

Stat Breakdown

Below are the main current stats and what they affect.

Speed

Controls:

- Collected Canter
- Canter
- Extended Canter
- Gallop
- Fast Gallop

Speed affects how fast a horse can move at higher gaits. Horses with stronger speed usually perform better in fast-paced or race-focused disciplines.

Stamina

Controls:

- All gaits

Stamina determines how long a horse can maintain effort before tiring or slowing down.

Acceleration

Controls:

- How quickly the horse reaches speed after a gait change

A horse with high acceleration builds speed faster after transitioning between gaits.

Control

Controls:

- How often you must maintain a gait input

Higher control means the horse is easier to keep going smoothly and requires less constant input.

Steering

Controls:

- Turn speed

Steering affects how quickly and sharply a horse can turn while moving.

Jump

Controls:

- Jump height

Higher jump allows a horse to clear larger obstacles.

Intelligence

Intelligence affects how the horse makes decisions, navigates, finds other horses, and responds to its environment. It also plays a role in social and breeding behavior.

Memory

Memory affects how well a horse remembers interactions, other horses, food locations, and previous experiences. Better memory can influence social behavior, frustration, aggression, and breeding familiarity.

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