

Conformation

As this is a new system, it may be subject to player feedback and balance adjustments. As a result, values such as the maximum 30% stat increase may change in future updates, alongside other aspects of conformation.

Additionally, you may notice that horses from the Sales Barn and your current horses have generally lower conformation. This is intentional, designed to create a progression system where players work towards breeding higher conformation horses rather than starting out with high conformation and therefore stat bonuses.

Overview

Conformation describes a horse's physical build and proportions, and is determined entirely through genetics. Each of the 14 recorded body parts is controlled by **two hidden alleles**, which are averaged to produce a final value. This value is then converted into a **visible rating label** (e.g. Poor, Good), rather than showing raw numbers.

A horse's **overall conformation score** is calculated by averaging all body part values. Once this overall average reaches **60 (Ok) or higher**, the horse begins receiving a **stat bonus**. This bonus increases **exponentially** as conformation improves, meaning higher conformation and base stat horses gain significantly greater benefits, up to a maximum increase of around **30% of their base stat limits**.

Conformation

Conformation represents the physical structure and proportions of a horse. It is determined genetically and influences overall performance through stat bonuses.

Each horse has **14 recorded body parts** visible on their stats page:

- Head
- Neck
- Body Length
- Body Total Length
- Body Height
- Front Legs Length
- Front Legs Angle
- Hind Legs Length
- Hind Legs Angle

- Shoulders
- Chest Width
- Back
- Hindquarters
- Hooves

Each body part is controlled by **two hidden alleles**, functioning identically to stat genetics:

- Each body part has **2 alleles (hidden)**
- The **average of these alleles** determines the final conformation value
- These numerical values are **not shown to the player**
- Instead, values are converted into **descriptive labels**

This means you will see **ratings**, not raw numbers, and must rely on breeding to understand underlying genetics.

RNG

When breeding, there is a small element of randomness applied to conformation outcomes.

After a foal inherits one allele from each parent and the average is calculated for a body part, a **random variation between -5 and +5** may be applied to that final value.

- This variation is applied **per body part**
- It affects the **final averaged value**, not the individual alleles
- The underlying inherited alleles remain unchanged
- This can slightly increase or decrease the resulting **conformation rating**

This system introduces variability into breeding, meaning outcomes are not always perfectly predictable, even with strong genetics.

Conformation Ratings

Each body part is assigned a rating based on its averaged value:

- **0-39** → Very Poor
- **40-59** → Poor
- **60-69** → Ok
- **70-84** → Good
- **85-100** → Very Good

A horse's overall conformation is calculated by averaging the numerical values of all 14 body part values. This overall value determines whether the horse receives a **stat bonus**.

Stat Bonuses

If a horse's overall conformation reaches:

- Ok (60) or higher

The horse will receive a **bonus to all stats**.

- The bonus scales **exponentially**, not linearly
- Higher conformation results in **significantly larger increases**
- Bonuses are applied as a **percentage increase to the horses base stats**
- Maximum bonus is currently capped at approximately **30%**

Example

For instance, a horse with a base Speed stat of 1.5 that gains a 20% bonus from conformation will reach a maximum Speed of 1.8 from conformation alone.

NOTE: Players are not shown the exact percentage increase, if conformation is increasing your horses stats it will only display a message saying that conformation is boosting the horse's stats, and other factors may also contribute to the final maximum stats of your horse.

Conformation Breeding Example

The following example shows how one body part (e.g. **Shoulders**) is inherited.

Parents Alleles:

Mare (Shoulders):

- Allele A: 40
- Allele B: 80

Stallion (Shoulders):

- Allele A: 70
- Allele B: 90

Possible Outcomes

Each foal inherits **one allele from each parent**, and the average determines the final conformation value for that body part.

	Mare Allele A (40)	Mare Allele B (80)
Stallion Allele A (70)	$(40 + 70) \div 2 = 55$	$(80 + 70) \div 2 = 75$
Stallion Allele B (90)	$(40 + 90) \div 2 = 65$	$(80 + 90) \div 2 = 85$

Resulting possible ratings:

- **55 → Poor**
- **65 → Ok**
- **75 → Good**
- **85 → Very Good**

This is not including RNG. So each body part may vary from -5 to +5.

Key information

- Each body part is inherited **independently** using the same system
 - Final values, and therefore the rating label, are based on **averaging two inherited alleles**
 - Players only see the **rating label**, not the numbers
 - Breeding higher conformation horses increases the chance of producing **better-rated offspring**
 - Strong conformation across multiple body parts is required to raise the **overall conformation score** and receive a stat bonus.
 - There is an RNG element applied to each body part.
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