiled by
Michael in Tempe of
"the Horse" Stable

Credits

For all Publications (Not all material used in all publications)

Derby Elite Stables – Team AMA

<http://doc.rbc.net/forums/Trading.or.Sales/view/2657/>

Tracking Chart

Chicago Site

<http://www.webstoriches.net/derby/doc.htm>

Sire and Mare Lists

Relationship Info

IS Guise

<http://doc.isguise.com>

Glossary

Phil (VGS)

<http://www.vegasmgamblers.info>

Quarter page tracking chart

Richie Perez (fReAkKiT)

<http://doc.rbc.net/forums/Trading.or.Sales/view/3204/>

Horse Tracking Chart

RUN Stables

<http://derby-owners-club.com/>

General Information

Breeding Notes

Race Schedule

Food List

Training Results

Shety Stables

<http://derbyboy808.topcities.com/Whippoints3.htm>

Stretch Runner Whipping Points

Introduction

Please understand that while reading this handbook/booklet/guide/manual that none of this material was created. All information in this book has come from several Internet sources and you too can find the information freely available on one of the sites that were mentioned on the back cover.

I am a new racer as many others out there are, and am fortunate enough to be persistent enough to be able to read through the massive amount of information available on Derby Owners Club; World Edition. However, I understand that not everyone is like me. I am also a strong believer in sharing what I know with others. That is why I choose to make this book freely available to anyone who wants it.

The information provided is by no means complete. But I feel it can be used to guide others and help them gain a basic understanding of how to play. It is my hope that as it becomes updated with new information, and more people see the value that it may have to new racers, that breeders may copy and send this to people who buy horses from them, or veteran racers carry an extra copy around with them and if they see a new player at the machine, give them a copy. The DOC community is very friendly from my experiences and I hope that those with knowledge understand that they got it from someone else and basically "Pay it Forward."

I have tried to help clarify some things that may be confusing and I have tried to keep my rookie opinion out of the book so I don't mess someone up.

I hope that as some of the veterans read through here and see what I have included, that if you want to see something changed added, moved, that you please contact me. With the knowledge that is out there, I know that we could make a resource that anyone could pick up and learn how to use. If we get more knowledgeable racers, we can then work on getting more places to play.

Thanks for reading – Michael in Tempe

Table of Contents

Horse: _____ Sex: _____ Gen: _____ Type: _____

Sire: _____ Dam: _____

Notes: _____ Leg Type: _____

— Barto Enterprises, Inc. ver5 Courtesy of VGS - www.vegsgamblers.info Training

| Players | Race | Course | Track | Dist | Cond | Post | Fav | Finish | Win | Time | Length | Purse | Type | Result | Food |
|---------|------|--------|-------|------|------|------|-----|--------|-----|------|--------|-------|------|--------|------|
| 1 | | | | | | | | | | | | | | | |
| 2 | | | | | | | | | | | | | | | |
| 3 | | | | | | | | | | | | | | | |
| 4 | | | | | | | | | | | | | | | |
| 5 | | | | | | | | | | | | | | | |
| 6 | | | | | | | | | | | | | | | |
| 7 | | | | | | | | | | | | | | | |
| 8 | | | | | | | | | | | | | | | |
| 9 | | | | | | | | | | | | | | | |
| 10 | | | | | | | | | | | | | | | |
| 11 | | | | | | | | | | | | | | | |
| 12 | | | | | | | | | | | | | | | |
| 13 | | | | | | | | | | | | | | | |
| 14 | | | | | | | | | | | | | | | |
| 15 | | | | | | | | | | | | | | | |
| 16 | | | | | | | | | | | | | | | |
| 17 | | | | | | | | | | | | | | | |
| 18 | | | | | | | | | | | | | | | |
| 19 | | | | | | | | | | | | | | | |
| 20 | | | | | | | | | | | | | | | |
| 21 | | | | | | | | | | | | | | | |
| 22 | | | | | | | | | | | | | | | |
| 23 | | | | | | | | | | | | | | | |
| 24 | | | | | | | | | | | | | | | |
| 25 | | | | | | | | | | | | | | | |
| 26 | | | | | | | | | | | | | | | |
| 27 | | | | | | | | | | | | | | | |
| 28 | | | | | | | | | | | | | | | |
| 29 | | | | | | | | | | | | | | | |
| 30 | | | | | | | | | | | | | | | |

G1 Wins:

- Introduction 3
- Table of Contents 5
- Basic Etiquette 7
- FAQ 11
- Glossary 13
- Breeding 17
- Training 19
- Food 21
- Starting the Race/Race Schedule 23
- Leg Type 29
- Whipping Points 30
- Great Escape (Front Runner) 30
- Mad Dash (FR and Start Dash) 33
- Start Dash 34
- Last Spurt
 - Young Spurt 35
 - Mature Spurt 36
- Stretch Runner
 - Basic Points 38
 - Advanced Points 39
- Horse Character 41
- Appendix 47

| Sire: | | Dam: | |
|------------------|-----------------|------|--|
| Winter Stakes | Super Dirt G.P | | |
| Sprinters Trophy | Sprinters Stake | | |
| DOC 1000 | Stayers Stakes | | |
| DOC 2000 | QE II Cup | | |
| Spring Classic | Mile Champ | | |
| American Oaks | Japan Dirt | | |
| American Derby | Japan Cup | | |
| Summer G.P | Derby O Cup | | |

| | | | | |
|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 |
| 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 |
| 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 |

| Dislikes | Start | |
|----------|------------|--|
| | Corner | |
| | Out of Box | |
| | Competing | |
| | Tenacious | |
| | Spurt | |

| Sire: | | Dam: | |
|------------------|-----------------|------|--|
| Winter Stakes | Super Dirt G.P | | |
| Sprinters Trophy | Sprinters Stake | | |
| DOC 1000 | Stayers Stakes | | |
| DOC 2000 | QE II Cup | | |
| Spring Classic | Mile Champ | | |
| American Oaks | Japan Dirt | | |
| American Derby | Japan Cup | | |
| Summer G.P | Derby O Cup | | |

| | | | | |
|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 |
| 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 |
| 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 |

| Dislikes | Start | |
|----------|------------|--|
| | Corner | |
| | Out of Box | |
| | Competing | |
| | Tenacious | |
| | Spurt | |

| Sire: | | Dam: | |
|------------------|-----------------|------|--|
| Winter Stakes | Super Dirt G.P | | |
| Sprinters Trophy | Sprinters Stake | | |
| DOC 1000 | Stayers Stakes | | |
| DOC 2000 | QE II Cup | | |
| Spring Classic | Mile Champ | | |
| American Oaks | Japan Dirt | | |
| American Derby | Japan Cup | | |
| Summer G.P | Derby O Cup | | |

| | | | | |
|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 |
| 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 |
| 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 |

| Dislikes | Start | |
|----------|------------|--|
| | Corner | |
| | Out of Box | |
| | Competing | |
| | Tenacious | |
| | Spurt | |

| Sire: | | Dam: | |
|------------------|-----------------|------|--|
| Winter Stakes | Super Dirt G.P | | |
| Sprinters Trophy | Sprinters Stake | | |
| DOC 1000 | Stayers Stakes | | |
| DOC 2000 | QE II Cup | | |
| Spring Classic | Mile Champ | | |
| American Oaks | Japan Dirt | | |
| American Derby | Japan Cup | | |
| Summer G.P | Derby O Cup | | |

| | | | | |
|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 |
| 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 |
| 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 |

| Dislikes | Start | |
|----------|------------|--|
| | Corner | |
| | Out of Box | |
| | Competing | |
| | Tenacious | |
| | Spurt | |

| | | | | | | | | | | | | | | | |
|--------------|--------|------|------|-----------|--|-------|--------|-------------|------|-----------|--|-----------|--|--|--|
| | | | | G1 | | | | | | G1 | | | | | |
| | | | | 0000 | | | | | | 0000 | | | | | |
| Male | Female | Dirt | Turf | 0000 | | Male | Female | Dirt | Turf | 0000 | | | | | |
| SIRE: | | | | 0000 | | SIRE: | | | | 0000 | | | | | |
| DAM: | | | | 0000 | | DAM: | | | | 0000 | | | | | |
| ST | | | | | | ST | | | | | | | | | |
| CR | | | | | | CR | | | | | | | | | |
| OB | | | | | | OB | | | | | | | | | |
| CP | | | | | | CP | | | | | | | | | |
| TN | | | | | | TN | | | | | | | | | |
| SP | | | | | | SP | | | | | | | | | |
| Races | | | | Won | | | | Races | | | | Won | | | |
| 00000 00000 | | | | 0000 0000 | | | | 00000 00000 | | | | 0000 0000 | | | |
| 00000 00000 | | | | 0000 0000 | | | | 00000 00000 | | | | 0000 0000 | | | |
| 00000 00000 | | | | 0000 0000 | | | | 00000 00000 | | | | 0000 0000 | | | |
| Food & Notes | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | |
| | | | | G1 | | | | | | G1 | | | | | |
| | | | | 0000 | | | | | | 0000 | | | | | |
| Male | Female | Dirt | Turf | 0000 | | Male | Female | Dirt | Turf | 0000 | | | | | |
| SIRE: | | | | 0000 | | SIRE: | | | | 0000 | | | | | |
| DAM: | | | | 0000 | | DAM: | | | | 0000 | | | | | |
| ST | | | | | | ST | | | | | | | | | |
| CR | | | | | | CR | | | | | | | | | |
| OB | | | | | | OB | | | | | | | | | |
| CP | | | | | | CP | | | | | | | | | |
| TN | | | | | | TN | | | | | | | | | |
| SP | | | | | | SP | | | | | | | | | |
| Races | | | | Won | | | | Races | | | | Won | | | |
| 00000 00000 | | | | 0000 0000 | | | | 00000 00000 | | | | 0000 0000 | | | |
| 00000 00000 | | | | 0000 0000 | | | | 00000 00000 | | | | 0000 0000 | | | |
| 00000 00000 | | | | 0000 0000 | | | | 00000 00000 | | | | 0000 0000 | | | |
| Food & Notes | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | |

Basic Etiquette

The following is some basic etiquette to consider while you are playing DOC. Above all, remember those you may have helped you and help maintain the friendly competition that we all enjoy. Some of the things you will not understand until you learn more about the game, so it is a good idea to revisit this info when you are more experienced. The first part of this is from Bombadil, the second part was taken off GameFaq's, although, I'm not sure of the author, I believe it is Mighty-Gabe

1. Don't put big horses in races 2r-5r without letting other racers, that are racing young horses, know ahead of time. Put whatever you want in the 6r.
2. If the machines are full and you are waiting for a certain race, let someone race on your machine while you are waiting. Make sure that the person agrees that you get the machine back when your race comes up.
3. Don't talk to people when they are waiting for the gate to open. If you are breeding, make sure your station is not making beeping noises while racers are waiting for the gate to open.
4. Help the people around you that don't know as much. I am so sick of talking to people at my location that tell me that I am one of the only people that have tried to help them. If someone races more than 10 times and really does not have a clue, I offer to give them some advice. Not everyone wants help and that's ok, but it is still nice to offer.
5. Don't ask for someone's opinion just so you can tell them yours and tell them that you think they are wrong.
6. Don't race on more than 1 machine when there are people waiting to play.

7. Try and work together with the other racers. If you know you have the better horses, don't hog all the G1's. Remember, there was a time when you weren't that great either.
8. Thou shall not race any horse over 15 races in 2R, 4R and 5R
9. Thou shall not race any horse over 20 races in 3R
10. Thou shall not race a horse in a G1 with that race already won just to beat someone.
11. When more than 4 people agree on a certain amount of races for a certain race, the rest must follow or stay out.
12. Thou shall never lie about how many races you are putting in.
13. Thou shall warn other racers when putting in a horse with an unknown amount of races
14. When the amount of races is being called by 4 or more racers and the rest put on something bigger or make a mistake with an unknown horse, that horse must take a loss.
15. Do not ask or talk to the racer while he is racing
16. Do not ask or talk to the racer while he is training
17. Do not ask or talk to the racer at anytime if your breath stinks (Serious)
18. Do not ask me to breed you a pair from my advanced generations
19. Do not look through my book when I go to the bathroom or to smoke a cigarette
20. ALWAYS!!! Watch your neighbors' book and valuables while he is in the bathroom and or out for a smoke.

| | | | | | | | | | | | | | | | |
|----------------|----|---|---|---|---|---|---|----|----|---|----|----|----|----|--|
| Victory Party | ST | O | O | A | A | A | O | 10 | 11 | 8 | 8 | 8 | 10 | 55 | During a race she seems scared, but her stamina is unbelievable. |
| Viking Victory | SR | X | X | A | @ | O | @ | 4 | 4 | 7 | 16 | 9 | 16 | 56 | She won the Ouka Prix and the Oaks. She's a great Dam. |
| Western Flower | SP | X | O | O | A | O | @ | 4 | 10 | 9 | 7 | 10 | 13 | 53 | She's a very good matured hard working horse. |
| White Venus | SR | @ | @ | A | A | @ | A | 13 | 14 | 5 | 5 | 13 | 5 | 55 | Good on soft tracks |
| Wisteria | SP | O | @ | A | A | A | @ | 11 | 14 | 5 | 7 | 5 | 13 | 55 | |

Revised by
Rambo

| | | | | | | | | | | | | | | | | |
|-----------------|----|---|---|---|---|---|---|--|----|----|----|----|----|----|----|--|
| Stingray | SP | @ | O | O | A | A | A | | 16 | 11 | 11 | 7 | 6 | 5 | 56 | She doesn't run well during training, but does during a race. |
| Strawberry Jam | SR | @ | X | A | O | A | @ | | 15 | 4 | 8 | 9 | 5 | 15 | 56 | Mature & capable horse, shows confidence in her ability to run fast. |
| Surf Rider | SP | @ | X | A | O | A | @ | | 15 | 2 | 5 | 9 | 5 | 13 | 49 | A tough horse with a strong body. Produced legendary thoroughbreds. |
| Sweet Lady | ST | @ | X | O | A | A | @ | | 13 | 4 | 9 | 5 | 5 | 13 | 49 | Usually calm but she lights up when she races |
| Sweet Surrender | SR | A | A | A | @ | @ | O | | 6 | 6 | 6 | 13 | 14 | 9 | 54 | She really makes her presence known during a race. |
| Tak-oshay | SR | O | @ | X | O | X | @ | | 12 | 15 | 4 | 9 | 4 | 14 | 58 | This Dam may have strong foals |
| Tender Lover | SP | @ | O | X | O | @ | A | | 13 | 9 | 3 | 10 | 15 | 7 | 57 | She's a shy horse but runs well on soft tracks |
| Top Skater | SP | O | A | O | O | A | O | | 9 | 8 | 11 | 10 | 8 | 10 | 56 | She's a wondering sprinter |
| Velvet Turf | ST | A | O | @ | O | A | A | | 8 | 11 | 13 | 10 | 5 | 6 | 53 | She won the 1000 oaks, she has strong legs. |

21. Do not press start on purpose to your neighbor racers while he is in the bathroom or out for a smoke, so he won't race the next G1

22. If your neighboring racer is away for X reason and training starts, train the horse so it does not fail!

23. Pass on knowledge of new findings to fellow DOC racers

24. Be truthful in answering, when asked what line is that horse?

25. Alert other racers, when a Record is about to be broken, to give them the courtesy of staying out

26. Never copycat whip per whip, what the racer next to you is doing

27. After losing, don't accuse anyone of cheating, because they carry "Cheat Notes" or "Big Books", it's not cheating, it's called being prepared

28. Don't block your screen from others racers with folder placed specifically so they cannot see the amount of races you are putting in

| | | | | | | | | | | | | | | | |
|-----------------------|----|---|---|---|---|---|---|----|----|----|----|----|----|----|--|
| Red Tulip | ST | O | A | O | O | O | O | 9 | 7 | 9 | 9 | 11 | 9 | 54 | Strong horse with twice the stamina than an ordinary horse. |
| Shampoo & Conditioner | SR | O | X | O | O | A | @ | 9 | 4 | 10 | 10 | 8 | 14 | 55 | She's loyal, she has outstanding bloodline. |
| Silent Lady | SR | X | A | A | @ | @ | @ | 3 | 6 | 6 | 15 | 13 | 13 | 56 | Won 5 G1 Races. Shee's broken many racing records. |
| Silent Night | SR | X | O | O | A | O | O | 3 | 9 | 11 | 5 | 12 | 9 | 49 | Good at middle distance, fast from start. |
| Ski Tour | SR | @ | A | A | O | O | O | 13 | 5 | 7 | 9 | 9 | 9 | 52 | Has remarkable confidence that simply overpowers other horses. |
| Sky Racer | SP | O | A | A | @ | O | A | 9 | 5 | 5 | 16 | 9 | 5 | 49 | Good mature & runs fast. |
| Sky Rocket | SP | X | O | @ | A | A | @ | 2 | 9 | 13 | 5 | 5 | 13 | 47 | She won the Oaks.& seconnd in DOC 1000 |
| Snow Flake | ST | X | @ | @ | A | A | @ | 4 | 13 | 16 | 5 | 5 | 13 | 56 | Shy horse but she has brillant speed |
| Snow White | ST | @ | O | A | A | A | A | 16 | 12 | 6 | 8 | 6 | 6 | 54 | She's a shy horse, but she has brillant speed. |
| Speed Queen | SP | @ | X | O | O | X | @ | 14 | 4 | 9 | 10 | 4 | 14 | 55 | Her lovely running style fascinated many fans. |
| Spring Song | SR | X | X | @ | @ | X | @ | 4 | 4 | 14 | 16 | 4 | 14 | 56 | Graceful runner. Gains cofidence from her stream lined shape. |

| | | | | | | | | | | | | | | | |
|----------------|----|---|---|---|---|---|---|----|----|----|----|----|----|----|---|
| Manhattan Lady | SR | X | O | @ | @ | X | A | 1 | 11 | 14 | 13 | 1 | 7 | 47 | She's a Great Dam |
| Marron Dream | SR | A | A | A | O | @ | O | 5 | 7 | 8 | 9 | 15 | 9 | 53 | She's lazy but still runs well on Dirt Tracks |
| Morning Glory | SP | O | @ | O | A | O | A | 9 | 13 | 9 | 8 | 9 | 8 | 56 | She's a quiet horse whose running ability is second to none. |
| Mountain High | SP | O | @ | O | O | A | @ | 9 | 13 | 9 | 9 | 5 | 13 | 58 | She seems to expose with her speed. She's a fast horse. |
| Naiomi's Dream | SR | O | O | O | A | A | A | 10 | 12 | 12 | 5 | 5 | 6 | 50 | A mare that posses tremendous confidence |
| North Angel | SR | @ | O | A | X | O | @ | 13 | 11 | 6 | 4 | 10 | 13 | 57 | A lazy horse with a lot of stamina |
| Peach Girl | SP | O | O | O | O | A | @ | 9 | 11 | 9 | 9 | 5 | 14 | 57 | A foal from this horse may run fast |
| Pete O Pete | SR | O | @ | A | A | A | O | 11 | 13 | 7 | 7 | 5 | 11 | 54 | Strong-minded mare. Stretch-runner that beats male horses. |
| Pinch Hitter | ST | O | O | A | O | O | A | 10 | 10 | 8 | 10 | 9 | 8 | 55 | |
| Primrose | SP | O | O | A | X | O | O | 12 | 11 | 8 | 4 | 9 | 11 | 55 | She likes running fast |
| Princess | SR | A | O | A | O | O | @ | 6 | 9 | 6 | 10 | 10 | 15 | 56 | She has explosive speed. Good on short tracks. |
| Race Ace | SP | @ | O | X | A | @ | O | 13 | 9 | 3 | 7 | 14 | 9 | 55 | She won twice in five races. She'll have fine foals. (sloppy) |

FAQ

There are many questions in DOC WE that have yet to be answered in this book. Many advanced Questions will never be answered in this racing handbook, but this FAQ should answer some questions that you may be asked while racing. By knowing the correct answer you will make many new friends and help squash many rumors.

Q. How do you get a Beer after training?
 A. There is no Beer. The only beer in DOCWE is that which racers, not the horses, are consuming.

Q. How do I get a Special Horse (Cow, Panda, Zebra, etc.)?
 A. Specials are a random factor built into the computer that is purely aesthetic. Being a special does not increase its racing ability. The odds of getting a Special are:

- CPU x CPU a 1 in 256 chance of a special
- Owned x CPU 1 in 64 chance of a special
- Owned x Owned 1 in 16 chance of a special
- CPU x Special 1 in 8 chance of a special
- Owned x Special 1 in 4 chance of a special
- Special x Special 1 in 2 chance of a special

Q. How do I get my horse's breeding stats to all double circles?
 A. You can't! Double circle horses are a result of a glitch that is a result of taking a DOC2000 Horse and using it in a DOCWE machine.

Q. What is a Jackpot (JP) and how do I get one?
 A. Jackpots are horses that have been blessed by the random factor during breeding. These horses have higher stats then the average horse from the line. You will rarely see a JP horse that is less than 10 Generations deep. Visit <http://doc.rbc.net> for more in-depth instructions on how to test for a JP.

Q. Why do people use those big cheat books?
 A. It isn't cheating, it is being prepared. It helps racers keep their information organized.

Q. When should I retire my horse?

A. It depends on what you want to do with the horse. If you want to breed from the horse, it is generally agreed upon that you would want to retire the horse after about 20 races. If you are going to use it as a racehorse, you can run it as long as you wish, but they tend to slow down with age after about 30 races for males, and 28 for females.

Q. What makes the 3R (Special), "Special"?

A. The 3R races are special because the winnings for the race are higher than a 1,2,4, or 5R Race. These races may be harder to win as the computer competition is stronger and other players may run bigger horses for the extra money.

Q. What is the Handicap race?

A. The Handicap Race or 1R is a race where horses with more lifetime earnings are actually handicapped by having to carry weights to slow them down compared to younger horses with fewer winnings.

Q. Where can I find other places to play?

A. There is an entire section of the Derby Owners Club Racing Community (<http://doc.rccb.net/forums/Locations/>) dedicated to locations and where to play. Machines are typically found at Dave and Busters, Jillians, Gameworks, some Bowling Alleys, and Truck Stops.

| | | | | | | | | | | | | | | | |
|------------------|----|---|---|---|---|---|---|----|----|----|----|----|----|----|---|
| Hitmaker is Sega | ST | O | A | A | O | @ | A | 11 | 7 | 6 | 11 | 15 | 6 | 56 | She eats & sleeps a lot, so she has a lot of stamina. |
| Hollywood Hills | SP | A | O | @ | @ | A | @ | 5 | 9 | 13 | 13 | 5 | 13 | 58 | She won 7 G1 Races in the U.S. She's a World Famous Mare. |
| Holy Cow | SP | X | O | @ | O | A | @ | 3 | 9 | 16 | 9 | 5 | 14 | 56 | High speed, strong & dynamic. |
| Hot Chocolate | SP | @ | A | A | A | O | O | 14 | 5 | 5 | 5 | 11 | 9 | 49 | Very kind & loving Dam |
| Ice Queen | SP | O | O | O | A | A | @ | 9 | 11 | 11 | 7 | 5 | 13 | 56 | Violent temper along with her strong legs. |
| Jupiter Queen | SP | O | O | A | O | A | @ | 11 | 9 | 7 | 9 | 5 | 15 | 56 | Break from the gate is outstanding & able to maintain excellent speed |
| K.L. Hibiscus | ST | O | A | A | O | O | O | 11 | 8 | 5 | 10 | 10 | 10 | 54 | She won 3 times in 10 races. She gas great ability. |
| L. A. Machinegun | SP | O | O | O | A | O | A | 10 | 11 | 11 | 5 | 10 | 8 | 55 | She has fast legs. |
| Lemonade | SP | X | O | @ | A | X | @ | 4 | 11 | 16 | 8 | 4 | 13 | 56 | She won the Ouke Prix. |
| Love J | SR | O | A | A | O | A | @ | 11 | 5 | 5 | 9 | 5 | 13 | | Very capable & stubborn horse had history making thoroughbred foal |
| Lovely Run | SR | O | O | O | O | O | O | 10 | 9 | 10 | 10 | 9 | 10 | 58 | If the jockey doesn't spook her, she will show great talent. (sloppy) |

| | | | | | | | | | | | | | | | |
|------------------|----|---|---|---|---|---|---|----|----|----|----|----|----|----|---|
| Eastern Ruler | SR | A | A | O | A | O | @ | 7 | 6 | 9 | 8 | 9 | 14 | 53 | A foal from this horse will be a confident horse. |
| Famous Beatle | ST | @ | X | O | O | A | @ | 13 | 2 | 9 | 10 | 5 | 13 | 52 | Good matured & capable horse |
| Ferranti's Folly | ST | @ | X | A | O | A | @ | 15 | 4 | 8 | 11 | 5 | 13 | 56 | Smart good matured horse. She performs |
| Final Record | ST | @ | O | A | O | A | A | 15 | 11 | 5 | 11 | 7 | 7 | 56 | Bloomed during QE2 Cup. She's a very steady horse. |
| First Fantasy | SP | @ | A | A | A | A | O | 13 | 8 | 8 | 8 | 8 | 11 | 56 | She races best on short distance tracks |
| Flower Garden | SP | @ | O | A | O | O | A | 13 | 9 | 5 | 11 | 11 | 7 | 56 | Runs the turf like a shooting Star. |
| Flower Lady | SP | O | A | A | O | O | O | 11 | 6 | 6 | 11 | 9 | 10 | 53 | Good speed, She's a nice horse |
| Flying Carpet | SP | O | O | O | O | A | O | 9 | 9 | 10 | 9 | 6 | 9 | 52 | Hasn't entered any races but genes passed down her foals. |
| Happy Trails | SP | @ | O | X | A | @ | A | 13 | 9 | 4 | 8 | 14 | 8 | 56 | Confident Dam with excellent speed. |
| Heart of Gold | SP | A | A | A | O | @ | O | 7 | 5 | 8 | 12 | 15 | 11 | 58 | Won Triple Crown but hasn't produced a quality foal yet.. |
| Hey Jude | SP | @ | X | A | O | A | @ | 13 | 1 | 5 | 9 | 5 | 13 | 46 | A great Dam, excellent blood lines. |

Glossary of Terms

For the new player coming in, there's a world of acronyms and abbreviations, terms and other words thrown about by players that can leave a new player reeling - here's a listing of the common ones to help straighten you out!

5X Whip: A technique of whipping a horse where you give it 5 whips in a timed pattern similar to Whip (10 meters) Whip (10 meters) Whip (10 meters) Whip (20 meters) Whip - so at 980, 970, 960, 950 and then 930.

Character: This refers to your horses personality which can be Rough, Imposing, Honest, Coward or Sloppy. The Character determines how you should interact with your horse and some people believe this has an impact on how he will perform in certain race situations.

CC: Central City - one of the tracks you race at.

DC (Double Circle): A term referring to "Double Circle Horses" which are glitch-produced horses that start off with Double-Circles in all 6 of their External Stats (13-16 in value). While they look like ringers on the screen, the lack of internals generally limits their effectiveness.

Dirt Max: One of the Internal Statistics truly believed is a "Dirt Rating". Dirt Max means that horse is as good of a horse on Dirt as you are going to get. 99% of the time this refers to a horse that has "Thunder Boy" in it's roots.

Ebay'er / DC'er: Derogatory term given to someone who simply purchased their horses off of Ebay and arrives to play DOC thinking they can beat everyone with these potentially useful horses, and then continues to whip them into last place each and every race :) These people are separated from Newbies in that Newbies actually want to learn how to race properly.

EC: Eastern City - one of the tracks you race at.

Externals: The General term for "Visible" Statistics on your horse (Start, Corner, Out of the Box, Competing, Tenacity and Spurt). These are based on FIXED values your horse has at birth (and will pass on when

breeding) but also can be increased on that specific horse during Training/Feeding.

Front-Runner (FR): This is a horse that uses its whip most effectively in the first 35-45% of the race. This is caused by your START stat being the highest value (excluding Corner)

Generation(s): Just like families in real life - how many generations deep from an original Cpu & Cpu created horse the current Horse Card presently is. There are two primary means of Breeding: Pure Generations and Inbreeding - both bring up slight variations on how people feel Generations should be numbered. However, the higher the number of generations, the stronger the quality of the horse's internal stats are generally.

G1: Grade One Race - the "Major League" races in Derby Owner's Cup. There are 16 separate G1 Races in the schedule. They offer larger Purses and harder competition.

Great Escape(r): A name given to a style of racing a horse - bursting out of the gate, building a massive lead and maintaining it using a very aggressive whip technique with a Front Runner-leg horse. This is also often referred to as "The Rabbit" when used in conjunction with a Last Spurt-leg horse that is trying to break a course record.

Handicap (Race): Race 1R of every Round of races is considered a "Handicap" race where horses are handicapped based on the total winnings they have accumulated - making it more difficult for an older successful horse to win the race.

Internals: The General term for "Hidden" Statistics on your horse. This is the subject of much speculation - but if you have two identical horses from different parents with exactly the same stats, age and race them exactly the same - why one horse will race better than the other. It's not random, it is these hidden Internal Statistics.

Jackpot: This is the term given to a baby horse that happens to have some bonuses to its internals making it an exceptionally gifted horse for its racing life. By comparing its first races to a very strong CPU Horse (Best right) if you see certain symbols showing up it's a strong indicator that you've got one of these blessed horses.

| | | | | | | | | | | | | | | | |
|-------------------|----|---|---|---|---|---|---|----|----|----|----|----|----|----|---|
| Brief Encounter | ST | @ | X | A | O | A | @ | 13 | 1 | 8 | 9 | 5 | 13 | 49 | Good at middle & long distance. Her sire won Japan Cup. |
| Butter Popcorn | SR | O | A | A | O | O | @ | 9 | 7 | 7 | 11 | 9 | 13 | 56 | Mature & talented, doesn't like getting left alone DIRT |
| Canadian Leaf | SP | X | O | @ | A | A | @ | 4 | 9 | 14 | 8 | 5 | 13 | 53 | Overpowers other horses with her strong legs. |
| Candy Kane | SP | @ | @ | A | A | A | @ | 13 | 15 | 5 | 5 | 5 | 13 | 56 | Nothing special as a racehorse. Produced two G1 Races |
| Cherry | SR | O | A | O | A | O | @ | 9 | 9 | 11 | 7 | 5 | 14 | 55 | This Dam may have healthy foals |
| Christmas Tree | SR | @ | X | A | O | A | @ | 13 | 4 | 5 | 9 | 5 | 13 | 49 | Lazy, offspring will posses great strength |
| Cluster Amaryllis | SR | X | @ | @ | A | O | A | 4 | 15 | 13 | 8 | 9 | 6 | 55 | |
| Crazy Cat | ST | O | A | O | A | O | O | 11 | 7 | 9 | 5 | 11 | 10 | 53 | Doesn't like being alone. Breeds fine foals |
| Dark Crimson | SR | X | @ | O | O | X | @ | 3 | 15 | 9 | 9 | 3 | 15 | 54 | Good matured & capable horse |
| Day Dreamer | ST | O | O | A | A | @ | O | 9 | 9 | 5 | 8 | 13 | 11 | 55 | Likes soft tracks |
| Deep Trouble | SR | O | O | O | O | A | @ | 9 | 11 | 9 | 9 | 5 | 13 | 56 | Amazing power & has the spirit to win. No horse can beat her on a dirt track. |

| Mares | | | | | | | | | | | | | | | | Computer Comments (Internal Ability) |
|---------------------------------------|------------------|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|---|---|
| by doc 2000 Revised by Rambo | T y p e | S T | C R | O B | C M | T N | S R | S T | C R | O B | C M | T N | S R | T L | | |
| 5th Avenue | SP | @ | X | O | A | A | @ | 16 | 4 | 9 | 8 | 5 | 14 | 56 | One of her foals is a derby horse. Has very fast genes. | |
| Amazing Dream | ST | A | A | O | A | O | @ | 5 | 5 | 15 | 5 | 13 | 13 | 56 | She won 7 times in 26 races. She's a tough horse. | |
| Amazing Lady | SR | O | O | A | O | @ | A | 12 | 9 | 5 | 11 | 14 | 5 | 56 | Strong Horse, but performs poorly on Soft Tracks. | |
| Andromeda | SR | @ | @ | X | X | X | @ | 16 | 16 | 2 | 4 | 2 | 16 | 56 | A foal of this horse probably runs well. | |
| Anniversary Rose | ST | A | @ | A | @ | A | @ | 5 | 15 | 5 | 13 | 5 | 13 | 56 | She's a front runner, imposing horse | |
| Antique Doll | SR | A | @ | O | A | O | A | 6 | 16 | 10 | 5 | 11 | 6 | 54 | A shy horse, yet she races with confidence. Won 1997Ouka Prix | |
| Asian Tea | SP | A | A | @ | @ | A | @ | 5 | 5 | 15 | 13 | 5 | 13 | 56 | She won Oaks Prix. Won 3 G1 races. | |
| Beach Party | SR | A | A | @ | A | X | @ | 8 | 6 | 16 | 8 | 2 | 14 | 54 | Took 2nd in DOC 1000. She has strong legs | |
| Black Cat | SP | @ | @ | A | A | A | @ | 13 | 15 | 5 | 5 | 5 | 13 | 56 | Beautiful when she ran as a front-runner. | |
| Black Sapphire | ST | X | @ | A | O | X | @ | 4 | 16 | 6 | 10 | 4 | 16 | 56 | Tremendously well rounded | |
| Break Your Heart | SP | @ | O | X | @ | X | @ | 13 | 9 | 3 | 15 | 3 | 13 | 56 | A foal of this horse probably runs well. | |

Last Spurt (LS): This is a horse that uses its whip most effectively in the last 65-55% of the race. This is caused by your START stat being the third highest value (excluding corner)

Mini-Jackpot: (Minis) Similar to Jackpot above, this is a horse that comes out gifted, but not as strong as a Jackpot and is determined roughly in the same method.

Monster: A very strong, powerful horse - not necessarily a jackpot - but just a generalization as in "That horse is a Monster!"

NP: Northern Park - one of the tracks you race at.

Pairs: Two horses (One Male, One Female) with the same Parents - generally used as the starting point for a breeding line (from CPU Horses) or to continue your own lines off of someone else's work (late gen-pairs).

Rabbit: An aggressively raced Front Runner-leg horse (see Great Escape) that is being used to "pull" Last Spurts up late in the race to intentionally try to break track records.

Rhythmic Whip: Whipping your horse in a constant, steady pattern generally every 1-2 seconds or every x number of meters (25, 30 or 35 commonly)

Rocket Start: An aggressive rapid use of the Whip button at the start of a race - hitting it until the Indicator Bar is up to the letter "H" in Horse Condition

SG/SEGA: Sega - one of the tracks you race at.

Shadow Whipping: When one player tries to copy another player's whipping techniques by listening for when they hit the buttons and hitting it at the same time like a Copy-Cat. This is generally frowned upon - and rarely effective!

SP: Southern Park - one of the tracks you race at.

Special (Horse): A random occurrence that can produce an unusual coloring on your horse when breeding. This has no effect on the quality,

statistics or performance of your horse, but can make a few new players turn and look.

Special (Race): Race 3R of every Round of races is considered a "Special" race with a slightly harder group of CPU Horses and a slightly higher Purse.

Stable: A person's (or group of people's) collection of horses often with a common moniker included in the horse names (like RUN, DHR and many others).

Start Dash (SD): This is a horse that uses its whip most effectively in the first 55-65% of the race. This is caused by your START stat being the second highest value (excluding Corner)

Stretch-Runner (SR): This is a horse that uses its whip most effectively in the last 45-35% of the race. This is caused by your START stat being the forth or fifth highest value (excluding Corner)

Super Start: An aggressive rapid use of the Whip button at the start of a race - hitting it until the Indicator Bar is up to the letter "E" in Horse Condition

TB/BP: Thunder Boy / Butter Popcorn - a common abbreviation notation of a horses parents or ultimately the origins of it's bloodline. TB/BP is one of the most common ones, but many lines are commonly just expressed with their abbreviations due to the popularity of those lines.

"W" Whip: A term used to whip the horse every time the bar moves back down to the "W" in (LOW) at the high end of the Horse Condition meter.

WH: Western Hill - one of the tracks you race at.

WP (Whip Point): A term given to a point in the race at which you should whip your horse 3 times usually in a timed pattern to give it Whip (10 meters) Whip (20 meters) Whip - like at 980, 970 then 950

Whipping Chart: Also often called a Menu - this is a short list of instructions as to how to whip your horses for the best results.

| | | | | | | | | | | | | | | | |
|---------------|----|---|---|---|---|---|---|----|----|----|----|----|----|----|---|
| Tiny Dancer | SR | X | O | @ | A | X | @ | 11 | 11 | 7 | 6 | 5 | 16 | 56 | He's a spirited horse but shows confidence when racing. |
| Tony Bin | SP | A | @ | A | O | @ | X | 4 | 9 | 16 | 8 | 4 | 13 | 54 | He's sired many fine races horses. He's a great stud. |
| Tan's Son | SR | A | A | @ | O | A | @ | 8 | 13 | 8 | 10 | 15 | 4 | 58 | Matured & runs well. He's the most popular male horse. |
| Trick Master | SR | A | O | O | O | O | A | 5 | 10 | 10 | 10 | 9 | 5 | 49 | Recovered from his leg problem and went on to win the Derby Owners Cup. |
| Trot Star | ST | A | O | A | @ | @ | O | 5 | 9 | 5 | 13 | 15 | 9 | 56 | |
| Trust Me | SP | @ | A | A | O | A | @ | 13 | 6 | 8 | 9 | 5 | 13 | 54 | Speed |
| Waaajib | SR | X | O | @ | A | A | @ | 4 | 9 | 16 | 8 | 5 | 14 | 56 | Seems like he's afraid most of the time but still performs well. |
| White Light | SR | @ | A | A | O | A | @ | 13 | 6 | 8 | 9 | 5 | 13 | 54 | |
| White Lion | ST | A | X | A | O | @ | O | 8 | 4 | 8 | 9 | 16 | 11 | 56 | We runs well on both middle & distance turf tracks. |
| White Muzzle | ST | A | O | O | O | O | A | 7 | 10 | 11 | 11 | 10 | 7 | 56 | His foals are good at short distances. |
| White Panther | ST | @ | O | A | A | A | O | 13 | 9 | 5 | 6 | 5 | 9 | 47 | He won G1 & has expertise in steeplechase races. Has a lot of stamina. |
| White Snake | SR | O | O | O | A | A | A | 11 | 12 | 12 | 7 | 7 | 7 | 56 | His offspring are great thoroughbreds |
| Wild Jaguar | ST | O | A | A | O | A | O | 11 | 6 | 7 | 11 | 5 | 10 | 50 | Overcame his poor timage, gentle horse. |

| | | | | | | | | | | | | | | | |
|------------------|----|---|---|---|---|---|---|----|----|----|----|----|----|----|---|
| Runaway | SP | @ | A | X | @ | X | X | 16 | 5 | 4 | 15 | 4 | 13 | 57 | He's the king of the short track. He was the best short track horse of 1998 |
| Scarecrow | ST | @ | @ | X | X | @ | @ | 13 | 14 | 1 | 1 | 14 | 13 | 56 | He can stand on his hind legs & walk upright for a few yards. |
| Silent Commander | ST | @ | X | A | O | @ | X | 14 | 4 | 8 | 9 | 16 | 2 | 53 | Won Japan Derby without losing a race. Good at middle distance tracks. |
| Silent Storm | SR | X | O | @ | A | A | @ | 2 | 9 | 16 | 8 | 7 | 14 | 56 | He is by far the best horse. |
| Ski Patrol | ST | O | @ | A | A | A | O | 9 | 13 | 7 | 8 | 8 | 11 | 56 | |
| Song Sung Blue | ST | O | O | A | O | O | O | 10 | 10 | 6 | 9 | 10 | 11 | 56 | Great front runner with excellent power. |
| Special Holiday | SP | A | O | @ | O | O | @ | 5 | 9 | 13 | 9 | 9 | 13 | 58 | Won most earnings of any horse in the world with his great sprinting ability. |
| Sunday Silence | SP | O | O | O | O | O | O | 10 | 10 | 9 | 9 | 9 | 12 | 59 | He's the number one stud horse in Japan. |
| Sunny Boy | SP | @ | O | X | A | O | A | 16 | 11 | 3 | 8 | 10 | 8 | 56 | He has a wide range of speeds. He's won twice in mixed classic races. |
| Super Cross | SR | A | A | @ | A | O | @ | 6 | 6 | 15 | 6 | 10 | 13 | 56 | Won the Fall & Spring Emperors Prix w/ his burst of speed.. Will be remembered in Horse History |
| Thunder Boy | ST | O | O | X | A | @ | O | 5 | 5 | 13 | 9 | 5 | 13 | 50 | He's the number one horse on Dirt tracks. |
| Thunder Wolf | SP | @ | X | A | O | A | @ | 11 | 11 | 4 | 6 | 13 | 11 | 56 | He would be great if his leg strength is passed on to his foals. |
| Timber Country | SP | O | O | A | A | A | @ | 15 | 4 | 5 | 9 | 5 | 13 | 51 | He's good on the mile & middle distance tracks. |

Breeding

This is where it all starts. Breeding your horse is the first thing for all racers and can be where you spend a lot of your money! The first time you breed you will be breeding two CPU horses. In the future, you may have retired horses that you can breed with. For the most part, most racers will tell you that if you see Thunderboy among your possible Sires, to never pass it up. Thunderboy is, as his comment says, the number one horse on dirt. If bred with a good mate, it is pretty much considered the best all around horse as well. Visit any website or eBay for more details on what lines people are selling.

The term “line” refers to the original CPU parents of horses you are now breeding. In most cases, keeping a line pure (only breeding within offspring of the same parents) keeps a line predictable and continues increasing the horse’s ability. A deeper generation horse will typically be faster than a young generation horse.

Each horse has internal and external statistics. There are 2 types of internals: potential and performance. The potential internals are Speed, Stamina and Sharp. These increase throughout the life cycle of your horse as racing internals. They also get strengthened and passed down through generations at which time they are called breeding internals.

Make a note of the horse’s type at retirement.

- Stamina: Whip effect is the lowest, but good for long distances races.
- Speed: The horse has relatively high speed.
- Sharp: Highest whip effect, horse tires faster, uses the most stamina.

The performance internals are dirt, off track ability and tiredness. These are set by lineage. For example, Thunder Boy is the #1 dirt sire. The dirt ability of horses from his line are higher than those from non-dirt sires.

Externals (Start, Corner, Out of the Box, Competing, Tenacious, and Spurt) are the values that you see during the life of the horse increase or decrease based on foods and trainings.

Breeding externals are the symbols that show up upon retirement and while breeding. Each is set by the formula (sire + dam) / 2, rounded down. For example, El Condor Pasa has a 9 for his start external and Ferranti's Folly has a 15. Using the formula, (9+15)/2, the child of these 2 will have a 12 for its Start external (represented by a single circle). Other values are represented by other symbols.

- X Value = 1-4
- △ Value = 5-8
- Value = 9-12
- ⊙ Value = 13-16

Breeding externals never change throughout the life cycle of the horse, unless it becomes over bred. Over breeding occurs when you breed a horse more than 10-15 times depending on sex, and other factors. They are set at birth using the formula above.

Racing externals are the lines you see increase and maybe decrease from training and feeding your horse, that symbolize how strong your horse is while it is racing. At birth, the computer multiplies each stat by 2 and throws a random +/- factor in for each horse, which explains why horses bred from the same parents don't always have the same racing externals at birth. These only apply while the horse is racing. Once retired, all you will see are the breeding externals.

When trying to decide which horses you want to breed together, refer to the sire and dam list in the appendix.

The final component in creating your horse is to name the horse and select the silks for the jockey. When naming your horse, many avid players enjoy adding some sort of tag or marker that signifies their horses from others. This is typically done with a set of initials at the end of the name, or a common theme among all your horses' names.

| | | | | | | | | | | | | | | | |
|--------------------|----|---|---|---|---|---|---|----|----|----|----|----|----|----|---|
| Judge Angelucci | ST | @ | A | A | O | A | @ | 13 | 8 | 8 | 8 | 4 | 13 | 54 | Very strong & confident horse, he has streamlined legs |
| Kim's Dinner | SP | O | A | A | O | O | O | 11 | 5 | 5 | 12 | 12 | 11 | 56 | If he didn't take naps, he would be a stronger horse. |
| King Kool | SR | @ | @ | X | O | O | O | 13 | 13 | 1 | 10 | 10 | 9 | 56 | He has confidence in his burst of speed. |
| Maple Syrup | ST | @ | X | A | O | A | @ | 15 | 4 | 8 | 9 | 5 | 15 | 56 | |
| Marvelous King | SR | @ | O | O | O | A | O | 13 | 9 | 10 | 10 | 5 | 9 | 56 | He doesn't care about race conditions |
| Miami Beach | ST | X | O | @ | A | X | @ | 3 | 12 | 15 | 8 | 2 | 14 | 54 | He won 6 times in 8 races. He's good at long distances. |
| Nothern Sheriff | SR | A | O | O | O | O | A | 7 | 9 | 12 | 12 | 10 | 7 | 57 | Fother of Japanese horse racing. He has excellent foals. |
| Opera Singer | SP | O | O | A | A | A | O | 10 | 11 | 8 | 8 | 6 | 10 | 53 | Lacks stamina, but runs well on all track conditions. |
| Outrigger | ST | @ | X | A | O | A | @ | 15 | 4 | 8 | 9 | 5 | 15 | 56 | He can't stand being alone. He's a friendly & cute horse. |
| Pentire | SP | O | O | A | A | O | O | 11 | 10 | 7 | 7 | 10 | 11 | 56 | He's well built. |
| Prime Jewel | SR | A | A | O | O | O | @ | 6 | 5 | 9 | 9 | 11 | 14 | 54 | He's a good race horse, but he doesn't like soft tracks. |
| Prime Suspect | ST | A | O | O | O | @ | A | 6 | 10 | 10 | 10 | 13 | 8 | 57 | Middle distance horse, excelent family, races well on Turf & Dirt tracks. |
| Prime Time | ST | A | O | A | A | O | @ | 8 | 11 | 5 | 8 | 9 | 13 | 54 | His sprinting ability is the best. |
| Real Winner | SP | @ | @ | X | A | X | O | 16 | 10 | 3 | 8 | 2 | 11 | 50 | Best Miler in Japan |
| Really Really Rich | SP | O | O | O | A | O | @ | 10 | 10 | 10 | 8 | 10 | 8 | 56 | Best sire in 1998 |
| Romantic Bay | SP | A | O | O | A | A | @ | 7 | 10 | 11 | 7 | 6 | 13 | 54 | His reaction time is slow but he still has great speed. |

| | | | | | | | | | | | | | | | |
|------------------|----|---|---|---|---|---|---|----|----|----|----|----|----|----|--|
| Football Hero | SR | A | O | O | O | @ | A | 6 | 11 | 10 | 10 | 13 | 5 | 55 | His foals are good at middle or long dist. On both Turf & Dirt tracks |
| French Deputy | SP | O | O | A | A | O | O | 11 | 10 | 7 | 7 | 10 | 11 | 56 | Good at both turf & Dirt tracks. His foals may become great horses. |
| Fujiyama | SP | A | A | O | O | O | O | 7 | 7 | 9 | 9 | 12 | 12 | 56 | He has speed & guts to stay in front even when other horses make their run |
| Glass Glider | SP | O | O | O | O | O | @ | 9 | 9 | 9 | 9 | 9 | 13 | 58 | A sprinter horse. He has confidence in his speed |
| Glass Tiger | SP | X | @ | @ | O | X | @ | 4 | 13 | 15 | 9 | 4 | 13 | 58 | Three year old American Champion. A well rounded horse. |
| Golden Bomber | SP | O | A | X | @ | @ | A | 7 | 5 | 12 | 9 | 13 | 5 | 51 | He's mature & possesses a lot of stamina. |
| Golden Ruler | ST | A | A | O | O | @ | A | 10 | 6 | 1 | 16 | 14 | 5 | 52 | He has great speed |
| Grand Champion | SR | O | O | X | O | O | O | 11 | 11 | 1 | 10 | 10 | 9 | 52 | His natural stream lined running ability is unbeatable. |
| Heart Lake | ST | A | O | A | @ | @ | O | 5 | 9 | 5 | 13 | 15 | 9 | 56 | He was the mile champion on both turf & Dirt tracks. |
| Hector Protector | SP | O | O | A | O | A | @ | 9 | 11 | 7 | 9 | 7 | 15 | 58 | European Champion, He has great speed. |
| Helissio | SR | O | A | A | O | A | O | 11 | 7 | 7 | 12 | 8 | 12 | 57 | |
| Hitmaker | SP | @ | O | O | O | O | O | 13 | 9 | 9 | 9 | 9 | 9 | 58 | Great self will to win simply overpowers other horses during the race |
| Iceberg | SR | A | A | X | A | O | @ | 8 | 8 | 4 | 8 | 12 | 16 | 56 | He gets out of the gates in a flash. |
| Jade Robbery | SR | O | O | O | O | O | A | 11 | 10 | 9 | 11 | 9 | 6 | 56 | He will make an excellent stud. |
| Jet Fighter | SR | X | O | O | A | A | @ | X | O | O | A | A | @ | 0 | |
| Jet Stream | ST | A | O | O | O | @ | A | 6 | 10 | 10 | 10 | 13 | 8 | 57 | Suited for all tracks,great blood lines |

Training

Training is how you build a young horse into a great mature horse. Before every race you get the opportunity to train you horse in a variety of exercises. Each training has a different impact on your horse. No matter what, your horse will not be the same after training. If you succeed your horse gets better in a certain area, and if you fail, it will lose skill in an area, but may gain some ability in other areas.

Solo trainings are trainings done with just your horse against the clock. Typically you must cross a finish line at a certain time, by pacing your horse with the whip and hold buttons. Commonly you need 2-4 whips in the beginning. This should get you to the half-way point at 6.5 seconds (for 13 second target) whip and hold after that to get as close to the target time as possible.

In Co-op trainings you are working with a CPU horse to finish as close as possible to the other horse. A trick for these trainings is if you start the training at 4 or more lengths behind, whip to catch up. If you are less than 4 lengths, your horse should catch the CPU on its own. This method isn't perfect and depends on your horse.

The two other training options are the Pool and to Rest the horse. Typically you only need to rest a horse when you are close to retiring the horse and you have the balance of stats you want.

The pool training is a good place for getting unique foods for your horse as well as building racing stats.

The first chart shows how trainings impact your racing stats, the second chart shows you how training can effect your horses type.

- A = Large Increase
- B = Moderate Increase
- C = Small Increase
- D = Minimal Increase

| Training | Successful | | | | | Fail | | | | | | |
|-----------------------|------------|-------------|-------------|-------------|-------------|-------------|--------|-------------|-------------|-------------|-------------|-------------|
| | S T | C O R | O T B | C O M | T E N | S P R | S T | C O R | O T B | C O M | T E N | S P R |
| Pool | C | | | | B | B | | | | | | |
| Solo Turf/Start | A | | | | | | +2 | | -2 | -2 | | |
| Solo Wood/Corner | | A | | | | | -2 | +2 | | | | -2 |
| Solo Dirt/Tenacious | | | | | A | | -2 | | -2 | +2 | | |
| Solo Slope/Spurt | | | | | | A | | | -2 | | -2 | +2 |
| Co-op Turf Start/Comp | C | | | A | | | +1 | | -4 | +1 | | -4 |
| Co-op Dirt Ten/OTB | | | A | | C | | | -4 | +2 | | +2 | -4 |
| Co-op Wood Corner/OTB | | C | A | | | | -4 | +2 | +2 | -4 | | |
| Co-op Slope | | | | A | | C | -4 | | | +2 | -4 | +2 |
| Rest | | D | D | D | | | | | | | | |

| Training Internal Impact | Stamina | Speed | Sharp |
|--------------------------|---------|-------|-------|
| Pool | X | | |
| Solo Turf/Start | | X | |
| Solo Wood/Corner | | X | |
| Solo Dirt/Tenacious | X | | |
| Solo Slope/Spurt | | | X |
| Co-op Turf Start/Comp | | X | XX |
| Co-op Dirt Ten/OTB | X | | |
| Co-op Wood Corner/OTB | XX | X | |
| Co-op Slope Spurt/Comp | | | X |

XX = Increases more

| City Commandant | S T | @ | X | @ | X | @ | X | 16 | 2 | 16 | 2 | 16 | 2 | 16 | 2 | 54 | |
|---------------------|--------|---|---|---|---|---|---|----|----|----|----|----|----|----|---|----|---|
| Clashing Hero | SP | @ | O | X | O | A | O | 14 | 9 | 2 | 11 | 6 | 11 | 53 | | | Very fast genes. He's a very good s____?____ stallion |
| Commander in Charge | SR | @ | O | A | A | O | A | 13 | 9 | 6 | 5 | 9 | 5 | 47 | | | Overcame his poor times w/ hard work & determination |
| Concorde | SR | O | A | X | O | O | @ | 10 | 8 | 4 | 9 | 9 | 16 | 56 | | | He sprints well |
| Dancing Boy | SP | A | A | O | O | A | O | 7 | 7 | 11 | 12 | 7 | 12 | 56 | | | Foals from this horse are excellent. Many of them are champions |
| Dark Victor | SR | @ | X | A | O | A | @ | 4 | 4 | 15 | 8 | 9 | 15 | 55 | | | Calm horse, passion & stamina. |
| Darkside | SR | X | X | @ | A | O | @ | 15 | 4 | 8 | 9 | 5 | 15 | 56 | | | He's the laziest horse in the world. |
| Devil Stinger | SR | O | O | A | O | A | @ | 10 | 11 | 6 | 10 | 6 | 13 | 56 | | | Natural stream lined running ability is unbeatable. Excels w/ good track conditions. All Tracks |
| Diamond Dave | SR | O | A | O | O | A | O | 9 | 8 | 10 | 10 | 8 | 10 | 55 | | | |
| Dream Well | SR | X | O | @ | A | A | @ | 4 | 9 | 16 | 8 | 5 | 14 | 56 | | | |
| Dynamite Boy | ST | @ | X | A | O | A | @ | @ | X | A | O | A | @ | | | | He's self confidence simply overpowers other horses. |
| Dynamite Duke | SP | @ | O | A | A | @ | X | 16 | 10 | 6 | 7 | 15 | 2 | 56 | | | lots of speed & tenacity, but doesn't like soft dirt tracks. |
| EI Condor Pasa | SR | O | O | A | O | O | @ | 9 | 10 | 6 | 9 | 10 | 13 | 57 | | | World class capabilities. He was the best horse of 1999 |
| End Sweep | SP | @ | O | X | A | @ | A | 13 | 9 | 4 | 7 | 16 | 7 | 56 | | | He's won 6 times in 16 races. He's a front runner |
| Eyes of Seoul | SR | X | O | @ | A | A | @ | 2 | 9 | 16 | 8 | 7 | 14 | 56 | | | |
| Flash Point | SP | O | O | O | O | O | O | 10 | 10 | 9 | 10 | 9 | 11 | 59 | | | He's the stud of Narita Brian & Mayano Topgun |

| Sires | T y p e | S T R | C O B | C O M | T O E P N | S R | S T R | C O B | C O M | T O E P N | S R | T L | Computer Comments (Internal Ability) | | |
|---------------|------------------|-------------|-------------|-------------|-----------------------|--------|-------------|-------------|-------------|-----------------------|--------|--------|--|----|--|
| | | | | | | | | | | | | | | | |
| Allez Milord | ST | @ | X | A | O | A | @ | 15 | 4 | 8 | 9 | 5 | 13 | 54 | He has a strong body, he should be a great sire. |
| Banana Boy | SH | O | A | X | A | @ | O | 9 | 7 | 4 | 5 | 14 | 12 | 51 | Won the Fall & Spring Emperors Prix w/ sprinting ability. Poor on soft tracks. |
| Battle Savior | ST | @ | X | A | A | X | @ | 16 | 4 | 8 | 8 | 4 | 16 | 56 | He's noted for his aggressive running style. |
| Big Blizzard | SP | O | A | A | O | @ | A | 9 | 8 | 8 | 9 | 15 | 7 | 56 | He's best in middle distance races. Good on both turf & dirt tracks. |
| Big Man | Sp | @ | A | A | O | O | @ | 13 | 7 | 7 | 9 | 9 | 13 | 58 | Great speed & moves quickly. Best horse in Japan 1998. |
| Big Striker | Sp | @ | O | X | A | @ | A | 13 | 9 | 4 | 7 | 16 | 7 | 56 | |
| Brighton Rock | ST | X | O | @ | A | A | @ | 9 | 13 | 9 | 9 | 5 | 12 | 57 | He hasn't performed very well as a racehorse, but her lineage is very good. |
| Broadway Dreu | SR | O | O | O | O | O | O | 2 | 9 | 16 | 8 | 7 | 14 | 56 | He has great speed & guts to win races. Specialty is middle distance races. |
| Brocco | SR | O | A | O | O | A | O | 9 | 9 | 11 | 9 | 9 | 9 | 56 | He's won 5 times in 8 races. He has confidence in his speed. |
| Bubble Boy | SR | O | @ | O | O | A | O | 9 | 8 | 10 | 10 | 8 | 10 | 55 | NRA horse of the year. His skill is Dirt. |
| Bullion | SR | O | A | A | O | O | X | 12 | 8 | 8 | 12 | 12 | 4 | 56 | Runs well on dirt. |
| Carnegie | SP | O | @ | A | A | O | O | 9 | 13 | 7 | 7 | 10 | 10 | 56 | Horse of the year in France. He was best in 12m races. |
| Cherry Song | SP | A | O | A | A | O | @ | A | O | A | A | O | @ | | Remarkable character & a great burst of speed. |

Food

Food is another way to improve your racing stats. There are three foods that will even improve the next generations of your horse: Herbal Dumpling, Large Herbal Dumpling and Large Korean Ginseng. The chart shows you the different foods and what it will do to your horse.

| FOOD | S T | C O | B O | C O | T E | S P | TL | Internal | CONDITION |
|-----------------------|--------|--------|--------|--------|--------|--------|----|---------------|---|
| Large Korean Ginseng | 4 | 4 | 4 | 4 | 4 | 4 | 24 | All | 3rd G1 and Continue to 1R. Benefits Next Gen |
| Super Herbal Dumpling | 2 | 2 | 4 | 3 | 2 | 2 | 15 | All | 2nd G1 and Continue to 1R. Benefits Next Gen |
| Herbal Dumpling | 1 | 1 | 3 | 2 | 1 | 1 | 9 | All | 1st G1 and Continue to 1R. Benefits Next Gen |
| Korean Ginseng | 2 | 2 | 2 | 2 | 2 | 2 | 12 | All | Top 3 in G1 and Continue to 1R |
| Large ? Mushroom | 4 | - | 4 | 4 | - | - | 12 | All | Pool training result is Great (5 races or above and continue from previous race). |
| ? Mushroom | - | - | 7 | - | - | - | 7 | Stamina Sharp | Pool training result is Cool (5 races or above and continue from previous race). |
| Apple | - | - | - | - | - | 2 | 2 | Sharp | Training result is good. |
| Banana | - | - | 1 | 1 | - | 1 | 3 | - | The horse you bet in G1 places 2nd. |
| Blue Cheese | - | - | 4 | 4 | - | - | 8 | Stamina Sharp | Continue Pool Train Cool |
| Cabbage | - | - | - | - | 2 | - | 2 | Stamina | - |
| Camembert Cheese | - | - | 3 | 1 | - | - | 4 | Stamina Sharp | - |
| Carrot | 2 | - | - | - | - | - | 2 | Stamina | Training result is good |
| Cheese | 2 | - | - | - | 2 | - | 4 | Stamina | - |
| Corn | - | - | - | 2 | - | 1 | 3 | Stamina | - |

| | | | | | | | | | |
|-----------------------|---|---|---|---|---|---|---|------------------|---------------------------------|
| Fodder | - | 2 | - | - | - | - | 2 | ? | Training result is good |
| Fodder with Garlic | - | 3 | - | - | 1 | - | 4 | Speed | Training result is Cool |
| Fodder with Green Tea | - | 5 | - | - | - | - | 5 | Speed | Won the previous race |
| Green Apple | - | 2 | - | - | 1 | - | 3 | Speed | Contine and Train Good |
| Green salad | 1 | - | - | - | 2 | 5 | 8 | Sharp Speed | Great in Co-Op Training |
| Japanese Radish | - | - | - | - | 2 | - | 2 | Sharp | Continue Train Good |
| Large Apple | - | - | - | - | - | 4 | 4 | Sharp | Training result is Cool. |
| Large Banana | 1 | 1 | 1 | 1 | 1 | 1 | 6 | - | Correct Bet on a G1 |
| Large Carrot | 3 | - | - | - | 1 | - | 4 | Stamina | Training result is Cool |
| Large Green Apple | - | 4 | - | - | 2 | - | 6 | Speed | Continue and Train Cool |
| Large Japanese Radish | - | - | - | 4 | - | - | 4 | Sharp | Continue and Train Cool |
| Large Mushroom | 2 | - | 2 | - | 2 | - | 6 | Stamina Sharp | Cool on Solo Training |
| Large Orange | - | 2 | - | 2 | - | - | 4 | Speed Sharp | Training result is Cool. |
| Large Strawberry | 2 | - | - | - | - | 2 | 4 | Sharp | Training result is Cool. |
| Large Watermelon | - | - | 4 | - | - | - | 4 | Stamina Sharp | - |
| Mushroom | 1 | - | 1 | - | 1 | - | 3 | Stamina | Solo training result is Good. |
| Orange | - | 1 | - | 1 | - | - | 2 | Speed Sharp | Training result is Good. |
| Pineapple | - | - | - | 2 | - | 1 | 2 | Stamina | - |
| Pudding | 2 | - | 3 | - | 2 | - | 7 | Speed | Continue from G1 to 1R and Rest |
| Strawberry | 1 | - | - | - | - | 1 | 2 | Sharp | Training result is Good. |
| Watermelon | - | - | 2 | - | - | - | 2 | Stamina | - |
| White Mushroom | - | 4 | - | - | - | - | 4 | Speed | - |

Appendix

- Sire List 48
- Mare List 54
- Horse Tracking Charts
 - Horse Size One (Derby Elite Stables) 62
 - Horse Size Two (Richie aka fReAkKiT) 63
 - Quarter Page (Phil aka VGS) 64
 - Half Page (Michael in Tempe) 65

Starting the Race

AS you start your race, there are a few things that you will want to look for before the race begins. Some of the things have already been covered others will be covered soon enough. The first things to look for are, type of race, and the type of race leg your horse is built for. The Type of leg your horse is built for is covered in the next section of this book. But before you race you should know about the track you are running on.

You may or may not know that there are two different types of tracks that you will be racing on, turf and dirt. The condition of the course will also dictate how well your horse will run, and unfortunately you will not know the condition until after you commit to race.

The best way to tell what type of track your horse will run well on is to read the comments of the parents, and try it on the different types. Most of the tournament racers like to run lines that are good on Dirt. They do this because they will be good on dirt, and tend to also do decent on turf and if the track condition of the turf races is poor, the dirt horses gain a slight advantage.

The other thing to look at is the distance of the race. If you know the distance of the track coming up, you may want to enter a different type of horse (Last Spurt v. Front Runner). Consult the race schedule here to know what is coming up. The schedule also has markings for Mare Only races, and for the more experienced racer, when you can test a possible Jackpot against Best right.

Once you know the Leg type of your horse and distance of the race, you can move on to the next section to know when to whip your horse for the best results.

Before you can enter one of the Grade 1 (G1 or 6R) Races you must have at least \$1,000,000 of total earnings for your horse.

SEGA = Sega

C.C. = Central City

E.C. = Eastern City

W.H. = Western Hills

N.P. = Northern Park

S.P. = Southern Park

| Rd | Race | Name | Course | Length | Notes |
|----|------|------------------|--------|--------|------------|
| 1 | 1R | Handicap | C.C | 1200m | Dirt |
| 1 | 2R | | E.C. | 1600m | |
| 1 | 3R | Special | C.C | 1400m | |
| 1 | 4R | | E.C. | 2000m | |
| 1 | 5R | | C.C | 3000m | |
| 1 | G1 | Winter Stakes | E.C. | 1600m | Dirt |
| Rd | Race | Name | Course | Length | Notes |
| 2 | 1R | Handicap | N.P. | 1800m | Dirt |
| 2 | 2R | | S.P. | 2000m | |
| 2 | 3R | Special | N.P. | 1600m | |
| 2 | 4R | | S.P. | 1700m | Dirt |
| 2 | 5R | | N.P. | 2500m | |
| 2 | G1 | Sprinters Trophy | S.P. | 1200m | |
| Rd | Race | Name | Course | Length | Notes |
| 3 | 1R | Handicap | N.P. | 1600m | |
| 3 | 2R | | W.H. | 1200m | |
| 3 | 3R | Special | N.P. | 1800m | |
| 3 | 4R | | W.H. | 2200m | |
| 3 | 5R | | N.P. | 1800m | Dirt |
| 3 | G1 | DOC 1000 Guineas | W.H. | 1600m | Mares Only |
| Rd | Race | Name | Course | Length | Notes |
| 4 | 1R | Handicap | C.C | 1200m | Dirt |
| 4 | 2R | | N.P. | 2500m | |
| 4 | 3R | Special | C.C | 2200m | |
| 4 | 4R | | N.P. | 1800m | |
| 4 | 5R | | C.C | 3000m | |
| 4 | G1 | DOC 2000 Guineas | N.P. | 2000m | |

| | | | | | |
|--|----------|-----------|---------|----------|-------|
| Seems stronger after first Race | | Praise | Flatter | Hug | Psyc |
| Stronger | Imposing | 3 | | | |
| | Rough | XX | 4 | | |
| | Honest | 0 1 | 1 | | |
| | Coward | | 3 | | |
| | Sloppy | | | | |
| Doesn't Trust you | | Apologize | Sooth | Astonish | Scold |
| Trust | Imposing | | 1 | | |
| | Rough | | | | |
| | Honest | | | | |
| | Coward | 1 | 0 | 0 | |
| | Sloppy | | | | 1 |

1,2,3,4 Etc. = Amount of Positive Reports

4+ or more shaded (Shaded can also be really bad. Look for X)

0 = Loss of 1 or 2 Hearts Reported

X = Loss of 3 or more Hearts Reported

0,0 2 Means Two Negative (- 1 or 2 Hearts) & 2 Positive Reports

Looks **Happy** after winning the **Race**

| | Praise | Flatter | Hug | Psyc |
|--------------|--------|---------|-----|------|
| Happy | 4 | X | | 0 2 |
| Imposing | | | | |
| Rough | | 2 | | |
| Honest | 2 | | | |
| Coward | 0 | 5 | | |
| Sloppy | | 00 1 | | |

Depressed because of **Mistakes**

| | Flatter | Comfort | Leave | Psyc |
|-----------------|---------|---------|-------|------|
| Mistakes | | | 1 | |
| Imposing | | | | |
| Rough | | | | |
| Honest | | | | |
| Coward | | | | |
| Sloppy | | | | |

Dissappointed because of **Mistakes**

| | Praise | Flatter | Leave | Psyc |
|-----------------|--------|---------|-------|------|
| Mistakes | | | | 1 |
| Imposing | | | | |
| Rough | | | 3 | |
| Honest | 1 | | | |
| Coward | 0 2 | 1 | 0 | x |
| Sloppy | | 3 | | |

Dissappointed by **Mistakes** during **race**

| | Encourage | Flatter | Leave | Psyc |
|-----------------|-----------|---------|-------|------|
| Mistakes | | | | |
| Imposing | | | | |
| Rough | X 1 | | | |
| Honest | 2 | | | |
| Coward | 1 | | | |
| Sloppy | | | | |

Made a few **Mistakes** but **Satisfied**

| | Praise | Flatter | Hug | Psyc |
|-----------------|--------|---------|-----|------|
| Mistakes | 1 | | x | 0 |
| Imposing | | | | |
| Rough | | 1 | x | |
| Honest | 1 | | | |
| Coward | 0 | 1 | 0 | X |
| Sloppy | 1 | 0 | x | 0 |

Sorry after losing the race

| | Flatter | Comfort | Leave | Psyc |
|--------------|---------|---------|-------|------|
| Sorry | | | | |
| Imposing | | | | |
| Rough | | | | |
| Honest | | 1 | | |
| Coward | | 5 | | |
| Sloppy | 0 | | | |

Seems **stronger** after first **victory**

| | Praise | Flatter | Hug | Psyc |
|-----------------|--------|---------|-----|------|
| Stronger | 6 | 1 | X | 0 |
| Imposing | | | | |
| Rough | x | 5 | | XX |
| Honest | 0 | 0 | | |
| Coward | 0 | 7 | | |
| Sloppy | 0 | 0 2 | | |

| Rd | Race | Name | Course | Length | Notes |
|----|------|-------------------|--------|--------|------------|
| 5 | 1R | Handicap | E.C. | 1600m | |
| 5 | 2R | | C.C | 3000m | |
| 5 | 3R | Special | E.C. | 2100m | Dirt |
| 5 | 4R | | C.C | 1600m | |
| 5 | 5R | | E.C. | 1600m | Dirt |
| 5 | G1 | Spring Classic | C.C | 3200m | |
| Rd | Race | Name | Course | Length | Notes |
| 6 | 1R | Handicap | S.P. | 2000m | |
| 6 | 2R | | E.C. | 2400m | |
| 6 | 3R | Special | S.P. | 1200m | |
| 6 | 4R | | E.C. | 2000m | |
| 6 | 5R | | S.P. | 1700m | Dirt |
| 6 | G1 | American Oaks | E.C. | 2400m | Mares Only |
| Rd | Race | Name | Course | Length | Notes |
| 7 | 1R | Handicap | S.P. | 1800m | |
| 7 | 2R | | E.C. | 2400m | |
| 7 | 3R | Special | S.P. | 1700m | Dirt |
| 7 | 4R | | E.C. | 1400m | Best right |
| 7 | 5R | | S.P. | 1200m | |
| 7 | G1 | American Derby | E.C. | 2400m | |
| Rd | Race | Name | Course | Length | Notes |
| 8 | 1R | Handicap | N.P. | 1600m | |
| 8 | 2R | | W.H. | 1400m | Dirt |
| 8 | 3R | Special | N.P. | 1800m | Dirt |
| 8 | 4R | | W.H. | 2000m | |
| 8 | 5R | | N.P. | 2500m | |
| 8 | G1 | Summer Grand Prix | W.H. | 2200m | |

| Rd | Race | Name | Course | Length | Notes |
|----|------|------------------------|--------|--------|------------|
| 9 | 1R | Handicap | SEGA | 1600m | |
| 9 | 2R | | SEGA | 2400m | |
| 9 | 3R | Special | SEGA | 1800m | |
| 9 | 4R | | SEGA | 1400m | Dirt |
| 9 | 5R | | SEGA | 1800m | |
| 9 | G1 | Super Dirt Grand Prix | SEGA | 2000m | Dirt |
| Rd | Race | Name | Course | Length | Notes |
| 10 | 1R | Handicap | W.H. | 1200m | Dirt |
| 10 | 2R | | N.P. | 2500m | |
| 10 | 3R | Special | W.H. | 1400m | Dirt |
| 10 | 4R | | N.P. | 1200m | |
| 10 | 5R | | W.H. | 2000m | |
| 10 | G1 | Sprinters Stakes | N.P. | 1200m | |
| Rd | Race | Name | Course | Length | Notes |
| 11 | 1R | Handicap | W.H. | 2000m | |
| 11 | 2R | | C.C | 1600m | |
| 11 | 3R | Special | W.H. | 2000m | |
| 11 | 4R | | C.C | 1200m | Dirt |
| 11 | 5R | | W.H. | 2200m | |
| 11 | G1 | Stayers Stakes | C.C | 3000m | |
| Rd | Race | Name | Course | Length | Notes |
| 12 | 1R | Handicap | S.P. | 2000m | |
| 12 | 2R | | C.C | 1400m | |
| 12 | 3R | Special | S.P. | 1700m | Dirt |
| 12 | 4R | | C.C | 2000m | |
| 12 | 5R | | S.P. | 1200m | |
| 12 | G1 | Queen Elizabeth II Cup | C.C | 2200m | Mares Only |

Won the race & returned home **Proudly**

| | | | | | |
|----------------|----------|---------|-----|-------|------|
| Proudly | Imposing | Flatter | Hug | Leave | Psyc |
| | Rough | 3 | | XX | 1 |
| | Honest | 0 0 | | | 1 |
| | Coward | 4 | | | |
| | Sloppy | X | 3 | | 0 1 |

Really **Pleased** to win the race

| | | | | | |
|----------------|----------|---------|-----|-------|------|
| Pleased | Imposing | Flatter | Hug | Leave | Psyc |
| | Rough | 0 | 0 | 7 | 01 ? |
| | Honest | 0 0 | | 3 | |
| | Coward | 00 2 | 0 | 0 | X |
| | Sloppy | 1 | 6 | | 0 1 |

Pushed your horse too hard

| | | | | |
|---------------|----------|----------|-----------|-------|
| Pushed | Imposing | Blandish | Apologize | Leave |
| | Rough | | 0 | 4 |
| | Honest | | 2 | |
| | Coward | | 1 | |
| | Sloppy | | 3 | |

Really **Happy** to win the race

| | | | | | |
|--------------|----------|---------|-----|-------|------|
| Happy | Imposing | Flatter | Hug | Leave | Psyc |
| | Rough | 0 | x | | 1 |
| | Honest | 2 | x | | |
| | Coward | | | | XXx |
| | Sloppy | 4 | 0 | 0 | x |

Happy with its **first** victory

| | | | | | |
|--------------|----------|--------|---------|-----|------|
| Happy | Imposing | Praise | Flatter | Hug | Psyc |
| | Rough | 2 | | XX | |
| | Honest | | 1 | X | |
| | Coward | | 1 | | |
| | Sloppy | X | 2 | | |

Very Happy to captured a Great **victory**

| | | | | | |
|--------------|----------|--------|---------|-------|------|
| Happy | Imposing | Praise | Flatter | Leave | Psyc |
| | Rough | XXXX | 6 | X | 0 |
| | Honest | | 3 | | |
| | Coward | 4 | 3 | X | |
| | Sloppy | 0 | 8 | 0 | 0 |

In 2nd, 3rd **place** and looks very **happy**

| | | | | | |
|--------------|----------|--------|---------|------|-------|
| Happy | Imposing | Praise | Flatter | Psyc | Scold |
| | Rough | x | | | |
| | Honest | X | | | |
| | Coward | 2 | 0 | | |
| | Sloppy | | 1 | 1 | |

| | | | | | |
|---------------------------|----------|--------|---------|-------|-------|
| Full of Confidence | | Praise | Flatter | Leave | Scold |
| Confidence | Imposing | 1 | | | |
| | Rough | 1 | | | XX |
| | Honest | | | | |
| | Coward | | | | |
| | Sloppy | | | | |

| | | | | | |
|---------------------------------|----------|-----------|---------|-------|------|
| Depressed After Losing The Race | | Encourage | Flatter | Leave | Psyc |
| Depressed | Imposing | | | 0 | |
| | Rough | | | | |
| | Honest | | | | |
| | Coward | x | | | |
| | Sloppy | | | | |

| | | | | |
|---------------------------------|----------|--------|---------|------|
| Dissappointed After Losing Race | | Praise | Flatter | Psyc |
| Disappointed | Imposing | | | 1 |
| | Rough | | | |
| | Honest | | | |
| | Coward | | | |
| | Sloppy | | | |

| | | | | | |
|-------------------------------|----------|-----------|-----------|-------|--------|
| Fatigued by hard riding style | | Flatter ? | Apologize | Leave | Psyc ? |
| Fatigued | Imposing | | | 6 | |
| | Rough | | | 1 | |
| | Honest | | 1 | | |
| | Coward | | 2 | | |
| | Sloppy | | 0 | | |

| | | | | | |
|--------------------------------------|----------|--------|---------|-----|--------|
| Your Horse had a Good G1 race | | Praise | Flatter | Hug | Ignore |
| G 1 | Imposing | 4 | 1 | x | 0 |
| | Rough | 2 | 1 | x | |
| | Honest | 3 | | | |
| | Coward | 0 | 6 | 0 | X |
| | Sloppy | 3 | 0 | x | 0 |

| | | | | | |
|---|----------|----------|---------|--------|------|
| Won the G1 even with strong rivals | | Blandish | Flatter | Ignore | Psyc |
| G 1 | Imposing | 3 | | | 0 |
| | Rough | 2 | | | 1 |
| | Honest | 1 | | | |
| | Coward | 0 | 4 | | |
| | Sloppy | 1 | | | |

| | | | | | |
|---|----------|--------|---------|------|-------|
| Made a few Mistakes but Looks Satisfied | | Praise | Flatter | Psyc | Scold |
| Mistakes | Imposing | | | | |
| | Rough | | | | |
| | Honest | | 0 | | |
| | Coward | | 1 | | |
| | Sloppy | | 2 | | |

| Rd | Race | Name | Course | Length | Notes |
|----|------|-------------------|--------|--------|------------|
| 13 | 1R | Handicap | E.C. | 2000m | |
| 13 | 2R | | C.C | 1600m | |
| 13 | 3R | Special | E.C. | 1600m | Dirt |
| 13 | 4R | | C.C | 2000m | |
| 13 | 5R | | E.C. | 2400m | |
| 13 | G1 | Mile Championship | C.C | 1600m | |
| Rd | Race | Name | Course | Length | Notes |
| 14 | 1R | Handicap | W.H. | 1200m | |
| 14 | 2R | | E.C. | 1600m | Dirt |
| 14 | 3R | Special | W.H. | 2000m | |
| 14 | 4R | | E.C. | 1400m | Best right |
| 14 | 5R | | W.H. | 1600m | |
| 14 | G1 | Japan Cup Dirt | E.C. | 2100m | Dirt |
| Rd | Race | Name | Course | Length | Notes |
| 15 | 1R | Handicap | C.C | 1400m | |
| 15 | 2R | | E.C. | 2100m | Dirt |
| 15 | 3R | Special | C.C | 3200m | |
| 15 | 4R | | E.C. | 1200m | Dirt |
| 15 | 5R | | C.C | 1600m | |
| 15 | G1 | Japan Cup | E.C. | 2400m | |
| Rd | Race | Name | Course | Length | Notes |
| 16 | 1R | Handicap | N.P. | 1800m | |
| 16 | 2R | | E.C. | 2100m | Dirt |
| 16 | 3R | Special | SEGA | 2000m | Dirt |
| 16 | 4R | | SEGA | 1600m | |
| 16 | 5R | | SEGA | 1800m | |
| 16 | G1 | Derby Owners Cup | SEGA | 2400m | |

Horse Character

Every horse has character. There are five types of characters or personalities in DOC. The five types are Rough, Imposing, Honest, Coward and Sloppy. To see what type of horse you have, insert your horse while a race is going on and while your horse is in the pasture hit the hold button.

- Horse kicks back – Rough
- Horse Rears up - Imposing
- Horse Shakes it's head - Honest
- Horse shimmies - Coward
- Horse Lays Down – Sloppy

Knowing your horse's personality is important in order to properly manage your relationship with your horse. After races you will be given the opportunity to interact with your horse in several ways. Based on what happened in the race and what type of horse you have you will need to do different things. To know a good move to make reference this chart.

| Angry because you used the whip too Much | | Blandish | Apologize | Ignore | Sooth |
|---|----------|----------|-----------|--------|-------|
| Angry | Imposing | 0 | X | 8 | 3 |
| | Rough | | | 3 | 0 |
| | Honest | 2 | 6 | 1 | |
| | Coward | 0 | 3 | x | |
| | Sloppy | | 2 | 1 | |

| Confidence Bursting with Confidence | | Praise | Flatter | Leave | Psyc |
|---|----------|--------|---------|-------|------|
| Confidence | Imposing | XXX | | | x |
| | Rough | x | 3 | | |
| | Honest | | | | |
| | Coward | | | | |
| | Sloppy | | x 0 6 | 0 | x |

| Confidence A Lot of Confidence after winning Race | | Praise | Flatter | Leave | Psyc |
|--|----------|--------|---------|-------|------|
| Confidence | Imposing | xx | 0 | 0 | 00 5 |
| | Rough | | xx | | 2 |
| | Honest | 0 1 | | | 2 |
| | Coward | 0 | 0 | 0 | x |
| | Sloppy | x x | x | 2 | x |

Stretch Runner – Advanced (cont.)

2000m

Super Start, 30m per whip x4, 70m per hold, 1250m (WP), 1100m hold, 900m (DP), Rhythmic whip

2100m

Super Start, 30m per whip x5, 70m per hold, 1340m (WP), 1120m hold, 900m (DP), Rhythmic whip

2200m

Super Start, 30m per whip x5, 70m per hold, 1340m (WP), 1200m hold, 950m (DP), Rhythmic whip

2400m

Super Start, 30m per whip x6, 70m per hold, 1380m (WP), 1250m hold, 950m (DP), Rhythmic whip

2500m

Super Start, 30m per whip x7, 70m per hold, 1480m (WP), 1350m hold, 950m (DP), Rhythmic whip

3000m

Super Start, 30m per whip x8, 70m per hold, 1680m (WP), 1550m hold, 1000m (DP), Rhythmic whip

3200m

Super Start, 30m per whip x8, 70m per hold, 1860m (WP), 1700m hold, 1050m (DP), Rhythmic whip

Leg Type

Before your first race begins you will need to find out what type of Leg Type your horse runs. This is available near the upper right hand side of your stations monitor before the race begins after the large monitors have done the introductions of all the racers. There are four leg-types your horse may be. It is all based on how your Start ability relates to the other abilities.

- **Front-runner**
 - If Start is the highest (excluding Corner)
 - The Whip is most effective during first 35%-45% of the race
- **Start Dash**
 - Start is the second highest (excluding Corner)
 - Whip is most effective during first 55%-65% of the race
- **Last Spurt**
 - Start is the third highest (excluding Corner)
 - Whip is most effective during the last 65%-55% of the race
- **Stretch-runner**
 - Start is Fourth or Fifth highest (excluding Corner)
 - Whip is most effective during the last 45%-35% of the race

There is also a style of horse call "Almighty" this happens when all values are very similar. These can be difficult to know how to correctly run.

When you first start out you will have to work with what the natural abilities of your horse are. Through training and foods, you can change the horse's ability to better fit your style of play. Knowing the type of Leg your horse likes to run, and learning how to correctly use the whip and hold buttons will greatly improve your racing ability. There are many different methods to whipping your horse. The basic method is included here; however there are other more advanced ways that you can purchase on the internet. The most commonly referred to chart (method) is Wing's Menu.

While I have never met Wing, I have learned that he is considered one of the best racers in the game. Most of the advanced racers and record holders probably started off with one of these standard methods and have adjusted it to their line and their method of racing.

Before your race begins, check the distance of the race, leg-type of the horse and consult the charts below. Please note, that doing this will NOT guarantee a win. But will help you learn how to better work with your horse.

Terms:

- **Rocket Start:** whip continuously, the instant the gates open, until the "H" in HORSE CONDITION
- **(WP) Whipping Point:** point in the race where you should hit 3 quick whips, uses very little stamina, and gives good burst of speed
- **"W" hit:** whip when the whip bar is over the "w" in (low), on WHIP EFFECT(LOW)
- **Super Start:** whip continuously, the instant the gate opens, until the "C" in HORSE CONDITION
- **Rhythmic whip:** A slow timed whipping, every 1-2 sec, such that you run out of whip as you cross the line
- **Snap Start:** 2-3 whips quickly the instant the gate opens
- **(DP) Dash Point:** point where the final dash begins, 3-5 rapid whips to accelerate the horse

Front-runners

The Great Escape: Thanks to expertdoc in Hong Kong

Note: This is not very effective on young horses, because they do not yet react best to the whip

1200m
 Rocket Start, then 25m per whip, when comes to 1050m you should hit 5 consecutive whips (1050m, 1040m, 1030m, 1020m, 1000m), then 25m per whip, 880m (WP), Stop Whipping, 750m starts whipping again at 30m per whip, 460m (WP), "W" hit

Stretch Runner – Basic (cont.)

2500m
 Super Start, then do nothing until 1480m (WP), at 800m (DP), Rhythmic whip

3000m
 Super Start, then do nothing until 1680m (WP), at 850m (DP), Rhythmic whip

3200m
 Super Start, then do nothing until 1860m (WP), at 900m (DP), Rhythmic whip

Stretch Runner-Advanced Whip Points

Note: This is in the testing stage right now...

NOTE: Do not press hold within 80m of (WP) or (DP)

1200m
 Super Start, 70m per hold, 880m (WP), 750m hold, 650m (DP), Rhythmic whip

1400m
 Super Start, 30m per whip x2, 70m per hold, 1020m (WP), 890m hold, 700m (DP), Rhythmic whip

1600m
 Super Start, 30m per whip x3, 70m per hold, 1040m (WP), 900m hold, 750m (DP), Rhythmic whip

1700m
 Super Start, 30m per whip x3, 70m per hold, 1150m (WP), 1010m hold, 800m (DP), Rhythmic whip

1800m
 Super Start, 30m per whip x4, 70m per hold, 1170m (WP), 1020m hold, 850m (DP), Rhythmic whip

Stretch Runner – Basic Whip Points

1200m
Super Start, then do nothing until 880m (WP), at 600m (DP),
Rhythmic whip

1400m
Super Start, then do nothing until 1020m (WP), at 600m (DP),
Rhythmic whip

1600m
Super Start, then do nothing until 1040m (WP), at 650m (DP),
Rhythmic whip

1700m
Super Start, then do nothing until 1150m (WP), at 700m (DP),
Rhythmic whip

1800m
Super Start, then do nothing until 1170m (WP), at 700m (DP),
Rhythmic whip

2000m
Super Start, then do nothing until 1250m (WP), at 750m (DP),
Rhythmic whip

2100m
Super Start, then do nothing until 1340m (WP), at 750m (DP),
Rhythmic whip

2200m
Super Start, then do nothing until 1340m (WP), at 750m (DP),
Rhythmic whip

2400m
Super Start, then do nothing until 1380m (WP), at 800m (DP),
Rhythmic whip

Front Runner (cont.)

1400m
Rocket Start, then 25m per whip, when comes to 1280m you
should hit 5 consecutive whips (1280m, 1270m, 1260m, 1250m,
1230m), then 25m per whip, 980m (WP), Stop Whipping, 850m
starts whipping again at 30m per whip, 630m (WP), "W" Hit

1600m
Rocket Start, then 30m per whip, when comes to 1420m you
should hit 5 consecutive whips (1420m, 1410m, 1400m, 1390m,
1370m), then 30m per whip, when comes to 1210m you should hit
twice (1210m, 1200m), then 30m per whip, 1040m (WP), Stop
Whipping, 880m starts whipping again at 30m per whip, 690m
(WP), "W" Hit

1700m
Rocket Start, then 30m per whip, when comes to 1500m you
should hit 5 consecutive whips (1500m, 1490m, 1480m, 1470m,
1450m), then 30m per whip, 1150m (WP), Stop Whipping, 980m
starts whipping again at 30m per whip, 860m (WP), "W" Hit

1800m
Rocket Start, then 30m per whip, when comes to 1580m you
should hit 5 consecutive whips (1580m, 1570m, 1560m, 1550m,
1530m), then 30m per whip, 1180m (WP), Stop Whipping, 1000m
starts whipping again at 30m per whip, 910m (WP), "W" Hit

2000m
Rocket Start, then 30m per whip, when comes to 1790m you
should hit 5 consecutive whips (1790m, 1780m, 1770m, 1760m,
1740m), then 30m per whip, 1250m (WP), Stop Whipping, 980m
(WP), "W" Hit

2100m
Rocket Start, then 30m per whip, when comes to 1890m you
should hit 5 consecutive whips (1890m, 1880m, 1870m, 1860m,
1840m), then 30m per whip, 1340m (WP), Stop Whipping, 980m
(WP), "W" Hit

Front Runner (cont.)

2200m

Rocket Start, then 30m per whip X 6, Stop Whipping, when comes to 1860m you should hit 5 consecutive whips (1860m, 1850m, 1840m, 1830m, 1810m), then 30m per whip, 1340m (WP), Stop Whipping, 990m (WP), "W" Hit

2400m

Rocket Start, then 30m per whip X 7, Stop Whipping, when comes to 1920m you should hit 5 consecutive whips (1920m, 1910m, 1900m, 1890m, 1870m), then 30m per whip, 1380m (WP), Stop Whipping, 980m (WP), "W" Hit

2500m

Rocket Start, then 30m per whip X 4, Stop Whipping, when comes to 2140m you should hit 5 consecutive whips (2140m, 2130m, 2120m, 2110m, 2090m), then 30m per whip, when comes to 1840m you should hit twice (1840m, 1830m), Stop Whipping, 1750m starts whipping again at 35m per whip, 1480m (WP), 1130m (WP), "W" Hit

3000m

Rocket Start, then 30m per whip X 1, Stop Whipping, when comes to 2700m you should Pull the horse once, then do nothing, when comes to 2450m you should hit 5 consecutive whips (2450m, 2440m, 2430m, 2420m, 2400m), 30m per whip, 1680m (WP), 1190m (WP), "W" Hit

3200m

Rocket Start, then 30m per whip X 4, Stop Whipping, Pull the horse at 2780m and 2710m, then do nothing, when comes to 2600m you should hit 5 consecutive whips (2600m, 2590m, 2580m, 2570m, 2550m), then 30m per whip, 1860m (WP), 1440m (WP), "W" Hit

Mature Spurt (cont.)

1700m

Rocket Start, 30m per whip x3, 70m per hold, 1150m (WP), 1010m hold, 800m (DP), Rhythmic whip

1800m

Rocket Start, 30m per whip x4, 70m per hold, 1170m (WP), 1020m hold, 880m (DP), Rhythmic whip

2000m

Rocket Start, 30m per whip x5, 70m per hold, 1250m (WP), 1100m hold, 900m (DP), Rhythmic whip

2100m

Rocket Start, 30m per whip x6, 70m per hold, 1280m (WP), 1120m hold, 950m (DP), Rhythmic whip

2200m

Rocket Start, 30m per whip x7, 70m per hold, 1340m (WP), 1200m hold, 980m (DP), Rhythmic whip

2400m

Rocket Start, 30m per whip x8, 70m per hold, 1380m (WP), 1250m hold, 1020m (DP), Rhythmic whip

2500m

Rocket Start, 30m per whip x8, 70m per hold, 1480m (WP), 1350m hold, 1050m (DP), Rhythmic whip

3000m

Rocket Start, 30m per whip x9, 70m per hold, 1680m (WP), 1550m hold, 1100m (DP), Rhythmic whip

3200m

Rocket Start, 30m per whip x10, 70m per hold, 1865m (WP), 1700m hold, 1100m (DP), Rhythmic whip

Young Spurts (cont.)

2400m
Snap Start, do nothing, 1380m (WP), do nothing, 980m (DP),
Rhythmic whip

2500m
Snap Start, do nothing, 1480m (WP), do nothing, 980m (DP),
Rhythmic whip

3000m
Snap Start, do nothing, 1680m (WP), do nothing, 980m (DP),
Rhythmic whip

3200m
Snap Start, do nothing, 1865m (WP), do nothing, 980m (DP),
Rhythmic whip

Mature Spurts: Thanks to expertdoc in Hong Kong

Note: Do not press hold within 80m of (WP) or (DP)

1200m
Rocket Start, 70m per hold, 880m (WP), 750m hold, 650m (DP),
Rhythmic whip

1400m
Rocket Start, 30m per whip x2, 70m per hold, 1020m (WP), 890m
hold, 720m (DP), Rhythmic whip

1600m
Rocket Start, 30m per whip x3, 70m per hold, 1040m (WP), 900m
hold, 780m (DP), Rhythmic whip

Mad Dash, Pool Front - Front Runner and Start Dash

1200m
Super Start, then do nothing until 880m (WP), at 550m Rhythmic
whip

1400m
Super Start, then do nothing until 1020m (WP), at 550m Rhythmic
whip

1600m
Super Start, then do nothing until 1040m (WP), at 600m Rhythmic
whip

1700m
Super Start, then do nothing until 1150m (WP), at 600m Rhythmic
whip

1800m
Super Start, then do nothing until 1170m (WP), at 600m Rhythmic
whip

2000m
Super Start, then do nothing until 1250m (WP), at 600m Rhythmic
whip

2100m
Super Start, then do nothing until 1280m (WP), at 600m Rhythmic
whip

2200m
Super Start, then do nothing until 1340m (WP), at 600m Rhythmic
whip

2400m
Super Start, then do nothing until 1380m (WP), at 625m Rhythmic
whip

Mad Dash, Pool Front – Front Runner and Start Dash (cont.)

2500m
Super Start, then do nothing until 1480m (WP), at 625m Rhythmic whip

3000m
Super Start, then do nothing until 1680m (WP), at 625m Rhythmic whip

3200m
Super Start, then do nothing until 1860m (WP), at 625m Rhythmic whip

Start Dash

1200m
Rocket Start, 25m per whip, 900m (WP), 25m per whip, 720m (WP) 25m per whip, 520m (WP), "w" hit

1400m
Rocket Start, 25m per whip, 1140 (WP), 25m per whip, 1020 (WP), 25m per whip, 720 (WP), "w" hit

1600m
Rocket Start, 30m per whip x3, stop whipping, 1260 (WP), 30m per whip, 1035 (WP), 30m per whip, 720m (WP) stop whipping, 520m (WP), "w" hit

1800m
Rocket Start, 30m per whip, 1650m stop whipping, 1370m (WP), 30m per whip, 1130m (WP) 30m per whip, 850m (WP), stop whipping, 650m (WP), "w" hit

2000m
Rocket Start, 30m per whip, 1800m stop whipping, 1530 (WP), 30m per whip, 1240m (WP), 30m per whip, 920m (WP), stop whipping, 650m (WP), "w" hit

Last Spurt

Note: The number of races before the mature technique will work well will vary based on the horse, and the way it has been trained.

Young Spurts: Thanks to expertdoc in Hong Kong

1200m
Snap Start, do nothing, 880m (WP), do nothing, 650m (DP), Rhythmic whip

1400m
Snap Start, do nothing, 1020m (WP), do nothing, 720m (DP), Rhythmic whip

1600m
Snap Start, do nothing, 1040m (WP), do nothing, 780m (DP), Rhythmic whip

1700m
Snap Start, do nothing, 1150m (WP), do nothing, 800m (DP), Rhythmic whip

1800m
Snap Start, do nothing, 1170m (WP), do nothing, 880m (DP), Rhythmic whip

2000m
Snap Start, do nothing, 1250m (WP), do nothing, 900m (DP), Rhythmic whip

2100m
Snap Start, do nothing, 1280m (WP), do nothing, 950m (DP), Rhythmic whip

2200m
Snap Start, do nothing, 1340m (WP), do nothing, 980m (DP), Rhythmic whip