Uma Musume Reference Document
~ Global Edition ~
*Originally by Erzzy, currently being updated with help from **Kireina**(Discord).*

This document assumes you've completed and understood the tutorial. If you're confused on how to actually play the game, refer to [this guide on Gametora](#)

If you play on the Japanese Server, check 📄 **Uma Musume Reference instead**
This guide has much of the same information, with the terms updated by Kireina to match Global, and things related to content that released after URA mostly removed.

Quick Links: [Support Card Tier List](#) | [Training Strategy](#) | [New Player Goals](#) | [Builds](#) [How Good is X uma?](#) | [Rerolling](#) | [Future Sight Info](#) (spoilers)

Current Uma Banner Reviews (pull if you like the uma, rather than if they're good)
Mihono Bourbon
[Ratings](#): Front 2, Team Trials 5 (Medium Front), Parent 3

Bourbon is later outclassed by many Fronts in a [Champion's Meeting](#) (a monthly PvP event, the most competitive format) context, but in [Team Trials](#), her skills are pretty consistent. You'd want to get Concentration (from Tazuna) on her to improve her unique's consistency, or at least Focus (the white version). Her unique won't trigger if she has a bad start, and Concentration prevents those. Having a Medium Distance Recovery built in makes her easy to train.

Should I Pull this Support Banner? - No. **Save for Kitasan**. She'll be among the strongest Speed cards for a long time, with Speed usually being the most important card type. With one pity (30,000 Carats), you'll have a 1 in 2 chance of 2LB Kitasan, and 1 in 5 of 3LB Kitasan. 3LB is where Kitasan starts becoming great. If you get 2LB, you can bring her to 3LB using the SSR uncap gem when they release (likely during the launch of the next scenario) and use a Pick Ticket to bring her the rest of the way. Or whale, I guess that's also an option… If you miss or want to pull the umas instead, borrow her. Most of us on the JP server borrowed her for years too, it's fine.

Why are we so focused on Kitasan?
It's easy to say she's the best Speed card for a long time, but why?
- The most frequent rainbows possible. At MLB, she appears on Speed training 33% of the time. For comparison, Sweep Tosho SR MLB appears on it 25% of the time.
- Good events. Her first two chain events give mood up, letting you skip recreation.
- Generically good gold skill that can be used on every uma in every situation.
- Power Bonus lets you skimp on Power cards, great stats in general.
- Having her yourself means you don't need to borrow her and can borrow other things.

If you'd like to support Erzzy, you can do so here: https://ko-fi.com/erzzy

July 2025 Release Schedule

New Trainee and Support Card!
Spotlight scout rates for a limited time!
10:00 p.m., Jul 2 - 9:59 p.m., Jul 10 (UTC)

New Legend Races!
10:00 p.m., Jul 6 - 2:59 p.m., Jul 15 (UTC)

New Trainee and Support Card!
Spotlight scout rates for a limited time!
10:00 p.m., Jul 10 - 9:59 p.m., Jul 22 (UTC)

New Trainees and Support Cards!
Spotlight scout rates for a limited time!
10:00 p.m., Jul 16 - 9:59 p.m., Aug 1 (UTC)

Brand New Friends
Story Event Coming Soon!
10:00 p.m., Jul 16 - 9:59 p.m., Aug 1 (UTC)

New Trainee and Support Card!
Spotlight scout rates for a limited time!
10:00 p.m., Jul 27 - 9:59 p.m., Aug 7 (UTC)

New Legend Races!
10:00 p.m., Jul 27 - 2:59 p.m., Aug 8 (UTC)

Feel free to translate or share parts of the document or the entire thing, as long as you don't do it commercially and you link to this document with a note, such as "Translated from…" or "From…" Consider it CC BY-NC.

Table Of Contents

Feel free to ping or DM me(Kireina) on the Umamusume Project discord if anything is missing or incorrect. I'm admittedly not a Vet or anything, just wanted to help out where I could, so any advice/critiques are appreciated.

Big big bigbigbigbigbig biiiiiiig Shoutout to Erzzy for not only giving me their blessing to update the translations. But also for coming through and adding more relevant and helpful information to the document. ;o; They're still doing god's work after all these years.

Changelog

07/08/2025:

Erzzy

- Opened JP uma and added a [How Bad is the Power Creep?](#) Section
- Added [Gold Skill Rates](#). Strange that, that was never added into the ref doc.

07/07/2025:

Erzzy

- Changed Common Terms to [Common Terms JP Players Use](#), which should be more useful
- Tweaked some of the stuff around stamina requirements since people were getting confused by the outdated calculations. Chatted with CMountain to update the required stamina spreadsheet a bit for accuracy
- Brought over [Percentage of Events](#), should have the correct terms.
- Added the penalty chances to [Optional Races](#)
- Added a [Showing Love to your Favourite Uma](#) section
- Added statue cost of upgrades to [Statues](#)
- I think pretty much everything is here that's needed until new scenarios now
- Added the monthly schedule from twitter into the second page for easy reference
- Fixed the card effect names in [Support Cards in Detail](#)

Kirei

- More proofreading, fixed link in the [Stamina Calculator](#) section, so you're not hit with hella math in Japanese 😂.
- Found the last negative condition official term (currently available) Dry skin is no more…now you've got a Skin Outbreak… dear god.

07/06/2025:

Kirei

- Other than a few things here and there I need to double check and verify w/ Erzzy ~~99.9% of Current~~ (Given more work by Erz 🙂) and relevant information and terminology on a quick first and second passthrough has been translated as of 1:50am PDT 07/06/2025.
- I plan on doing a third check when I update all of the JP Screenshots to EN and a fourth check when I can get through a small list of things I'd like to double check and verify.
- Updated various [Conditions](#).
- Updated terms again, mostly spent the day making things easier for future me.

Erzzy

- Added the [Uma Reviews](#) up to Curren to give Kirei more work
- Updated the first page and added a note to the [Gacha](#) section about the Kitasan banner's potential lower rates.
- Added [Umas to Watch For](#) and I think I wrote the strategies and distances right.

07/05/2025:

Erzzy

- Brought over the ["How do they work?"](#) section of Races
- Brought over a bunch of CM information, starting at [G1 Track Spurt Starts](#). This is a surprise tool that will help you later.

- Added the Gacha section. Know your limit, play within it.
- More info in the Inheritance section. Good luck.
- Added the beginner sections Your First Month in Uma and Tips for New Players
- Uma Racing Styles section for people who like the nitty gritty
- Added the Frequently Asked Questions, though I'm not sure how frequent they are in Global
- Added the Debuff Builds section (I'm sorry) and tidied up some of the advice in the surrounding parts.
- Updated the Acupuncture and Lottery sections to have the rates.
- Advanced Training Strategy (URA), Micro-optimizations, and Advanced Breeding Strategy. Don't get overwhelmed!
- Added in a Lessons from the Future section after discussing with some competitive JP players
- Removed some stuff that only exists to give translations

Kirei
- Began updating some of the pictures in JP to EN
- Updated and reverified Terminology from Pages 1-87 (Up to How to Win)
- Updated Debuff Skill Names (e.g Frantic -> Frenzied, Faltering -> Hesitant, Panicked -> Flustered, Restraint -> Subdued)
    - Will try to clarify what the skill is debuffing where applicable, but expect me to simply refer to it as a skill.

07/04/2025:
- Updated/Fixed more terms/skills throughout the Reference Doc.
- Updated the term "Kakari" to be Rushed. It was between Panic, Pressured, or Rushed. Ultimately, I decided on Rushed as it specifically mentions consuming a large amount of endurance(Stam/HP) in the "Official Glossary" that you can access in game under Help & Glossary.
- Updated Adorable to Charming, to their Official Global Translation
- Updated Most Common Locations to have their english names under Team Trials Race Frequencies.
- Updated Clockwise & Counter-Clockwise to be Right-Handed & Left-Handed respectively, to their Official Global Translations.
- Bolded various things(mainly skills w/ relevant hiragana/kanji) for readability.

07/03/2025:
- Began updating the Important Terms & Skill Names to the Official Global Localization Terminology.

To-Do List/Current Plans:

- Update JP Screenshots to Global/EN Screenshots.
- Plan on attempting to not necessarily 'dumb down' information, but to make certain information more clear/coherent(?).

- Copy over the Uma Reviews from the main ref doc as they release. Erzzy note: You can put the most recent ones up on the first page so people can see the reviews for the current banner easily. Maybe I'll keep adding notes, we'll see.
- Update page 2 with the monthly previews from twitter

Rerolling

Rerolling in Uma Musume is extremely fast, as you don't have to redownload the game and can skip the tutorial after the first time, so it's highly recommended.

When rerolling, you should spend everything on Support Cards. They are what determine the power of your account. Even the most meta umas can't perform well in PvP with Rare cards. If the banner uma is someone you really like, you can try to get both it and a good starting card.

If you don't get what you're looking for, return to the title screen and delete your account data from the menu, then you can start again.

High Effort, High Reward
In an ideal world, you will get the banner card to 1LB or more through the initial pulls, which takes about 20 tries on average. Then, farm through runs to clear out all the races (you get Carats for the first time you win each one), getting enough Carats to reach 200 pulls on the banner. You'll hopefully MLB the card in this process, or at least 3LB. If you don't, you might restart from the beginning and try again.

This is easier during free pull events, of course. This process takes a long time and if you're new to the game, it's difficult to clear out those races, but if the banner is good, like Kitasan Black, it will set you up for success for a long time. Speed and Wit cards are the best targets for this.

Later on, the game adds crystals you can use to limit break SSRs of your choice, so even if you end up with 3LB, you can finish it up with that.

Low Effort, Good Start
If you don't want to put in that much effort, you could aim for some cards that are good with few copies. Of the cards currently in the game, Super Creek, Tazuna, and Fine Motion are the good targets. I would try to start with at least one Super Creek, and if you get any more of those three cards, that's a bonus. Super Creek remains usable basically forever, while Tazuna is good in the first three scenarios, and Fine Motion is a strong Wit card even without limit breaks.

Your First Month In Uma

There's a lot to do when you first start an account. Here's a checklist, roughly in order of when you should do them.

- [Reroll](#) if you're going to. It's extremely helpful.
- Level up cards that you take on runs, but not others. You have a limited amount of resources for levelling things up in the beginning and it's better to take a small amount of cards to max than level a bunch a little bit. Check the [builds here](#).
- Read the [Basic Training Strategy](#). Your horse girls will thank you.
- Add some friends with good parents and rent them while doing runs.
- Win every graded race once. When going to the [optional race](#) screen, if there's a grayed-out trophy in the top right, you haven't won that race. Each one you win for the first time gives you jewels, so try to clear each once.
- If any uma you train results in a three star blue, or two star blue and three star pink, click the carrot icon in the top left and mark them as a good parent you shouldn't delete. Use umas like this as parents when starting runs once you get them. [Inheritance details here](#).
- Pull to pity on the current support card banner if you rerolled on it (200 total pulls) to get at least one more copy of the banner card.
- Do 30-50 rolls on umas to collect the 1 and 2 star umas. After this, start saving up jewels for either umas you like, or better support cards. Ideally, you shouldn't pull without a spark ready (30,000 jewels). Two sparks gives you a [50/50 chance](#) of MLBing an SSR.
- Train an uma for each [Team Trials](#) distance. For brand new players, that would be Bakushin in Sprint, Vodka in Mile, Daiwa in Medium, Gold Ship in Long, and Urara in Dirt.
- With those umas, you should be able to clear the main story to get the free SSRs.
- Join a [Club](#) with many members and start trading shoes for Club Points, which can be used to limit break the free SSRs from the story. You can additionally get up to 100 medals per day from people borrowing your uma. You can use reroll accounts to do this yourself each day, if you want to speed things up.
- Finish off any of the [missions](#) you're still missing. Once they're complete, you can use the random gacha tickets, then use the 3* Uma select ticket with less fear of getting duplicates later.
- Each week, you'll go up a Team Trials class and unlock another 5 slots, so keep filling them in as that happens. You'll get a lot of jewels and friendship points from the class upgrades and team rank upgrades. Here's a [full F2P team](#).
- Use the Friendship Points gained from Team Trials to get all the copies of Urara from the Friendship Point shop. Once you have her MLB, go for the follow slots.
- Prepare some umas for the [Champion's Meeting](#) or League of Heroes for the month once those start. Even if you lose, you'll still get rewards, so it doesn't hurt to participate.

Tips for New Players

1) **Save your 3* uma pick ticket** until you finish the [missions](#). The missions grant you tickets that give a random 3* uma, so you want to avoid getting dupes in this way.
   - If you have a favourite uma among those nine, you can use the ticket on them if the random tickets didn't give you her. Otherwise, use it on an uma with Dirt aptitude, such as Oguri Cap or Maruzensky. These are the rarest, and there are only two umas below 3* that have it naturally. Oguri Cap is the strongest uma in the starting set. Taiki and Maruzensky are useful as parents.

2) **Join a [Club](#) as soon as you can**, preferably one with many members. These are like guilds. By giving people the shoes they request, you will receive [Club Points](#), which can be used to limit break the story SSR cards.

3) **Don't buy anything from the random shops** that sometimes appear, except for clocks. Money is very precious in this game and the items in the shops are not very valuable. The pennants can be worth it if you absolutely know you need that certain pennant.
   - If you collect 150 pieces for a 3* uma, you can exchange them to get that uma. This is quite expensive, costing over 2 million money per uma, and would take years. If you don't pull on umas, getting the 1* and 2* shards to unlock their outfit is fine. Once Daily Legend Races are added, you can buy pieces to accelerate those.

4) **Borrow other players' umas as parents whenever you can.** You can do this three times a day. At the start, your parents will give +15 stats, while a borrowed parent can give +63 stats. There are also the two Inspiration events, so your own give roughly 45 total, while the rented ones give roughly 189 total. Additionally, any uma you make with the rented +63 parents will give at least +31 stats (~+91 total), making your start much better.

5) **SR cards are strong.** They're easy to get duplicates of, so typically you'll be using limit broken SRs rather than 0LB SSRs (unless you want the gold skills from those SSRs). Some MLB SRs are even stronger than MLB SSRs. My suggestion is generally to pull on support cards until you get usable MLB SRs, then save your jewels for umas you like or to do a large amount of rolls on good SSRs ([on average](#) it takes 400 rolls to MLB an SSR card).

6) **Don't use auto for anything.** Whether it's [picking decks](#), picking parents, or [picking your PvP team](#), the game's pretty bad at it. Learn how to do them yourself as soon as you can.

Lessons from the Future

As we've played the Japanese server for many years, we can look back and think about what we would have done

Support Cards
There are very few must-pull support cards early in the game. Kitasan Black, Fine Motion, Super Creek are the earliest ones - and Fine Motion doesn't even get a banner. A bit later, Maruzensky and Fuku Speed, Nice Nature and CB Wits are good though style-specific. The card quality really starts going up around the fifth scenario, Grandmasters. So, you have a lot of leeway to pull on umas you like early on.

Friend and Group cards are an interesting thing. They are usually the most powerful cards in their scenario. In scenarios 2 (Aoharu) and 4 (Grand Live), the Rare version of them is perfectly serviceable, but after that, the SSRs start becoming mandatory. You can either pull them yourself, or borrow them for 4 months. Having them yourself means you can borrow other things so is generally advised starting in scenario 5, Grandmasters. The initial banners for scenarios also usually have a lot of free pulls to help you reach the pity.

Throne is a Group card that released about 2 weeks before the end of scenario 3. She was extremely meta defining for those two weeks, but then disappeared off the face of the earth. If they release her near the start of scenario 3 this time around, maybe you want her.

Umas
Don't chase the meta racing umas. Even if you pull the uma with the longest streak of dominance, Christmas Oguri, winning a Champion's Meeting event is only +1500 Carats over coming in last. With a pity costing 30,000 Carats, it takes far too many wins to offset the potential investment. Most of them are only good on a few tracks, too. And with the accelerated Global pace, they'll probably have even less places to shine. Chasing meta umas is for whales.

So, pull the umas you like. I (Erzzy) built Mejiro Dober for every single Champion's Meeting after her release, and I know people who did the same for Haru Urara. Though, Christmas Oguri is a unique and fun uma to build…

You can also aim for the good parent umas, to strengthen the umas you like. Ones with acceleration ultimates tend to be best early on, such as Seiun Sky, Mejiro Dober, and so on. There are often two+ ultimates you want to inherit, so having them yourself is good, and they last longer than racing-focused umas. Many of them are added as Daily Legend Races though, so you can get them from that instead of pulling for them.

Ideal Support Card Banner Pulls

Some of the competitive Uma JP players looked through the past banners to see what they would pull on as free to play players, in retrospect. The banners on EN may not be exactly the same, but this can give you an idea of what to look out for. Unless otherwise noted, Roll generally means 400 pulls or until MLB, whichever comes first.

★: We had 50~100 free pulls on this banner on the Japanese server

- URA -
(Re)roll on Kitasan/Dia for Kitasan - can last you up until L'Arc

Roll on Creek/Tazuna if you need SRs. You can MLB Creek with SSR pick tickets over time so she's not a high priority, but if you want to do early pulls this is the banner for it

- Aoharu -
★Roll on Riko/Rice a little, 0LB Riko SSR is fine and Rice is useful for double heals. Riko remains meta in MANT and could even be used in Grand Live

★Roll on Fuku/Ayabe for Fuku if you can, otherwise roll the Top Road banner

- MANT -
★Roll on Narita Top Road if you didn't roll Fuku, you want at least one of them for this scenario. The Ayabe SR card from this banner is also great in MANT

If Throne banner is moved to the start of MANT, you probably want to pull for it

- Grand Live -
★Roll on Hello/Tachyon - Scenario Banner. Tachyon falls off, so just 1 pity here for Hello

Roll on Maru/Fine Motion - this was a rerun banner, so maybe it'll be skipped

- Grandmasters -
★Roll on Ramonu - Becomes best Wit card

Roll on Goddess - Scenario card. One pity, 200 pulls

★Roll on Bourbon/Laurel for 1LB Bourbon for the Front Runners skill (LoH meta)

- L'Arc -
★Roll on Pasa/Mei - Scenario Banner. Pasa basically directly power creeps Kitasan

Maybe roll on McQueen - Better than Ramonu, but Pace Chaser focused, not a huge upgrade

Roll on Sounds of Earth - Replaces Creek, but you can skip and keep using Creek

★Roll on Duramente/Dia for Dura if your free rolls are good, not a *huge* upgrade

- UAF - (from here on, scenarios went from 6 months long to 4 months)
★Roll on Orfe/Ryoka - Scenario Banner, both very strong

- GFF -
★Roll on Nishino/Yayoi - Scenario Banner, both very strong

Roll on Falco/Rickey for 1LB Falco for the Front Runners skill (LoH meta)

★Roll on Still In Love - Upgrade for Speed

- Mecha -
★Roll on Shakur/Daiwa - Shakur becomes best Stamina, Long decks Shakur+Creek/SoE

★Roll on Rudolf/Ardan - Rudolf replaces Ramonu/McQueen as best Wit

- Twinkle Legends -
★Roll on Almond Eye/Legends - Scenario Banner, Almond Eye mostly power creeps Pasa

Umas to Watch For

Here are notable umas that released throughout the game, mainly ones that are good parents for a long time. Meta racing umas are replaced frequently. Parent umas have better value for free to play players. Note that there are many ways to get umas. Daily Legend Races, pick tickets, and sometimes banners where you can spark (almost) any uma. So, you don't *have* to roll for them when they come up. Plus, you can borrow parents, or work them into your legacies as grandparents. You don't need every parent uma yourself.

These are umas that are still used as parents even today on the Japanese server, five years into the game's life. There are other good parents, but they get replaced by better options or are only used once ever. An uma in italics is just notable as being a particularly strong racing uma.

- URA -
Taiki Shuttle - Sprint/Mile Pace/Late parent
Mejiro McQueen - Often a decent parent for frontlines (Front/Pace)
Maruzensky - Frequent parent for certain tracks, for various styles depending on the track
Special Week - Often a decent parent for Pace/Late umas
Narita Brian - Surprisingly frequently used parent for non-Front umas
Seiun Sky - **Forever useful** and meta Front Runner parent

- Aoharu -
Mejiro Dober - Meta defining Late/End parent for like 3 years, still comes up sometimes
Christmas Oguri Cap - Dominant racing uma for quite a while and interesting to raise
New Years TM Opera O - Always a very nice parent for most umas in Medium/Long

- MANT -
Kitasan Black - Long distance Front Runner parent
Ball Seiun Sky - Front Runner parent on tracks where Seiun Sky is bad
Nishino Flower - Similar parent to Taiki with some different tracks
Summer Gold Ship - Best parent for Team Trials and Debuffers

- Grand Live -
NY Kitasan Black - Medium distance Front/Pace parent
Hokko Tarumae - Mile Dirt parent mainly for Pace/Late umas
Valentine's Mejiro Ryan - Great parent on two specific tracks for non-Front umas

- Grandmasters -
Sakura Laurel - Best healing unique to inherit in Long for Pace/Late umas
Neo Universe - Medium distance backline parent
Sirius Symboli - Great parent for 2400m races, mainly Pace/Late umas
Summer Agnes Tachyon - Good Medium parent for non-Front umas

- L'Arc -
Satono Crown - Similar to NY Opera, for Late umas in Medium races
NY Nice Nature - Again similar to NY Opera, for backlines in Medium races

 - UAF -
Sigma Agnes Tachyon - Basically the same as NY Nice Nature
Jungle Pocket - Semi-limited* uma. Medium Late parent and strong racing uma

 - GFF -
Gentildonna - Semi-limited* uma. Meta Pace style racing uma

 - Mecha -
Christmas Ayabe - Parent for End umas in 2400m
Christmas Narita Top Road - Almost always a good parent in Medium/Long races

 - Twinkle Legends -
Orfevre - Semi-limited* uma. Meta End style racing uma

*Semi-limited umas can still be pulled from the gacha even when not on rate up, but aren't available in things like pick tickets. This makes them harder to acquire outside of their banner, so if you like these umas, definitely go for them when they show up.

How Bad is the Power Creep?

The scenarios definitely power creep each other. They want you to always be playing the most recent few scenarios, with more stats, higher caps, better skills, and so on available in the more recent ones. Sometimes they'll be distance specific, like GFF being for Sprint/Mile umas and then Mecha being for Med/Long, but for the most part you'll be playing the most recent scenario if you want to make the best umas. Though, this does mean skipping a scenario isn't a big deal.

On the left is an uma made by an active competitive JP player with some of the most recent powerful cards in the DYI scenario, the eleventh one. On the right is an uma I trained with cards from Kitasan and before. I'm no DYI expert, this was actually my first DYI run (though it is quite similar to URA in gameplay) so you might be able to push it higher with more experience.

As you can see, the stats aren't all that different. I brought two Speed cards instead of including a Guts card, while the others are comparable.

But, the big difference is in the skill quality. I actually ran out of skills to buy on this Dober. She ended with 5200 SP, and I had to buy various Sprint, Mile, Medium, Long, Late, and Pace skills just to spend them all. They're all over the place. The ones she has bad aptitudes for contribute less score on top of, of course, being useless in actual races.

Even of the useful skills, there are obvious improvements. Super Creek gives a gold heal, but Shakur (the Stamina on the left) gives a gold heal that also provides a speed boost. Some support cards even give two gold skills these days, and/or let you choose between two options.

But, overall, I'd say it's not too bad. If I wanted to catch back up, it would be about 6 months of playing. Cards worth pulling tend to last 4-12 months before being replaced by better options. Though, Creek is somehow still usable as a second Stamina card.

On the Uma side, I stopped playing during Grandmasters, and apparently I still have good enough umas to raise for the competitive events, if I updated my cards. The top tier umas get replaced frequently, but the "good enough" ones remain good enough.

One of the competitive players gave me the lists of umas they used in the past year of [Champion's Meeting](#) events, which is seen as the most competitive PvP format:

2000m Tokyo
Jungle Pocket (2 months old), TM Opera O (42 months old), Yaeno Muteki (28 months old)

2500m Nakayama
Ball Seiun Sky (31 months), Valentine's Mihono Bourbon (33 months), Christmas Mejiro Palmer (11 months)

2400m Hanshin
Mecha Narita Taishin (1 month), Win Variation (new), Satono Crown (12 months)

1600m Hanshin
Yamanin Zephyr (28 months), Bamboo Memory (30 months), Durandal (5 months)

3200m Kyoto
Orfevre (1 month), Win Variation (4 months), Narita Taishin (48 months)

2400m Tokyo
Orfevre (3 months), Loves Only You (new), Neo Universe (26 months)

"I very easily made A finals in all of those, won some of them, and the old umas contributed to all of those instead of just being fodder."

Don't use this as a guide for what umas to pull, but rather as more evidence towards pulling what you like instead of chasing meta umas.

Gacha

The SSR/3* rates in Uma Musume are 3%, with rate-up cards and umas appearing 0.75% of the time usually. You'll get the rate-up thing ¼ times you get an SSR/3*. This is the same whether there are two rate-ups or only one. Each rate-up will be 0.75%, it doesn't go up to 1.5% for single rate-ups. Because of this, dual banners tend to be preferred to pull on.

You also get to pick any of the rate-up things after doing 200 pulls, which is known as sparking. To get MLB SSRs, you will on average need to spark twice.

In terms of USD, if you want to whale, one spark will run you $240 if you get them on sale, and about $408 at full price, or roughly two dollars per pull. The 2500 pack is the "best value" after getting all the sales. They renew the sale packs from time to time.

There are currently no limited umas. You can pull any character, even the summer or Christmas ones, at any time. Some welfare support cards are event-exclusive, but otherwise there are also no limited support cards.

Here's a table showing what you can expect from certain numbers of pulls, pity included, for any given rate-up.

SSR

Pulls	None	0LB	1LB	2LB	3LB	MLB
50	69%	26%	5%	0.6%	0.1%	0%
100	47%	36%	13%	3%	0.6%	0.1%
200	**0%**	**22%**	**34%**	**25%**	**13%**	**6%**
300	0%	11%	24%	27%	20%	19%
400	**0%**	**0%**	**5%**	**15%**	**22%**	**58%**
500	0%	0%	2%	9%	17%	72%
600	**0%**	**0%**	**0%**	**1%**	**5%**	**94%**

Sometimes, there will be an uma banner with no rate up. This happened for New Year's 2021 on the JP server. In this case, you can spark any uma.

Common Terms JP Players Use

If you read old guides or talk to players who played on the Japanese server, they'll instinctively use the terms they're familiar with sometimes, especially if they haven't played Global themselves. Here's a quick comparison for reference.

Global Term	Japanese Server Term
Wit	Wisdom, Intelligence, 賢さ
Sprint (distance)	Short, 短距離
Medium (distance)	Mid, 中距離
Style	Strategy, Position
Mood	Motivation, Yaruki
Front Runner	Runner, Nige, 逃げ
Pace Chaser	Leader, Senkou, 先行
Late Surger	Betweener, Sashi, 差し
End Closer	Chaser, Oiko, Oikomi, 追込
Rushed	Kakari, Panic, 掛かり
Legacy	Parent, Inheritance, Legacy Origin -> Grandparents
Guest Legacy	Rental Parent
Sparks	(Inheritance) Factors, 因子
Affinity	Compatibility
Team Trials	Stadium
Clubs	Circles
Club Points	Crowns, Trainer Medals
Cleats	Horseshoes
Carats	Jewels, Gems
Fast Learner	Sharp, 切れ者
Charming	Charming, but also sometimes Adorable, 愛嬌

Frequently Asked Questions

Why can't I put this uma I just pulled on my PvP team?
You didn't train them yet. Read [Gametora's Beginner Guide](#).

Is this card I just pulled good?
0LB SSRs will be worse than SRs with LBs, so probably not. Check the [Tier List](#).

What build should I use for X?
Check the builds [here](#).

What Scenario should I play in?
You only have one scenario right now! But, the newest scenario will be the best, whichever is furthest right. When making parents, some scenarios give unique skills that you might want to inherit.

Who should I use for loop breeding for X?
Global is out and people are still talking about loop breeding? Don't do loop breeding unless you're prepared to do 500 runs. You can safely forget it exists, it gives little benefit over normal training. Just see the [Beginning Breeding Strategy](#).

Why did I lose this race even though all my stats are way higher than the opponents'?
You probably got blocked. Your uma can get surrounded by other umas and be unable to move sometimes. It just happens, nothing you can really do about it. In story and such you can pick Front Runner as the style every time to mitigate this.

How do I win this race? (eg for a mission, or in the main story, or anything)
The most common issue is lack of Stamina. Refer to the [Required Stamina Chart](#). Lower it by 600 in training. If your Stamina is fine, probably your Power is the issue. Make sure your uma also has A for the surface and distance.

What skills should I buy here?
Pick one distance and one style your uma has A or better in. Buy skills that have that at the end of the skill. For example, if the skill ends in (Pace Chaser) it can only be activated by Pace Chasers, and if it ends with (Long), it only activates in Long distances. You can also buy skills that have nothing in brackets at the end, unless they're at the top of the list (uniques). That's fine to start. For more advanced buying criteria, see the [Skill Rankings](#).

Do debuffs affect my own umas in team races?
That'd make them pretty pointless. No, they don't.

Do debuffs stack?
Yes. All skills stack. Yes, even if they have the same name.

Can I check how many races I've done while still in training?
Open the menu bottom right and click the button with the trophy icon.

Does this skill work outside of training?
Yes. Any skill you can buy can be used anywhere.

Can green skills increase your stats beyond the cap?
The internal stat caps are 2000. Green skills can raise your stats to 2000.

How do I get rid of umas I don't want?
Go to the Hall of Fame and press the button in the bottom right, then click the umas you want to sell. Double check their [inheritance](#) first, you wouldn't want to accidentally sell a good parent.

Do we know what the next banner is?
I'd hope so. They post them on Twitter.

When will X get rerun?
Umas very rarely get rerun. There's usually one banner of support card reruns per month, but there's no pattern to the cards that get rerun. In short, we have no idea.

Is this character limited?
No, there are no limited umas. Other than event welfares, there are also no limited support cards. Events haven't been rerun yet, but surely will at some point.

When does this banner/event end?
The end times listed in-game are in your local time.

Which card do I spend my Club Points on?
This is answered in the [Club Point](#) section.

What do the three shapes mean in races?
Don't worry about it. Just think of them as representations of your Speed, Stamina, and Power relative to the field.

Is Erzzy playing Global?
I'll reroll for Kitasan and then aim to win every race with Dober for the title. No current plans to participate in any discords.

Training Umas

The umas you pull from the gachas are not completed umas. They are merely templates, which you can use to make clones of that uma to then train into something that can race. You can make these templates stronger by increasing their star count or level. Doing so won't increase the strength of already-trained umas.

When you go to train an uma, you'll be greeted with this screen at first, where you select the uma you want to train.
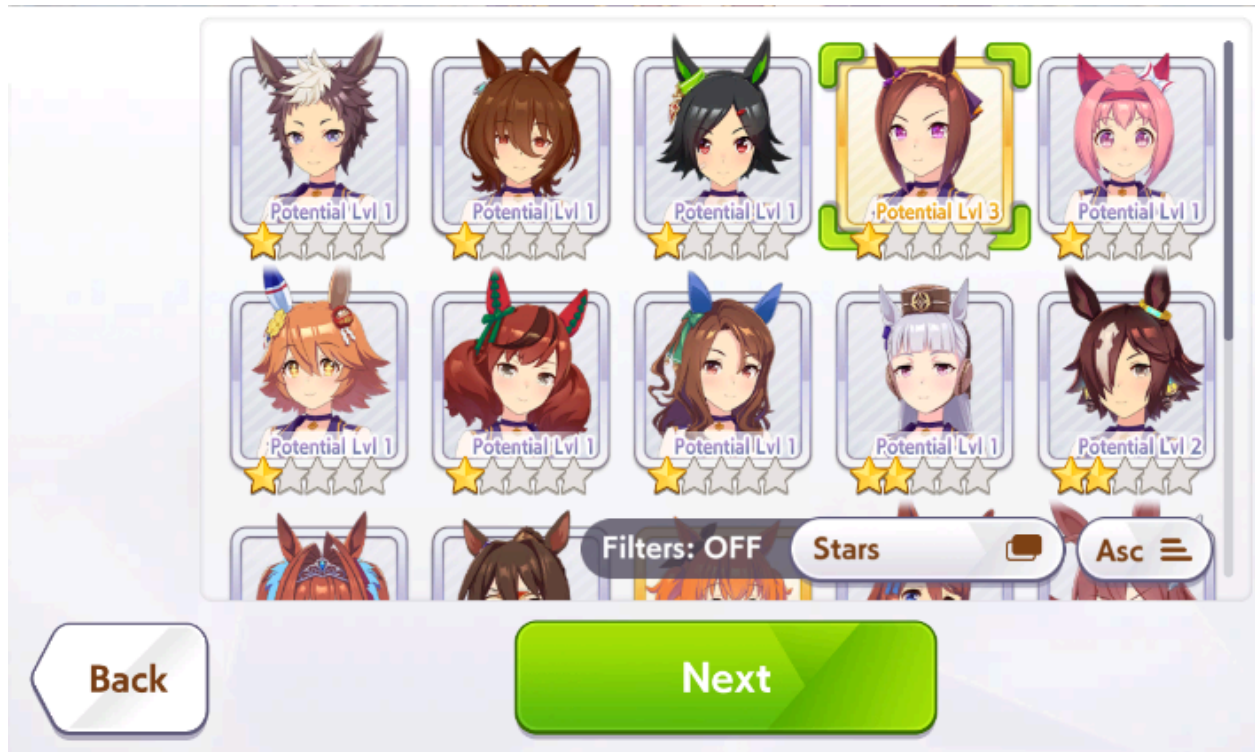
Umas with a golden border are level 3 or higher, which is raised by trading shoes and pennants. Stars can be raised by trading pieces, which are acquired by pulling duplicates from the gacha, trading statues in the shop, and various other things that aren't consistently available. At three stars, an uma unlocks her unique racing outfit and gains the ability to pass down her unique skill through inheritance. Skills at three stars are also notably stronger than their 1 or 2 star counterparts.

Selecting an uma won't consume that uma. It makes a fresh copy. Every time you do a training run, you'll start with a fresh clone of that uma with the template's base stats.

Legacies

After selecting an uma, you'll be presented with the legacy screen. Here, you'll select umas to, as the game puts it, "send feelings" to the uma you're raising. Most people simply refer to these as the uma's parents.

Whenever you finish a run with an uma, that uma will receive sparks roughly related to her own abilities. The uma's actual stats and skills don't matter at all for inheritance, only these sparks.

You can also borrow umas from people you follow to use as parents.

If you press and hold on a trained uma, it will bring up their stats page. On the second tab, you can see the sparks they and their parents have. All of these can be passed down to the uma you're training.

As an example, let's look at the sparks one of my umas has. It's an Oguri Cap, who had Symboli Rudolf and Mayano Top Gun as her parents.
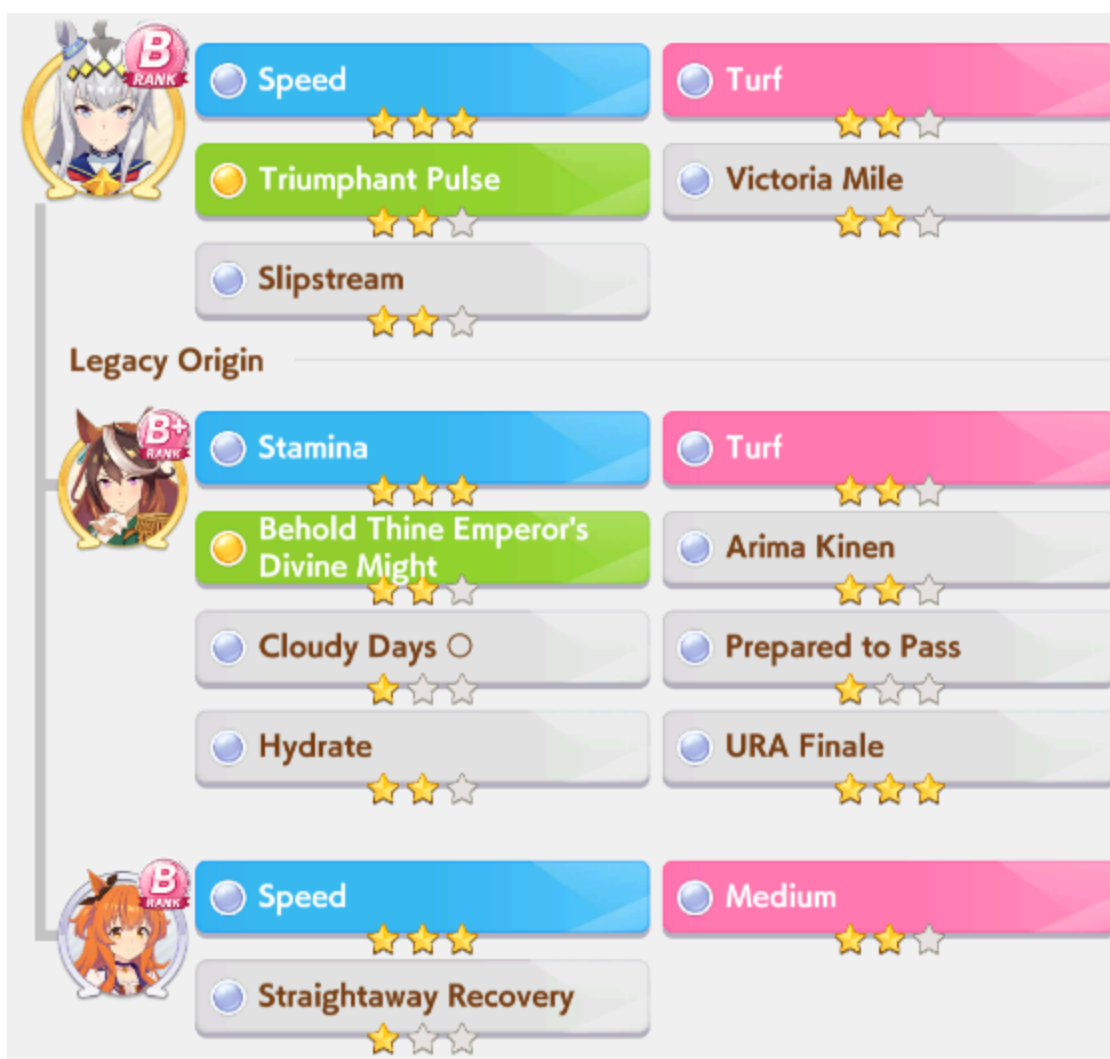
Blue sparks are stats. The Mayano and Oguri both have 3 star Speed sparks. The Symboli Rudolf has a 3 star Stamina spark. A 1 star spark gives +5 to that stat, a 2 star factor gives +12, and a 3 star gives +21. So, this uma will give +42 Speed and +21 Stamina. We'd refer to her as a 6* Speed 3* Stamina uma.

Pink sparks are for aptitudes. They'll raise the letter grade of the related aptitudes, in this case, Turf and Medium Distance. You can't raise them above A at the start, but during the two inspiration events, they might get upgraded to S if there's a related pink spark in the legacy.

The green and gray sparks are for skills and races. Skill sparks will give hints for the skill of the same name, while [race sparks](#) will give bonus stats. For example, the **URA Finale** spark can give +10 Speed/Stamina for each star if it activates during an inspiration event. If this Rudolph's triggered, then our uma in training could get +30 extra Speed and Stamina.

Let's see how putting this Oguri as a parent changes things.

As expected, it added 42 Speed and 21 Stamina. Mayano's Medium Distance pink spark raised the distance from G to F. This uma already has an A in Turf, so Oguri's Turf pink spark doesn't do anything, but if it gets triggered during an inspiration event, the Turf aptitude will be raised to S.

The stats of the parent umas don't matter at all at this point. An A rank uma and a C rank uma with the same sparks will both give exactly the same inheritance. Though, the higher the rank, the better the chance of getting good sparks, generally.

One other thing to look out for when selecting inheritance is the affinity, shown in the top right.

A triangle means there's bad affinity. A circle means there's good affinity. Two circles means there's great affinity.

The better the affinity, the higher the chance of getting a lot of inherited sparks during the two inspiration events during the training, which happen in early April. Aim for a double circle if you can. To check the best parents for an uma, use GameTora's affinity calculator. Choose your desired uma, then click Recommend to see the best.

3 Star Spark Chance

After finishing a run, the uma gets random sparks to pass down to its future children. The blue one is chosen randomly between the five stats, and then the stars are chosen based on how high that stat is. The pink is chosen randomly between all aptitudes the uma has at A or higher (so, avoid raising more to A if you're targeting a specific pink). Here's a chart of the chance to get a 3 star spark based on what the stat is.

Stat Value	<600	600~1100	>1100
1 Star Factor	~90%	~50%	~20%
2 Star Factor	~10%	~45%	~70%
3 Star Factor	0%	~6%	~10%

After finishing an uma, a stat is randomly chosen, and then the stars for that stat are chosen. So, if you had 1200 Speed, the chance of getting a 3 star Speed spark would be 20% (the chance of it picking Speed) * 10% (the chance of it being 3 star) for a total of ~2%. It doesn't matter if you win the run or not.

Raising Aptitude

During the initial inheritance, the amount the aptitude increases is based on the number of total stars among the pink sparks of the parents and grandparents. Raising it by one rank requires 1 star, then each subsequent rank requires another three stars. You can raise each aptitude a total of four ranks in this way, so an F rank aptitude could only go to B during the initial inheritance, even with 18 total stars.

As an example, Mayano Top Gun has an E rank Dirt aptitude and a D rank Mile aptitude. In order to raise her for Dirt PvP, you would need to raise both to A. Getting Mile to C takes one star, then 3 to get to B, and 3 more to get to A, for a total of 7. The Dirt aptitude requires one more step, so it requires 10 total stars.

In total, this is 17, but it's not possible to do all at the start since one uma can't have two different pink aptitudes. You could do 7 Mile and 9 Dirt (3+3+1, 3+3+3), or 6 Mile and 10 Dirt (3+3, 1+3+3+3). One of them will have to be left at B and raised through an inspiration event.

Chance of Inheriting Sparks

The chance of inheriting factors is influenced by your total affinity and whether you hit a gold inheritance event, as well as your individual affinity with each uma and whether the uma is a parent or grandparent.

In general, we can summarize these down to having a 5% chance to inherit it per star, so 15% for 3 star. This gets halved when the uma is a grandparent, down to 7.5% for 3 star. This is a rough estimate and not exact.

These add up multiplicatively rather than additively. For example, a parent with 2* representative and 3* on grandparent would be a 1 - (0.9 * 0.925) = ~16% chance to inherit, rather than 10% + 7.5% = 17.5%.

Chance of Getting White Sparks

When you finish a run, you have a chance to get white sparks for each skill you have. If it's a white skill, it's a 20% chance. If it's a ◎ skill, it's 25%. If it's a gold skill, it's 40%. For each parent or grandparent that also has the spark, this is multiplied by 1.1. So, if you had a white skill that all your parents and grandparents had sparks for, it would be a 20 * (1.1 ^ 6) = 35.43% chance.

Other white sparks, such as race and scenario sparks, follow the same pattern, counting as white skills (so 20% base chance).

For stars, it's 50% for 1 star, 45% for 2 stars, and 5% for 3 stars. These change to 20% for 1 star, 70% for 2 star, and 10% for 3 star if the uma is SS rank or higher.

Finding Friends

(Unofficial) Umamusume: Pretty Derby Discord

https://discord.gg/umamusume

Super straight-forward join the discord, choose the server you're playing on (for our example I'll be choosing Global), read the rules, than scroll down till you see #friend-ids. From here you can either manually search(or create) for whatever sparks, traits, or Support Cards you wish for. Or you can use the handy tags system to filter what it is you want!

Official Umamusume: Pretty Derby Discord

https://discord.gg/umamusume-eng
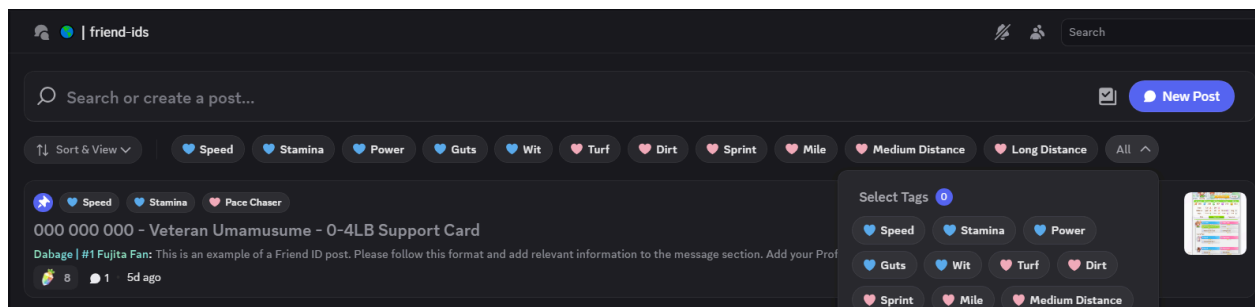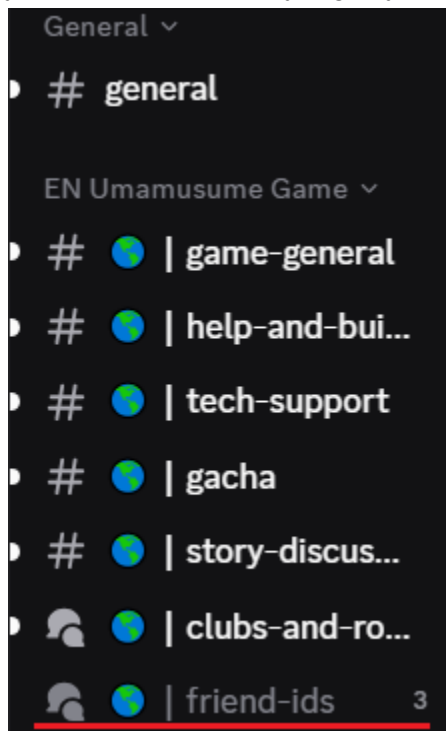
Although, slightly less functionality. It's also super straight-forward and simple to use! Simply scroll down till you find #🤝find-friends, than Ctrl+F to look for whatever traits, support cards, or sparks you're looking for.
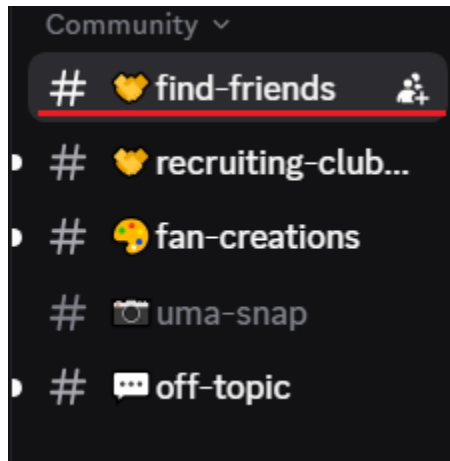
Friends to Search For

With whichever place you like better, try to find these when starting:
1. An uma with 9* Speed (スピード), for Long distance
2. An uma with 9* Stamina (スタミナ), for Mile / Medium distance, and Long when your stamina cards are lacking
3. An uma with 9* Power (パワー), for Sprint distance
4. Any 9* uma with a Mile (マイル) inheritance, for umas like Haru Urara
5. Any 9* uma with a Dirt (ダート) inheritance, for umas like El Condor Pasa and Oguri Cap
6. Any 9* uma with a Sprint (短距離) inheritance, for Air Groove
7. An MLB Kitasan support card from someone with a 9* uma
8. An MLB Super Creek support card from someone with a 9* uma

Bonus points if the umas have URA inheritance as well.

Adding Friends

Open the menu by clicking the button in the top right of the home screen.
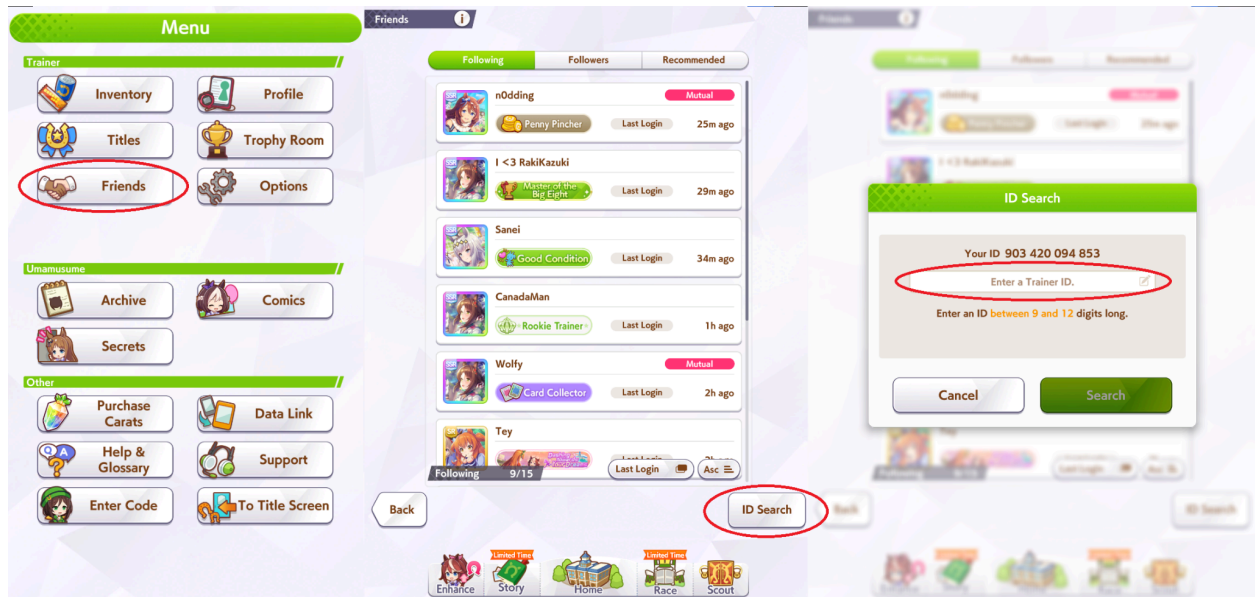
After entering the ID, you'll see a button like this.

If the button is gray, either you're capped on follows, or the person has reached the follower cap. You can unfollow someone if it's the former. In the middle part of the first image, the follow count can be seen at the bottom left, which for me is 9/15. If you're not capped, then that means they are, and you'll have to find someone else.

Support Card Restrictions

There are a few different reasons why you might not be able to use a support card.

The message above the second support card is saying that you can't use it while training that uma. Since the uma being trained is King Halo, I cannot use King Halo's support cards.

The message above the third support card is saying that another support card of the same uma is present. The deck already contains the Speed version of Special Week, so I can't add the Guts version of Special Week.

The message above the first support card is simply saying that the card is already present in the deck.

Support Card Tier Lists

For brevity, cards are only shown at MLB, 2LB, and 0LB. A 1LB card will be a bit worse than a 2LB. A 3LB SSR will be a bit worse than an MLB, while a 3LB SR will be closer to 2LB, since level 45 is when they unlock their last bonus. If a card is not shown, it's F tier.

Individual tiers are mostly sorted, but everyone in a tier is close in power. The strength of an S rank is roughly double that of an E rank. You can also check the full tier list [here](#), but it has a lot of cards not present in Global. Go into Customize Settings and change it to URA.

Considerations

These tier lists are primarily based on the card's ability to provide stats. You may choose lower tier cards in order to get access to certain skills. For example, Medium and Long umas would almost always take a 0LB Super Creek for Swinging Maestro over an MLB SR. Late Surgers might want Eishin Flash over King Halo, and so on.

Some cards are also stronger at providing secondary stats. For example, in the Speed tier list, Tokai Teio 2+LB, King Halo MLB, and Kawakami Princess MLB all give Power bonus. If you wanted to focus on Speed, you might want to choose lower ranked cards that have Speed bonus instead. Or, if you want the extra Power, you could choose them over higher ranked cards.

Race Bonus is also a noteworthy stat. For example, in the Speed tier list, King Halo MLB is placed above Sweep Tosho MLB, but Sweep Tosho has 5% Race Bonus while King Halo has 0%. If your other cards add up to 30% Race Bonus, then taking Sweep Tosho instead would cross the threshold required to get 4 all stats from mandatory races instead of 3. See the [Race Bonuses](#) section for a chart about this.

Events can also be considered, particularly the ones that give you mood, which can save you from wasting a turn by going on a date.

Nishino (both Speed and Power) can give Charming, as can Sweep Tosho. The 40% bond is very helpful early on, drastically reducing the time it takes to reach rainbows. There are too many factors to consider based on your own needs and cards, so check your supports on [GameTora](#) to see what they give exactly to help your decisions.

Also, due to the nature of Team Trials PvP where you receive points from using skills, cards with high hint rate are also desirable. This is likely why you see cards like Muteki and Gold City used in builds, since they give many skills with their 60% hint rate increase. In other formats, like Champion's Meeting, cards like this are less desirable.

Speed

SS

S

A

B

C

D

E

Sakura Bakushin O, Biko Pegasus, Kawakami Princess, Tokai Teio, Special Week, Shinko Windy, and Gold City have 10% Race Bonus at MLB.

There's a sizable gap between Biko and Kawakami, about as much as an entire tier.

Stamina

If you're using this as a reroll tier list for some reason, know that Super Creek is practically a must-have for a reroll. Although she's only C tier here, her skill is close to required for Medium/long distance umas, so having a copy of her will let you borrow MLB Kitasan instead of her. Her skill basically gives you +200~300 Stamina.

It's also worth noting that McQueen 3LB is essentially the same power as McQueen MLB.

Super Creek, Satono Diamond, and Manhattan Cafe have 10% Race Bonus at MLB. Sakura Chiyono has 15% Race Bonus at MLB.

Power

Since you receive a significant amount of power from Speed cards, especially when using MLB Kitasan, Power cards are even more often chosen based on their skills.

Winning Ticket's low ranking is due to her events sapping 40 energy from you. If we pretend she doesn't take energy, then she would be at Tokai Teio's place.

El Condor Pasa MLB, Hishi Amazon, Smart Falcon MLB, Mejiro Ryan MLB, and Daitaku Helios MLB have 10% Race Bonus. Nishino Flower MLB has 15% Race Bonus.

Guts

Guts is typically only used to get high scores, so only MLB cards are shown.

S

A

B

C

D

E

Winning Ticket, Mejiro Ryan, and Air Groove have 10% Race Bonus.

Wisdom

Note that most cards here gain an extra point of energy recovery at MLB, except Ikuno, who doesn't give energy.

S

A

B

C

D

E

The cards that have 10% Race Bonus are Fine Motion MLB, SSR Dober, Marvelous Sunday, and Agnes Tachyon.

Uma Musume Reviews

This section will rate each uma and tell you how they're ideally built. There will be many different categories they can be rated for a Style, Team Trials, Debuffer, and Parent. Aside from the Team Trials category, the rest will be aimed towards Champion's Meeting.

The ranking criteria is as follows:

Runners:
1 - Pet Uma. There's no reason to use this character except for character love.
2 - Usable. Worse than umas in 3, but can still be compete.
3 - Average. More or less the same strength as Summer Maruzensky in the best case.
4 - Strong. Significantly stronger than Summer Maruzensky on certain tracks.
5 - Meta. In the top 5 umas for at least one track, or has similar strength to them.

Other styles are the same, except OG Oguri Cap instead of Summer Maruzensky. Summer Maruzensky releases later and is a strong Front Runner, but with nothing special going for her. Basically becoming the default choice when nobody else works particularly well.

Team Trials:
1 - This uma's unique and both golds are inconsistent.
2 - This uma's unique is inconsistent but one gold is consistent. (1200 points)
3 - This uma's unique is consistent or both golds are consistent. (2400 points)
4 - This uma's unique and one of her golds are consistent. (3600 points)
5 - This uma's unique and both golds are perfectly consistent. (4800 points)

Parents:
1 - This skill isn't worth buying.
2 - The skill is a consistent 0.15 speed or equivalent usefulness.
3 - The skill is a consistent 0.25 speed or equivalent usefulness.
4 - The skill is highly desirable for some umas, but not among the best available.
5 - The skill is the best inherit for some style on some track, basically mandatory.

Debuffer: Separated into the different types of debuffers, then a number given to show the total reduction the debuffer can provide with her kit.

While reading, use the character pages on Gametora as reference for what their skills, aptitudes, and bonuses are. These entries are currently ordered by release date. You can use CTRL+F to find the uma you're looking for easier. Note that any mention of special events won't occur in the MANT or Arc scenarios.

These reviews will frequently mention carry-over. If you don't know what that is, check this section. If you're not sure why acceleration is significant, check How Races Work.

Notes on Terms

These reviews are from later in the game's life (around Scenario 5 for most of them), so there are some things that aren't present in the current version of the game. Some umas also received buffs to their ultimates.

Evolutions - The gold skills umas start with later get special pink versions, which are more powerful and unique to the uma. This makes some umas much better.

Parents - There are key parent umas that frequently get compared to, such as Dober and Nishino Flower who aren't yet in the game. They're meta defining as parents once they do release.

Christmas Oguri - This uma triggers her unique after using 3 healing skills. She's one of the most dominant competitive umas for a long time, with the puzzle being finding which heals to use to make her unique trigger at the best time. Umas with healing ults will frequently be looked at through the lens of her. She does fall off after evolutions come out though, as she doesn't get good ones.

Gambler - An uma who stacks up a bunch of random acceleration skills and hopes one of them triggers at a good time.

Oonige - A fifth racing style, which is Front Runner taken to a new extreme.

Daily Legend Race - A feature added later where you can get 1 piece for certain umas each day. 150 pieces lets you get the uma, so this feature allows you to get an uma of your choice every 5 months. (plus 2x events)

1* Umas

Sakura Bakushin O (1*)
Ratings: Pace Chaser 4 (Sprint), Team Trials 4 (Sprint), Parent 2

Bakushin's Staggering Lead gold is pretty much impossible to activate as a normal Front Runner. You don't have to awaken her to 5. Since she has Pace Chaser Straightaways and Countermeasure, it's better to just make her a Pace Chaser. Her unique is also more difficult to activate as a Front Runner. Bakushin Sprint is a great skill for Sprints, though other umas can get the gold from her card.

Mejiro Ryan (1*)
Ratings: Late Surger 2, Team Trials 2, Parent 5

Ryan is exclusively used as a parent. On tracks where the spurt starts on a corner, she's almost always used for all Late Surgers and End Closers. Even though Dober outshines her on some tracks, with two uniques to inherit, it's usually Ryan + Dober as your parents. Killer Tunes is for Pace Chasers/Front Runners, so it's not something that helps her. Her unique is also way too specific to be useful in Team Trials.

Agnes Tachyon (1*)
Ratings: Pace Chaser 3, Team Trials 5 (Medium), Parent 5, Speed Debuffer (-0.25)

Tachyon isn't used universally as a parent, but on some tracks, her unique is used by Christmas Oguri as a fourth heal, which improves her consistency. For Team Trials, her debuff evolves into a perfectly consistent skill. Her heal and unique are both consistent enough, too. Having a unique heal and a gold heal means you get to skimp on Stamina while training her. However, she's not amazing in a CM context.

Nice Nature (1*)
Ratings: Late Surger 1, Team Trials 4, Parent 2, Stamina Debuffer (-6%)

Nice Nature is the quintessential Stamina Debuffer, having both important golds. That's basically her only use in Champion's Meeting. See the [Debuff Builds](#) section for details. Her evolution skills are both bad, but the All-Seeing Eyes evolution is more consistent for Team Trials.

King Halo (1*)
Ratings: Late Surger 2, Team Trials 2, Parent 1

OG King Halo is an unfortunate uma. Her unique is essentially OG Oguri's but worse. Her vision gold is consistent but unusable outside of Team Trials. Jolt of Energy is inconsistent and weak when Turbo Sprint exists. An uma that's entirely outclassed.

Winning Ticket (1*)
Ratings: Late Surger 3, Team Trials 3, Parent 1

Winning Ticket has nothing exciting in her kit. A speed unique on the final straight combined with one useless and one decent gold. At least the golds are consistent. Her unique might be more consistent in Mile, but she starts with Mile F. "blocked_side" final corner uniques are difficult ever since First Anniversary added the spreading on final corner.

Matikanefukukitaru (1*)
Ratings: Late Surger 1, Team Trials 4 (Long), Parent 1

Fuku's unique is more consistent in longer tracks. However, she has no built-in gold heals, so it's harder to build her for them. Her long gold is consistent but her green gold is anything but. In CM, it triggers 2/9 times, and in Team Trials, it triggers 2/12 times.

Haru Urara (1*)
Ratings: Late Surger 1, Team Trials 4 (Dirt), Parent 2

Urara is full of recoveries. Since Dirt Team Trials is all Mile, and she has Medium G anyway, they're not very useful. However, they are fairly consistent, and for free-to-play players, she's one of the only options for Dirt Team Trials. You can make her an End Closer if you want her unique to be a bit more consistent, maybe. Her unique isn't normally something you want to inherit, however, there are some edge cases where you can inherit it on a Late Surger/End Closer Christmas Oguri. She's also sometimes used for [weird strategies](#) that involve having one very bad uma due to her bad aptitudes.

2* Umas

Gold Ship (2*)
Ratings: End Closer 4, Team Trials 4 (Medium/Long), Parent 1

Gold Ship is a good baseline End Closer. When End Closers are good, she's a fine option to bring, but she'll always be outclassed by at least one other End Closer. Her vision buff is a consistent gold for Team Trials but does nothing in CM, as always with vision skills. Downhills for her recovery happen more in Medium Team Trials (68%) than in 2500~2600 Long Team Trials (57%).

Vodka (2*)
Ratings: Late Surger 3, Team Trials 4 (Mile), Parent 1

In CM, Vodka's Furious Feat evolution makes her a good gambler. If it triggers well she'll have a good chance to win. Pair it with other gambling skills like On Your Left!. In Team Trials, the 6 NPCs make it very hard to trigger. Her heal is consistent in both cases. Her unique is a worse version of OG Oguri's.

Daiwa Scarlet (2*)
Ratings: Front Runner 4, Pace Chaser 4, Team Trials 4 (Medium Front Runner), Parent 1

Daiwa's unique has accel on it, which is always a sign that you should look to see if you can take advantage of it. For Daiwa, she used to be known as the "Daiwa Rocket" in Medium. She triggers Killer Tunes, gains speed, and that triggers her unique, which makes her accel, ideally near the start of the spurt. If it's a bad track for Front Runners, she can be a Pace Chaser. She's a great F2P option in Medium CMs. For Team Trials, her unique is much more consistent as a Front Runner, so just make her a Front Runner and ignore her heal.

Grass Wonder (2*)
Ratings: Late Surger 3, Team Trials 4 (Medium), Parent 2, Speed Debuffer (-0.25)

Grass Wonder is generally used as a combination Speed Debuffer and Gambler in CM. With her built-in On Your Left!, she can sometimes get lucky and steal a win. On the races she doesn't get lucky, Monopolizer slows down the enemies to help your other umas win. In Team Trials, On Your Left! can be a bit inconsistent, but her Monopolizer evolution is perfectly consistent.

El Condor Pasa (2*)
Ratings: Front Runner 4, Pace Chaser 4, Team Trials 4 (Dirt), Parent 5

Pasa is a really weird uma. Her unique is great for CM Front Runners when the spurt starts on or near the final straight. However, she has Front Runner E, so it's really difficult to raise her for that herself. She's usually relegated to a parent for that reason, but she can get lucky as a Pace Chaser if there are few or no Front Runners. In Team Trials, she's generally used for Dirt due to

the lack of umas for that, but she has a Medium gold. But, in Medium, she needs more Stamina so she can use her unique, and her unique will only work if she's actually winning. Just use her as a Dirt uma until you get someone better.

Air Groove (2*)
Ratings: Pace Chaser 1, Team Trials 4 (Late Surger) 3 (Pace Chaser), Parent 2

Air Groove's awakenings and unique don't quite match. Her unique requires her to be 4th or worse and pass someone, which is hard for a Team Trials Pace Chaser, but she has a Pace Chaser gold. It's better to make her a Late Surger, since uniques are worth two golds. In CM, she has nothing going for her over other umas, but she does come with two End Closer debuffs. She's a low-effort option if you want to debuff End Closers.

Mayano Top Gun (2*)
Ratings: Anything 4, Team Trials 2?4? (Front Runner/Pace Chaser), Parent 1

Mayano has great awakenings. Breath of Fresh Air is a consistent heal and No Stopping Me! is a strong skill on many CMs. Her aptitudes mean she can race on anything as anything, though Dirt Mile is a bit difficult. If Pace Chasers are good, she can be a Pace Chaser, if End Closers are good, she can be an End Closer. Her Shapeshifter event (win a G1 as each style) even gives her a good accel for every style. She's definitely an uma you want to invest in as a F2P player. In Team Trials, No Stopping Me! isn't consistent. Her unique is also a final corner "blocked_side" unique, which is difficult to achieve after the First Anniversary change to make umas spread out on the final corner. I'm not sure how consistent it is in Team Trials.

Super Creek (2*)
Ratings: Pace Chaser 3, Team Trials 3 (Long/Medium Pace Chaser), Parent 4

Super Creek has a crazy amount of recovery in her kit. Her unique and evolved Maestro total to be nearly 3 golds worth. However, her unique is inconsistent, requiring her to be 3~4 in CM or 3~5 in Team Trials at a random point in the middle leg. If there end up being a lot of Front Runners / Pace Chasers it's difficult to trigger. It's still a good heal when inherited though, so she's sometimes used as a parent for Pace Chasers who want some safety vs debuffs. Pace Chasers often don't have good things to inherit, especially if it's not a Nishino track, so she's a good parent to have around.

3* Umas

Rice Shower (Original)
Ratings: Pace Chaser 2, Team Trials 5 (Long), Parent 2

Rice is a very popular uma, but not a very good one. Her unique and golds are all consistent enough for Long Team Trials though, and since she has a built-in recovery, training her for it isn't difficult. Her bonuses can sometimes make training painful. She has Determined Descent

which is good on some tracks, but the other umas with it are much better, and others can just inherit the white or get the gold from a card.

Symboli Rudolf (Original)
Ratings: Late Surger 3, Team Trials 5 (Medium Late Surger), Parent 3, Speed Debuffer (-0.25)

Rudolf's evolutions mean that her unique and both golds are perfectly consistent, making her a great option for a Medium Team Trials. Though, one of those golds is Professor, which you get from the very popular Kitasan Black Speed card, as well as the popular Tokai Teio Wisdom card. If you regularly use either of those cards, she loses value and can be considered Team Trials 4 due to having a duplicated gold. Her unique is very consistent and decently strong for Late Surgers and End Closers. She can be a good parent when Dober and/or Ryan aren't good parents for the track, such as in Long Distance, or as a grandparent. As a Debuffer, Rudolf isn't desirable as she can't use her own card, which is the best card for Debuffers. In CM she's just average.

Mejiro McQueen (Original)
Ratings: Late Surger 4, Team Trials 5 (Long Pace Chaser), Parent 3

McQueen received a bit of redemption with her evolutions, but not enough to make her generally good in CM. However, everything is consistent for Team Trials. There is a [very specific strategy](#) with McQueen as a Late Surger in CM which is fairly strong. You pair her with Urara or a similar poor performer to make her unique always trigger. Her unique is also pretty good for Front Runners when the final corner is in the middle leg. In Long where it's stronger, the final corner is later than you want a Front Runner skill for, but it could be used on Pace Chasers.

Taiki Shuttle (Original)
Ratings: Pace Chaser 5, Team Trials 3 (Mile Pace Chaser), Parent 5

Taiki's unique is very strong on certain tracks, and it gives acceleration, so she's a highly desirable parent. On tracks where she's good, her ult is paired with Nishino Flower's, taking up both parent slots. Because of this, if you don't have either of them, you should consider prioritising Taiki from daily legend races. However, her unique isn't consistent enough for Team Trials. Also, when she's good, it's often the case that other umas with her unique inherited are stronger than her. But, sometimes, it only lasts long enough on her herself.

Oguri Cap (Original)
Ratings: Pace Chaser 3, Late Surger 3, End Closer 3, Team Trials 5 (Pace Chaser), Parent 3

Oguri is a great all-rounder uma. She's decently strong in basically any track, and her unique can be inherited on non-Front Runners for a consistent 0.25 speed. Using Oguri is never a bad choice. In Team Trials, everything is consistent, and you can put her anywhere you need her. Of course, that's usually Dirt, but if you have Dirt umas and lack Sprint umas, she can fill that. Her great flexibility and good strength is why she's recommended for the initial pick ticket, even

though other umas are sometimes stronger. Her heal is consistent when she's a Pace Chaser and her acceleration skill can sometimes be used for gambling.

Maruzensky (Original)
Ratings: Front Runner 2, Team Trials 5 (Mile Pace Chaser), Parent 5

Maruzensky is primarily a parent uma. For Front Runners and Pace Chasers, she's good for Osaka Hai, Oaks, Japan Derby, and Japan Cup. These are all Medium tracks, so she herself isn't very good on them. She doesn't have the skills required to keep first. On other final corner tracks, her unique typically triggers too early to do anything, but she can be inherited on Late Surgers/End Closers, who can pass into 5th to trigger it later and get the accel. On such tracks, Dober isn't a good inherit, so she can replace Dober as a parent. In Team Trials, she has consistent skills and a consistent unique, just don't evolve Accel Full Throttle. It requires first place when evolved, which isn't consistent even for Front Runner. Her inherited unique is also very consistent for all styles and can be inherited on anyone in Team Trials for points.

Tokai Teio (Original)
Ratings: Pace Chaser 5, Team Trials 5 (Medium Pace Chaser), Parent 3

Tokai Teio used to be basically unusable, but the evolutions and a buff to her unique saved her. Now she's a very strong uma in Medium distance. Her winrate in competitive matchmaking rivals NY Kitasan and Christmas Oguri in some CMs. As a parent, she's a consistent 0.25 speed. She also has strong Secret Events for winning the Triple Crown and the Spring Triple Crown.

Silence Suzuka (Original)
Ratings: Front Runner 5, Team Trials 5 (Mile Front Runner), Parent 2

Suzuka is used for her Oonige ability. In Team Trials, this means she has an extra gold skill. Concentration is also a great skill in Team Trials since it gets you more good start bonuses. In CM, she's used often, as Front Runners are frequently strong and an Oonige makes it much harder for Front Runners to win. When the spurt is on the final corner, her Unrestrained skill can help her win. Her inherited unique basically only works on other Oonige and there are better options.

Special Week (Original)
Ratings: Pace Chaser 4, Team Trials 5 (Pace Chaser), Parent 4

Special Week is pretty plain. Her unique has accel, but it requires you to pass someone, so it's hard to trigger early enough to be good. However, the Current Speed aspect of it means you'll always be getting a benefit. Everything is consistent for a Team Trials Pace Chaser.

TM Opera O (Original)
Ratings: Pace Chaser 4+, Team Trials 5 (Medium Pace Chaser), Parent 2

Opera has a heap of consistent skills for Team Trials. In CM, she can be strong when the spurt starts after the final corner starts and both of her evolutions are great. Her unique and Speed Star both trigger on the final corner. If they give her carryover, she's strong. Tracks that fit this are… Tennosho Autumn and that's it I think. Also keep in mind her Fall Triple Crown secret event both years, which gives all stats up and is affected by Race Bonus.

Mihono Bourbon (Original)
Ratings: Front 2, Team Trials 5 (Medium Front Runner), Parent 3

Bourbon is outclassed by many Front Runners in a CM context, but in Team Trials, her skills are pretty consistent. You'd want to get Concentration on her to improve her unique's consistency, or at least Focus. Her unique won't trigger if she has a bad start, and Concentration prevents those. Having a Medium Distance Recovery built in makes her easy to train.

Biwa Hayahide (Original)
Ratings: Pace Chaser 2, Team Trials 5 (Long Pace Chaser), Parent 2~3

Biwa's similar to Super Creek. She has an insane amount of recovery, almost three golds worth with both her evolutions, and everything is consistent for Team Trials. However, she has nothing exciting in her kit for CM except maybe carryover on her unique in Tennosho Fall.

Mejiro McQueen (Anime)
Ratings: Front Runner 2, Pace Chaser 2, Team Trials 5 (Long Front Runner/Pace Chaser), Parent 2

Bird McQueen doesn't really have anything going for her in CM, but at least she's consistent in Team Trials and has a heal for Long. She's outclassed when her unique carries over and can't compete at all in Long CMs against the meta Pace Chasers or Front Runners.

Tokai Teio (Anime)
Ratings: Pace Chaser 3, Team Trials 5 (Medium Pace Chaser), Parent 3

Red Teio is a little better than OG Oguri, but has nothing to make her exceptional. Everything is consistent for Team Trials and her unique can be inherited on Pace Chasers for 0.25 speed. Two gold recoveries in Medium means you get to skimp on Stamina quite a bit.

Curren Chan (Original)
Ratings: Pace Chaser 4, Team Trials 5? (Sprint Pace Chaser), Parent 1, Speed Debuffer (-0.25)

Curren is a gambler in Sprints. If her unique triggers late enough to bring the accel into the spurt, she's pretty strong. However, Sprint CMs tend to be dominated by Front Runners and End Closers, so she's not quite meta. She's probably good in Team Trials, her golds are consistent and her unique should trigger most of the time.

Support Card Builds

What build should I do for X uma?

I don't know. [What distance](#) are you building her for?

What build should I do for X distance?

*Note: **Iron Will (鋼の意志)**, doesn't count as a Golden Recovery Skill. Don't take it.

Sprint
Borrow MLB Kitasan, then use 3 of your best Speed cards and 2 Power cards. Inherit Power and 42~63 Stamina. A 5 Speed 1 Power build will be more consistent but with a lower ceiling.

Ideal: 1200/500/1200/300/400

Mile / Dirt
Borrow MLB Kitasan, then use 4 of your best Speed cards and 1 Power card. Inherit Stamina. 5 Speed 1 Stamina inheriting Power is also fine, if you can get a Golden Recovery.

Ideal: 1200/700/900/300/400, or 1200/550/1000/300/400 + 1 Golden Recovery Skill

Medium
   A) Borrow MLB Kitasan, then use 3 of your best Speed cards and 2 Stamina cards. Inherit Power. If you have Vodka, you can replace a Stamina card with her and inherit Stamina instead. 5 Speed 1 Stamina inherit Stamina is also viable if the Stamina is Super Creek.
   B) Borrow MLB Super Creek, then use 5 of your best Speed cards. Inherit Stamina if you need it to reach 800 Stamina, otherwise Power.
Ideal: 1200/800/800/300/400 + 1 Golden Recovery Skill

Long
For Long, you have two options. You can either target 2500m and 2600m races, or target 3000+m races. Both happen about half of the time. You should choose one and not split your umas between them, as PvP score is about the highest highs, not the average.

For 2500m/2600m, you can treat it as Medium with some extra stamina and a second recovery. Ideal: 1200/900/700/300/400 + 2 Golden Recovery Skills.

For 3000+m, borrow MLB Super Creek, then use 3 of your best Speed cards and 2 Stamina cards. If your uma doesn't have a golden recovery from leveling up, use the McQueen welfare as one of the Stamina cards. Inherit Stamina and maybe Speed. If you have your own Super Creek and strong Stamina cards, you can borrow MLB Kitasan instead.

Ideal: 900/1200/600/400/400 + 2-3 Golden Recovery Skills

What build should I do for X style?

Refer to the above section. The various styles don't actually change the stats you want in any meaningful way. Reaching the Stamina goal is always the most important, then having more Speed is always better than having more Power, etc. All it changes is which cards you bring, to give skills for that style, e.g. Eishin Flash as a Speed card for Late Surger skills, or Narita Taishin as a Speed card for End Closer skills. Late/End umas do not value Power over Speed.

Exception - Super Creek

Super Creek can't use the Super Creek card. However, her unique skill is as strong as a Golden Recovery if she's at 3 stars or more, and she can get Swinging Maestro from being level 5. If you're raising her for Long, you can either do the Kitasan build, or borrow MLB Seiun Sky instead. If she's neither 3 stars nor level 5, it will be difficult to raise her for Long.

Another option, if you have it, is to use the Event Special Week Speed SSR, which has a chance to give you a Golden Recovery Skill that's exclusive to Pace Chasers, which is the style Super Creek usually uses.

Another alternative is to target 2600m, for which you only need 2 Golden Recoveries. You'll basically automatically lose half of the PvP matches, but you only need one good score anyway.

Debuff Builds

Debuff builds are typically only used in [Champion's Meeting](#) settings. For normal Team Trials PvP, they aren't desirable. They give up on winning to help your other umas win.

These builds don't need any stat other than Wisdom and enough Power to stay in the race. Speed, Stamina, and Guts don't matter, though you want enough of them to win the training, to have the most turns to get hints and maximum skill points.

There are two types of debuffers. Speed debuffers, which slow down the enemies, and Stamina debuffers, which try to completely kill the enemies. Speed debuffs always work, while Stamina debuffs are stronger when they do work.

Both kinds of debuffers can get the whites for both strategies. For Speed debuffs, the whites are called **Hesitant**. For Stamina, they are **Flustered** and **Subdued**. To find which cards give these, you can check [Gametora](#) and search for these terms, then click the "More." A notable card is Symboli Rudolf, who gives all four Subdued skills from hints. When training, you mostly click any hint that can give a debuff. If it gives a different skill, buy it to take it out of the pool.

The best Speed debuffers tend to be End Closers, as they can get **Petrifying Gaze**. There are two notable Distance-specific Speed debuffs, **Dominator** for Medium and **Keen Eye** for Mile. The best umas in this role have either Petrifying Gaze or Dominator, so umas like Sweep Tosho, Grass Wonder, Nice Nature (Cheerleader), Symboli Rudolf, and so on.

The best Stamina debuffers tend to be Late Surgers, as they can get **All-Seeing Eyes**. There are also two notable Distance-specific Stamina debuffs, **Mystifying Murmur** for Medium and **Stamina Siphon** for Long. Mystifying Murmur is the strongest, so umas like Nice Nature and Mayano (Bride) are great for this role.

Debuffers will almost always want to inherit **Summer Gold Ship**'s unique, 564. The unique activates a random gold skill. Your debuffers should avoid buying any gold skills other than debuffs. This unique can let you use more debuffs. For example, Grass Wonder in Medium distance can borrow Gold City Speed to get Keen Eye, then use 564 to trigger it. Even if all your golds can activate on the track, you still want 564, as it can trigger a debuff that failed a Wit check, increasing your consistency.

The other debuff skills, such as Trick or Frenzied, aren't as impactful and you don't have to worry about getting them. Frenzied extends the Rushed debuff and actually make your opponents stronger if they survive (as Rushed increases speed).

Another style in End Closer-heavy metas can be to purposely lower your Power to below 100. This makes it so the End Closers can't trigger the Sleeping Lion recovery. You can also just pick an uma who has bad aptitudes for the track, like Urara.

What about Guts cards?

Don't use those, unless it's a 3 Guts 3 Int meme build to try to get a high grade for the achievement. Guts doesn't scale well into high numbers, so your umas will be weaker than their grade implies and you'll end up fighting stronger PvP opponents that have actual stats and lose a lot. In later Scenarios, Guts cards can be used and sometimes are the best choice, but in URA it's not a good idea.

One exception is Ines Fujin, who gives a Golden Recovery Skill that's exclusive to Front Runners. Also, the free Urara card is pretty generically good, you can just throw her into a build to replace a weak card and not click Guts – she's basically a Friend card and will be meta in scenario 3.

What about Wit cards?

Wit cards are very useful at the higher end of the game. When you're starting out, you can't afford to use them. Once you have good MLB cards, such as Kitasan Black, and parents that are giving you +63 Power or Stamina, you can start phasing out your Power cards in favour of Wit cards. Especially in Team Trials where your scoring is based on how frequently you activate

your skills. Though, sometimes continuing to use Power cards and inheriting Wit instead is also good and viable.

What about Friend cards?

Friend cards are often short lived but very powerful in their respective scenarios. However, you need a strong deck to support them, as they give little stats on their own. Aoi can be used when making parents, as she gives lots of skill points to buy more skills for more white sparks. Tazuna is strong for her Concentration skill, which can be used by any uma in Team Trials for easy points. Once your cards are at MLB, try slipping in a friend card and see how it goes.

In the next scenario, Aoharu, there will be a friend card called Riko that is extremely strong in Aoharu. You will even use her Rare version in your builds if you don't have her SSR. She's probably the longest lived Friend card, remaining useful in scenario 3 for longer distances, and technically usable in the fourth scenario but falls off in favour of Light Hello, who then falls off and is replaced by the Goddesses, and so on.

Consistency vs Perfection

A build like 5 Speed 1 Power is very consistent. You'll be able to get 1200 Speed 800 Power more often than not. Umas like this are pretty good. If you want truly great umas, such as 1200 Speed 1200 Power, you'll have to get lucky and take riskier builds, like 4 Speed 2 Power, or sometimes even builds like 3 Speed 2 Power 1 Stamina or 2 Speed 2 Power 2 Stamina. The less focused the build, the less consistent. Builds like these demand max limit breaks, or at least close to it.

These are much more difficult. You'll have a lot of runs where you just don't get enough rainbows. You'll have to go through tons of training runs. For example, look at the player Pxy, who wanted an amazing Bourbon.

We can see at least 30 Bourbons in that screenshot alone. There are surely countless others down below. So, when making a build, decide if you want to invest a lot of time for a great uma, or just get a good uma in a few runs. Know what your goal is, and choose cards based on that.


This idea applies to events in-game, too. If you have the choice between 10 energy, or 30 energy and maybe a sickness, then for consistency you'd choose the former. But when going for the best, you would take the 30 and simply hope it didn't debuff you.

Basic Training Strategy

Gaining Bond

TRAIN

+7 Bond for training together

+5 Bond for getting a hint (!)

+2 with Charming

Rainbows!

TRAIN

At 80 total Bond, when bar is orange, rainbows can appear, giving more stats! Bond your support cards as soon as possible!
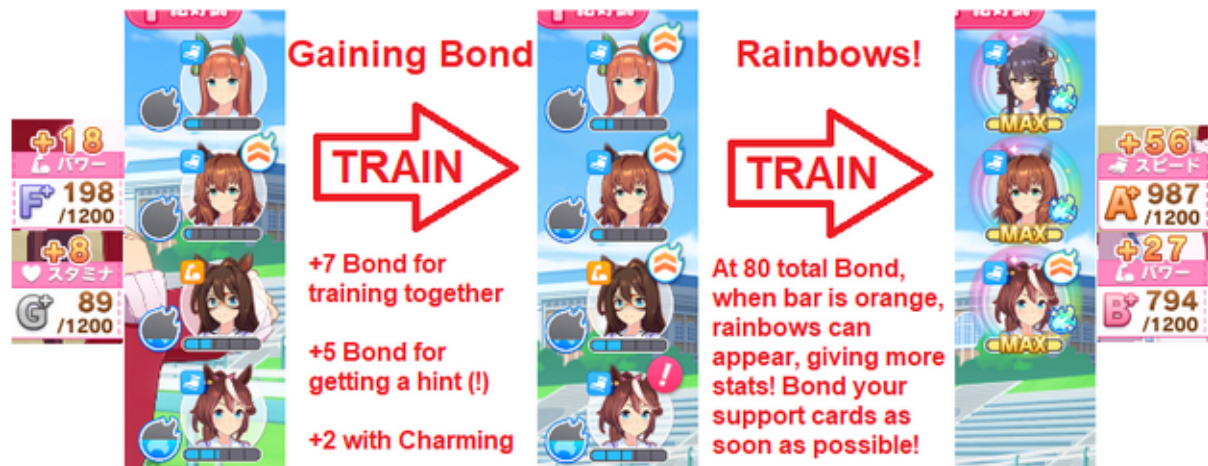
In the early phase of training, most people focus on raising the bond of their supports. These can be seen in the top right when you select a training. Once every card is bonded, you wait for rainbows, and train Wit or do races if there's no rainbow, leading to this flowchart:
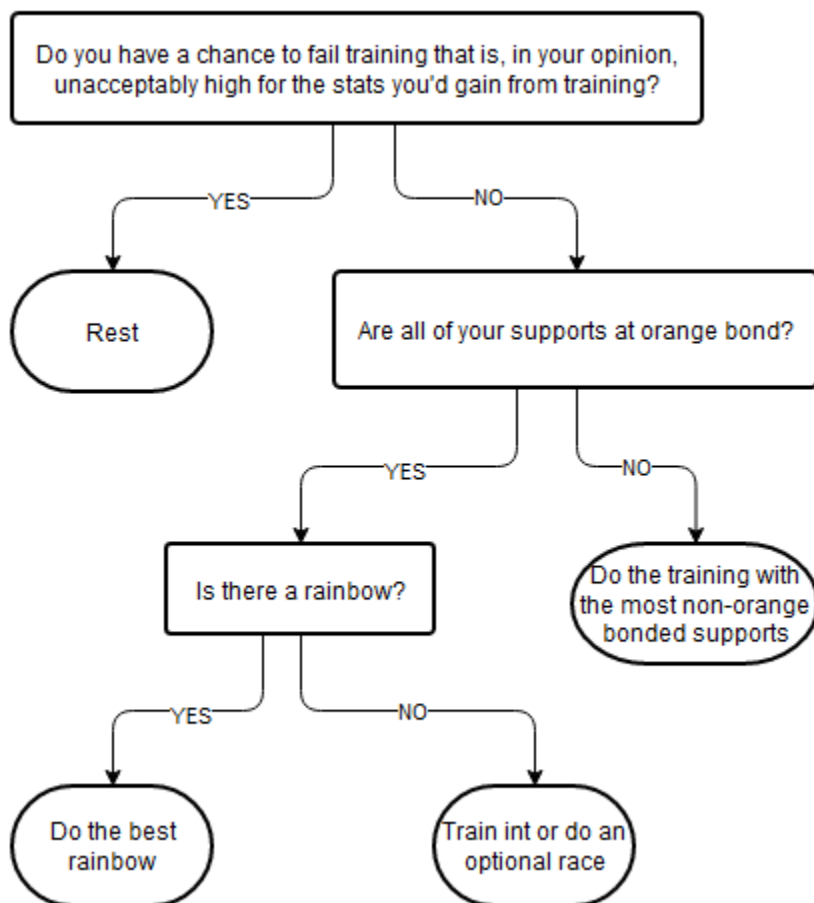
As you get more experienced you'll learn what risks you're willing to take, when to do rainbows instead of bonding, when to raise mood, and so on.

Recorded Example A Rank Runs With Bad Cards

Each of these runs uses the weakest cards I own and manages to reach A rank while being PvP viable, more or less following the above flowchart. There's one for each distance, each using a different build. If you're struggling to make A ranks, then watching them might help. I'd recommend using 2x playback speed.

Many of them take Iron Will just because there aren't any good skills to buy with these cards. With better cards (aka almost any other cards), you'll have more wiggle room to do more races or train secondary stats, as well as be able to buy better skills.

Sprint Distance King Halo - 4 Speed 2 Power

King Halo is considered the hardest Sprint uma to raise. Borrowing a 9* Stamina uma from a friend gives her enough Stamina for PvP Sprint as well as to survive the early longer races.
https://www.youtube.com/watch?v=3KlScA9VsKM

Mile Daiwa Scarlet - 5 Speed 1 Power

The inheritance goes entirely into Stamina for this Daiwa. Her bonuses are 10% Speed 20% Guts. 20% Guts is a bad bonus, this build would work better on any other Mile uma.
https://www.youtube.com/watch?v=gWczkf2ed-Y

Medium Distance Winning Ticket - 5 Speed 1 Stamina

This run was quite lucky in terms of events, but unlucky in terms of rainbows. The inheritance is the same as the Daiwa, all in Stamina. Super Creek is typically required for Medium, borrow her if you don't own her.
https://www.youtube.com/watch?v=V9xWHQRqR10

Long Distance Matikanefukukitaru - 2 Speed 4 Stamina

Matikanefukukitaru has a 20% Stamina bonus, so a 4 Stamina build takes advantage of that, inheriting a lot of Speed. Without using Kitasan, the Power is quite low, which is why I purchased the Good Condition green early on, for the +40 Power. Unfortunately I can't unlevel my McQueen SSR, but it only takes ten days with a good circle to get it to 2LB anyway.

At the time of writing this, the Legend Race vs McQueen is going on, a 3200m race. This Matikanefukukitaru is able to take first place in it.
https://www.youtube.com/watch?v=7bjyGVpigOI

Other Recorded Runs

A+ Mile Oguri Cap With MLB SRs - 4 Speed 2 Power

Once you get MLB SR cards, making A+ umas becomes pretty easy. This run took me two tries. The first attempt, she got sick, didn't cure it with two hospital visits, and lost 5 mood in the meantime, so I quit it at the start of second year. This run was better, though I did forget to do Satsuki Sho. Skill points help a lot with rank. https://www.youtube.com/watch?v=BZnhmxj0cy8

3* Blue Factor Farm Tokai Teio - 4 Speed 1 Guts 1 Int

In order for an uma to receive a 3* blue factor, she must have 600 or more in that stat. This build aims for exactly that, getting 600 in every stat. Other things to look out for in inheritance farms are races that the parents also did, to improve affinity. I did a poor job of this, only doing 16 races. You should also try to get skills that you want white factors for. I was unlucky with this and only received Medium Straightaways, while also looking for Medium Corners, Late Surger Corners, and Late Surger Straightaways. The uniques are also all aimed for Late Surgers, with Teio, Rudolf, and Oguri having strong uniques for Late Surgers to inherit. https://www.youtube.com/watch?v=yFmcRye_pIA

Something to note is that when a stat reaches 1100, the chance of it giving a 3* blue factor doubles. You could raise Speed more for that, but I didn't want a Speed blue anyway.

Advanced Training Strategy (URA)

Bonding
The first phase of training is getting your supports to orange bond so you can get rainbows. Picking the one with the most supports on it is a fine start, but there's a lot more optimization you can do.

When you do a training four times, it levels up, increasing the stats it gives for the rest of the run. Because of this, you should prioritize the trainings that you want to focus on. For example, if you're doing a Speed/Power build, you can choose Speed/Power training while bonding even if it's slightly worse in terms of bond.

Wit training is also very useful, as it doesn't cost any energy. All other things being equal, you should probably pick the Wit training. Guts training costs the most energy and is the least desirable stat, so it should be avoided unless it's very good.

Hints also influence things. Each hint gives +5 bond, so having a hint on a training is almost as good as having an extra support there. You should also consider the level of bond for each card. If you get everyone to orange, except one who is still at one bar, it's going to be very annoying to raise that one to orange.

Mood
Mood is important to keep high, as every increase results in around a 1.16 multiplier to your stats gained, depending on your support cards. However, you also lose a day of training by going out on a date to raise it, so it's sometimes hard to judge when to raise it.

If we consider the multiplier to be 1.16, then we can roughly say that if we raise mood and then have 6 turns of good training, it's worth giving up a turn. Considering rests and races, that's more like 8-10 turns. Though, if there was nothing better to do on the turn anyway, might as well. Dates can sometimes raise your mood by two steps, so if you're in a neutral mood it's even more worth it, and there's the potential energy gain / [crane game](#) to consider.

There are a few set mood ups during training. Late March year 2, the [New Year's](#) Lottery in year 3, the fan meeting in Early April year 3, and some uma-specific ones (such as Late April year 3 for Oguri Cap). If you're close to these dates, you can use them to raise your mood and not worry about it. The rests during [Summer](#) also raises mood.

Other things to consider are how many mood events you have left from your support cards. Kitasan's first two events raise mood, for example, so if you haven't seen those you might avoid dating and hope it shows up. Doing an optional race can also raise mood sometimes, and if you're racing, you also don't need to raise mood. For example, if you're doing the Fall Triple Crown, which is Late October, Late November, and Late December, that's three turns in a 6 turn stretch where you won't be training. You can put off dating and hope you get a mood up from one of the races.

Races

Races are fairly efficient, especially G1s. They give 10 stats and 45 skill points base if you win them, which with 35% race bonus becomes around 13 stats and 60 skill points for the cost of 15 energy. If we count skill points as half a stat, that's 43 points for 15 energy, 2.86 per energy. For a level 3 Speed training to be better than that, it would have to give 66 points.

Race Type	Reward (35% Bonus)	Points per Energy	Lv3 Training Equivalent
G1	13 Stat + 60 Skill Points	2.86	66
G2/G3	10 Stat + 47 Skill Points	2.23	51
OP	6 Stat + 47 Skill Points	1.97	45

In general this means that if it's a G1 race day, and you don't have a triple rainbow or strong double rainbow, you should do the G1. More Race Bonus will naturally make races more valuable. Races are more important when raising a Team Trials uma (as you want the skill points for more skills and more points) and less important when raising a Champion's Meeting uma.

Rainbows

When you have multiple rainbows, choosing which one to do can be a little complicated, and depends a lot on the deck you've brought. For example, if you have a 5 Speed 1 Power deck, Speed rainbows will be very common while Power rainbows will be rare. If it's a single or double Speed rainbow and a single Power rainbow, you'd typically choose the Power.

With decks like that, you might even ignore single Speed rainbows at times. You'll have at least one rainbow like two-thirds of the time with a 5 Speed deck, so a single rainbow isn't particularly special. This is especially true if it would reduce your energy to the point where you have a fail chance. If a good rainbow shows up the next turn with a fail chance, that's sad.

Sometimes you even ignore rainbows to train other stats. If your Stamina is too low, this is pretty much necessary. Summer is a good time to do this, thanks to all the trainings being level 5.

As for fail chance, a general rule of thumb is that if the stats you gain are less than double the fail chance, don't do it. For example, if the fail chance is 27%, and the stats are +35 Speed +16 Power, 27 * 2 = 54 and 35 + 16 = 51, so don't do the training, rest instead. But, you can be riskier or safer as your preference dictates.

Micro-optimizations

Racing Energy
After winning a race, you have a choice between taking a consistent amount of energy, or gambling on less or more. They average out to the same thing in the long run. There are some situations where it's optimal to pick one over the other, though. This is most relevant in the third scenario, MANT, where doing 30+ races in a run is normal.

If you race on zero energy, you can be punished. Thus, if one option has the chance to set you to 0 energy, or the chance to keep you above 0 energy, you should choose accordingly. In MANT, on a win, the top option is -20 energy, and the bottom option is either -10 or -25. If you currently have 11~20 energy, then choosing the bottom option is clearly best, as you have a chance to stay above 0. If you have 21~25, then choosing top is best, since getting the -25 energy outcome would put you to 0.

It gets a bit more complicated when you have multiple races in a row. If you're planning to race three times, and you're at 41~45 energy, then picking top on the first two races will guarantee you have energy remaining for the third race. If you pick bottom and get -25, then you're now at 16~20 energy and have to gamble on bottom again and get -10 in order to avoid hitting 0 energy. On the other hand, if you're at 46+, you can still be at 21+ after a -25, then you can choose the top to remain above 0. Choosing the bottom is best here, since getting -10 twice in a row will help a lot.

Note that you can't get punished for races that happen on the final turn before an objective, or races that are objectives. In MANT, this means the races at the end of the year. Even if you do Arima Kinen as your third race and have 0 energy, you won't receive any downside. The same applies in other scenarios, for example in Aoharu Oguri Cap won't get punished after Takarazuka Kinen in Year 3, since it's her objective turn.

Hint Pruning
You can't get hints for skills you already own. This applies both to actual hints from cards, and later scenario mechanics like Aoharu Explosions or MANT Rivals. Thus, you can buy skills early to take them out of the hint pool, to increase the chance of getting the other skills. The downside of doing this is that they won't get discounted by [Fast Learner](#) if you obtain it later in the run.

Note that you also can't get hints for skills that are already at hint level 5, so if that happens, there's no rush to buy them.

This is mainly used for Debuffer umas. Cards like Rudolf have many hints. Buying them as you get them will increase the chance of getting other debuff hints in the future. However, it can also be used for other umas. In MANT, you can buy things like Pace Chaser Straightaways to make it more likely to get Pace Chaser Corners, for instance. Naturally, for racing umas, you'll only want to buy skills you actually want, unlike Debuffers who will buy anything the cards give them.

You should also keep in mind what mechanics the scenarios use to give you hints. For example, in Aoharu, the explosions give you hints for aptitudes you have at A, so it's optimal to have as few A rank aptitudes as possible, making umas like Manhattan Cafe better.

SSR Chain Events
Whether you finish or even see the chain events for an SSR is mostly random, but it's also related to how many total chain events are in your deck. Each one competes to be chosen.

In a deck with 6 SSRs, each SSR will finish their chain less often than if it was a deck with 3 SSRs and 3 SRs, for example. If you just wanted to finish one chain (for gallery completion, or for a mission, etc) you could take 1 SSR and 5 Rs to make it highly likely.

As a side note, this is why speedruns use 6 R cards. There are no chain events to take up time.

Cards that can end their chain early are also good for this, such as [Mayano Top Gun](#) or [Curren Chan](#). Ending the chain removes the later two events from the pool, raising the chance you'll see the others. Cards with dates, either Friend or Group cards, also don't have chain events, but their event where they ask to date you counts as one.

Extra Training
Extra Training is the event that comes up after doing a training, where you can choose to get +5 energy or +5 of the stat you trained and -5 energy. For the most part, you should always choose the energy, unless you're in a situation where you don't need energy. For example, a Wit build can usually afford the -5 energy, since their trainings restore energy. Or, if you're about to rest, or are the day before an energy-restoring event that would put you to full (e.g. the [New Years](#) event).

However, the bond you gain from doing the extra training can be helpful in some situations. For example, you need the chairman's bond to be at green in order to get your unique skill level up in Year 3. You'll also get more stats at the end if she's fully bonded. If you know you're low on bond with her, you can do the extra training.

It's also worth noting here that, according to the patch notes, doing extra training has a chance to cure the Slow Metabolism condition. I haven't personally seen it happen but also haven't been in a position to test it.

Career Race Style

The general early game recommendation is to do Front Runner for every race, regardless of your uma's aptitude. This avoids the chance of getting surrounded/blocked, which leads to losses in races you should otherwise easily win. It can still happen if you get a late start, but certainly much less. It's technically the weakest style, but when you outstat the enemies, it doesn't really matter.

Another consideration though is Stamina. Late Surger uses the least stamina of all the styles, so if it's a longer race than your uma is trained for, picking Late Surger can help you win. This is especially useful on umas like McQueen, King Halo, and so on.

Later scenarios give you hints for the style you ran with so you'll generally just do the style hinted at in every one of those races.

Stats

Speed is always an important stat. You will want as much of it as possible, as it increases your top speed during the last spurt.

BaseSpeed = (20 - (CourseLength - 2000) / 1000) * PhaseModifier

FinalLegSpeed = BaseSpeed + sqrt(500 * Speed) * DistanceAptitude * 0.002

MaxSpurtSpeed = (FinalLegSpeed + 0.01 * BaseSpeed) * 1.05 + sqrt(500 * Speed) * DistanceAptitude * 0.002

Stamina is necessary up to a point, and then starts to fall off depending on distance. How much you need is based on a variety of factors. The lower your speed, the less you'll need. Pace Chasers also receive an 11% Stamina penalty. For a target stamina for each style in each distance, see the Required Stamina Chart below.

Long distance has a wide variety of distances, from 2500m up to 3600m. If you're targeting ones on the shorter end, you can skimp more on stamina. They're 2600m or lower over half of the time, with the other half being 3000+m in Team Trials.

On top of causing you to lose Speed when you run out of HP, your remaining HP also affects how long and how fast your last spurt will be. If you lack Stamina, your uma will start her last spurt later or run slower to use her HP more efficiently. If you completely run out of HP, you'll quickly decelerate.

Power is more important in shorter distances, but always helps out. It affects how quickly you accelerate to your top speed. In longer races, you have more time to accelerate, so having a high acceleration doesn't have as big of an impact. For the most part, if you meet your stamina goal, you'll focus as much on speed as possible, then power second.

BaseAcceleration = 0.0006 normally, 0.0004 on uphills.

Acceleration = BaseAcceleration * sqrt(500 * Power) * PhaseModifier * SurfaceAptitude

Power also affects your speed on uphills. When going uphill, you receive a speed penalty of |100 * tan(angle in radians)| * 200 / Power.

It also affects how quickly you change lanes. Your lane change speed is 0.02 * (0.3 + 0.001 * Power) m/s.

Guts isn't useful in large numbers, but you need a small amount of it. Umas will want to have ~300 guts, but rarely more than 400. Up to 400, it's close to equivalent to stamina, while after, it falls off. See the Stamina vs Guts section for details.

The Final Leg HP consumption modifier is 1.0 + 200/sqrt(600 * Guts).

Wit, aka Intelligence affects your skill trigger rates, as well as some other things. Aim to have between 300 and 500 wisdom for any uma. Any more than that and it starts to fall off too much. You can see a chart of the skill proc chance based on your wisdom here.

Wisdom	200	300	400	500	600	700
Skill Proc	55%	70%	77.5%	82%	85%	87%

Wit also affects the chance that the uma suffers from "**Rushed**" debuff. Whether the uma will suffer Rushed is determined at the start of the race based on a Wisdom check. The chance is $(6.5 / \log10(0.1*Wit+1))^2$ percent.

Rushed will occur at a mostly random point in the first half of the course. It lasts for 12 seconds, but you have a 55% chance to break free every 3 seconds. While under Rushed, the uma will consume HP 60% faster and switch their style to a more aggressive one (eg, a Late Surger might act as a Pace Chaser or a Front Runner, Front Runner acts like Twin Turbo).

Wisdom	200	300	400	500	600	700
Rushed	24.17%	19%	16.24%	14.49%	13.26%	12.32%

Wit can also give you a chance to increase your speed on downhills. The speed boost you get from downhills is $0.3 + |100 * \tan(\text{angle in radians})| / 10$, and the chance you receive it is 0.04% * Wisdom. So, 4% per 100 Wit.

Another other thing Wit does is help determine your target speed at each section of the race. There are 24 such sections, and in each of them, your uma applies a random modifier to her target speed, with the help of your Wit.

The max modifier is $Wit / 5500 * \log10(Wit * 0.1)$%
The minimum modifier is the max speed minus 0.65.

Wisdom	200	300	400	500	600	700
Max Mod	0.047%	0.081%	0.117%	0.154%	0.194%	0.235%
Min Mod	-0.603%	-0.569%	-0.533%	-0.496%	-0.456%	-0.415%

Stamina vs Guts

Each distance has a "target" Guts. Below this number, each point of Guts lost is worth more than losing a point of stamina. Above, each point of Guts gained is worth less than gaining a point of stamina.

In Sprint, this threshold is at 210 Guts.
In Mile and Dirt, 260 Guts.
In Medium, 320 Guts.
In Long, 3000m has a threshold of 380 Guts, while 3600m has one of 440.

Guts is only slightly worse than Stamina while going 50 over this threshold point. Those 50 points of Guts will be worth 43~46 Stamina. The next 50 will be worth 33~37 Stamina. The 50 after that is only worth 30~31.

On the other hand, Guts is better than Stamina when below the threshold. If you're 50 below, then adding 50 Guts is like adding 55~62 Stamina. If you're 100 below, adding 50 is like adding 66~83. At 150 below, the 50 Guts would be worth 82~106 Stamina. It's more impactful in the shorter distances.

HP

The HP calculation formula is (Track Distance) + (Stamina * 0.8) * (Style Modifier).

Front Runners have a multiplier of 0.95, or 95%, while Pace Chasers have one of 0.89, Late Surgers have one of 1, and End Closers have one of 0.995.

You might ask how Guts fits into this. Guts lowers your HP consumption at the end of the race. The multiplier for HP consumed is $1 + (200 / \sqrt{600 * Guts})$. More Guts means a lower HP consumption. You can see a graph of this here.

The base HP consumption rate is $20 * (CurrentSpeed - BaseSpeed + 12)^2 / 144$

The track condition also affects this. The worst condition will give a 1.02 multiplier to HP consumed throughout the race, while the second worst gives 1.02 on Turf and 1.01 on Dirt.

While in **Rushed**, HP consumed is multiplied by 1.6. When you trigger the downhill boost, it's multiplied by 0.4. When the uma enters pace down mode, it's multiplied by 0.6. Front umas never enter pace down.

Recovery skills heal a percentage of your HP. A golden one will restore 5.5%, while a white will restore 1.5%. For Unique skills, if the uma is below 3 stars, it will restore 3.5%, otherwise, 5.5%.

Stamina Calculator

To determine whether your uma has enough stamina, plug their information into [this calculator](#). You could also use [this translated one](#), which isn't track-specific but works fine. You'll want to leave the "consider skill proc rate" option off. Average doesn't make sense for heals, you get them or you don't, so the "[chance of failure](#)" is the important stat rather than your average.

Required Stamina Chart

These numbers are generated with the above Japanese calculator, for quick reference. Your uma won't die if they're a bit less than this, and getting other stats might give you better performance especially when you have weak cards, but eventually this is the goal. Downhills reduce the Stamina requirement, so some tracks will also be lower than this. Eg, Hanshin 3000m takes 150 less stamina than Kyoto 3000m, due to having 1000m of downhills.

Required Stamina	Front Runner	Pace Chaser	Late Surger	End Closer
Sprint - 1400m	570	540	500	510
Mile - 1800m	800	770	720	740
Mile - 1800m + 1 Gold	640	600	560	580
Medium - 2400m + 1 Gold	910	930	870	900
Medium - 2400m + 2 Gold	710	720	680	700
Long - 2600m + 1 Gold	1130	1110	1030	1060
Long - 2600m + 2 Gold	900	870	820	850
Long - 3200m + 2 Gold	1080	1060	990	1020
Long - 3200m + 3 Gold	830	800	750	780
Long - 3600m + 3 Gold	940	920	880	910

Note that the more gold skills you rely on, the less consistent you'll be, as each one only has a roughly 70-80% chance to activate. Check out the chart below to judge how often your uma might end up failing due to missed skill activations.

Recovery Consistency

Required Stamina recommendations will list required stamina based on the number of recoveries, but it assumes those recoveries activate. Here's the chance of that happening based on your Wisdom stat and how many recoveries you have.

	300	400	500	600	700	800
1 Gold Recovery	70.0%	77.5%	82.0%	85.0%	87.1%	88.8%
1 of 2 Gold Recoveries	91.0%	94.9%	96.8%	97.8%	98.3%	98.7%
2 Gold Recoveries	49.0%	60.1%	67.2%	72.3%	75.9%	78.9%
2 of 3 Gold Recoveries	78.4%	87.1%	91.4%	93.9%	95.4%	96.5%
2 of 4 Gold Recoveries	91.6%	96.2%	98.0%	98.8%	99.2%	99.5%
3 Gold Recoveries	34.4%	46.5%	55.1%	61.4%	66.1%	70.0%
3 of 4 Gold Recoveries	65.2%	78.0%	84.9%	89.0%	91.7%	93.6%
4 Gold Recoveries	24.0%	36.1%	45.2%	52.2%	57.6%	62.2%
4 of 5 Gold Recoveries	52.8%	68.5%	77.8%	83.5%	87.3%	90.0%

Aptitudes

Track	Turf A	Dirt G		
Distance	Sprint G	Mile G	Medium A	Long A
Style	Front D	Pace A	Late B	End G

These letters mean different things depending on what row they're in. An A is the baseline and gives no benefit or penalty. If you're below A, you will be penalized, while if you're at an S, you'll receive a small bonus.

The first row is for the surface type, either Turf or Dirt. This rank affects your acceleration. If you have an S, you'll receive a 5% boost. B will give -10%.

The second row is for distance. This rank affects your speed. The rates are the same as the surface type. If you have an S, you'll receive a 5% boost. B will give -10%. If you have an E or lower, it will also reduce your acceleration by a significant amount, but you shouldn't put an uma through that.

The third row is for style. It affects your Wit. An S is a 10% boost, while a B gives -15%. However, this does not affect your chance of triggering skills, only all the other things Wit does. Getting S in style is fairly minor but does increase your team score in Team Trials.

To be precise, here are the exact numbers for each rank.

Type	S	A	B	C	D	E	F	G
Surface	+5%	0%	-10%	-20%	-30%	-50%	-70%	-90%
Dist	+5%	0%	-10%	-20%	-40%	-60%	-80%	-90%
Style	+10%	0%	-15%	-25%	-40%	-60%	-80%	-90%

The +5% to your raw speed or acceleration converts to +10.25% Speed/Power (about 120 at 1200 Speed/Power). A -10% would convert to -19% Speed/Power (about -230 at 1200 Speed/Power).

Percentages of Events

Resting
70 Energy Rest: 25% Chance
50 Energy Rest: 62.5% Chance
30 Energy Rest: 10% Chance
30 Energy Rest + Night Owl: 2.5% Chance

Recreation
Karaoke (+2 Mood): 35% Chance
Stroll (+1 Mood, +10 Energy): 30% Chance
Shrine (+1 Mood, +10 Energy): 20% Chance
Shrine (+1 Mood, +20 Energy): 10% Chance
Shrine (+1 Mood, +30 Energy): 5% Chance
Bonus Crane game event after: 25% Chance

Fast Learner
Event for all uma that gives +5 all stats, +2 mood: 40% Chance
Obtaining Fast Learner from this event: 10% Chance

Slow Metabolism
Obtaining Slow Metabolism when choosing the +30 energy option: 10% Chance
        *Certain character specific event outcomes will guarantee Slow Metabolism
Curing Slow Metabolism after a successful training: 10% Chance

Slacker
Obtaining Slacker when its event occurs: 6% Chance
Skipping training: 25% Chance
-1 mood when skipping training occurs: ~23% Chance

Migraine
Obtaining Slacker when its event occurs: 6% Chance

Night Owl
-10 energy event: 25% Chance
-1 mood when -10 energy event occurs: ~23% Chance

Extra Training
Occurrence after a successful training: 6% Chance
Curing a debuff after choosing the +5 stat, -5 energy option: 20% Chance

Failed trainings that consume energy
Worst outcome event for failure percentages 1-19%: 0% Chance
Worst outcome event for failure percentages 20-79%: ~30% Chance
Worst outcome event for failure percentages 80-100%: 100% Chance

Event type	Option	Outcome	Chance
Normal Get Well Soon!	Top	-1 mood, -5 trained stat	~92%
		-1 mood, -5 trained stat, Poor Practice	~8%
	Bottom	-1 mood, -10 trained stat	~30%
		-1 mood, -10 trained stat, Poor Practice	~55%
		Practice Perfect	~15%
Worst Don't Overdo It!	Top	-3 mood, +10 energy, -10 trained stat, -10 to 2 random stats	50%
		-3 mood, +10 energy, -10 trained stat, -10 to 2 random stats, Poor Practice	50%
	Bottom	-3 mood, -10 trained stat, -10 to 2 random stats, Bad Practice	~97%
		+10 energy, Practice Perfect	~3%

Friend Cards
Post training event: 40% Chance
+1 mood from post training event: ~8% Chance

Optional Races

For some umas, you need to get a certain number of fans by a certain date. For others, the races they have to do have a fan requirement to be allowed to participate.

If you have to meet one of these conditions, you can see it in the top bar.
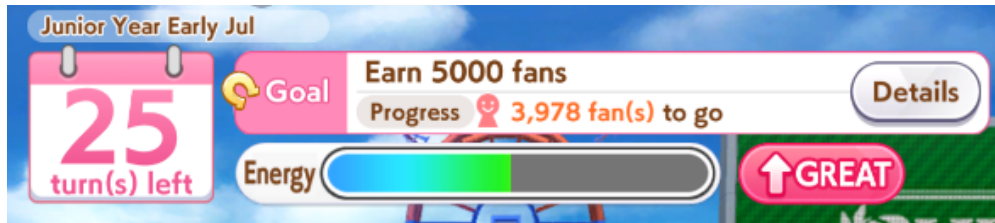
The person icon with the 3978 fan(s) next to it shows the number of fans you're lacking. If you ever see this, make sure to do optional races to fulfill the count, otherwise you will fail the run. The game will give you multiple warnings, so hopefully you won't ever fail your run.

By selecting the bottom right button, you can partake in optional races. These give fans, skill points, and some stats, along with other occasional benefits such as skill hints or, for G1 races, possible inheritance factors. Make sure to select races your uma is suited for.

The stars mean your uma has good aptitude for the race. In this case, the uma doesn't have good Turf aptitude, so the bottom race only has one star. The uma will perform very poorly in races it lacks the aptitude for, so only do races that have two stars, like the top race in this picture.

The stats and skill points you gain from winning an optional race are as such:
G1 - +10 to a stat, +45 skill points.
G2/G3 - +8 to a stat, +35 skill points
OP/Pre-op - +5 to a stat, +35 skill points
If you come in 2nd-5th, the rewards will be lessened, and then lessened again if 6th or worse. These are all increased by the Race Bonus of your support cards.

If you race multiple times in a row, you can be punished. You can also be punished for racing on zero energy. These punishments won't happen if it's a mandatory race, so you can race twice in a row, then do a mandatory race, and receive no penalty despite doing 3 in a row. The random stat loss lowers three stats by 10.

No Energy	1st Race	2nd Race	3rd Race	4th Race+
Mood Down	~20%	~33%	~95%	100%
+ Random Stat Loss	0%	0%	0%	~40%
+ Skin Outbreak Condition	~5%	~10%	~20%	~33%
Any Energy	**1st Race**	**2nd Race**	**3rd Race**	**4th Race+**
Mood Down	0%	0%	~60%	100%
+ Random Stat Loss	0%	0%	0%	~40%
+ Skin Outbreak Condition	0%	0%	~12%	~33%

Training Events

Crane Game

The crane game is a minigame that can happen when you're out on dates with your uma (the bottom middle option during training). It can happen once a year starting in Year 2. If you want to farm for it, choose Urara or Mayano, as they have a 25 day stretch where you can simply spam dates during the second year.

To play it, you press and hold the button, then release it when the claw is in the location you want.

Sometimes, the plushies will have extra plushies hanging onto them. You can sometimes see these through the pile. Plushies further to the right have a greater chance of having extras, while plushies further to the left are easier to secure.

When trying to pick up a plushie, aim for the center of the plushie. Ones that are standing up straight are easier to secure.

If you get six small plushies, or one big plushy and two small plushies, it is a big success. If you get any plushies, it's a small success. Successes will raise Mood, restore energy, and give a skill hint.

Acupuncturist
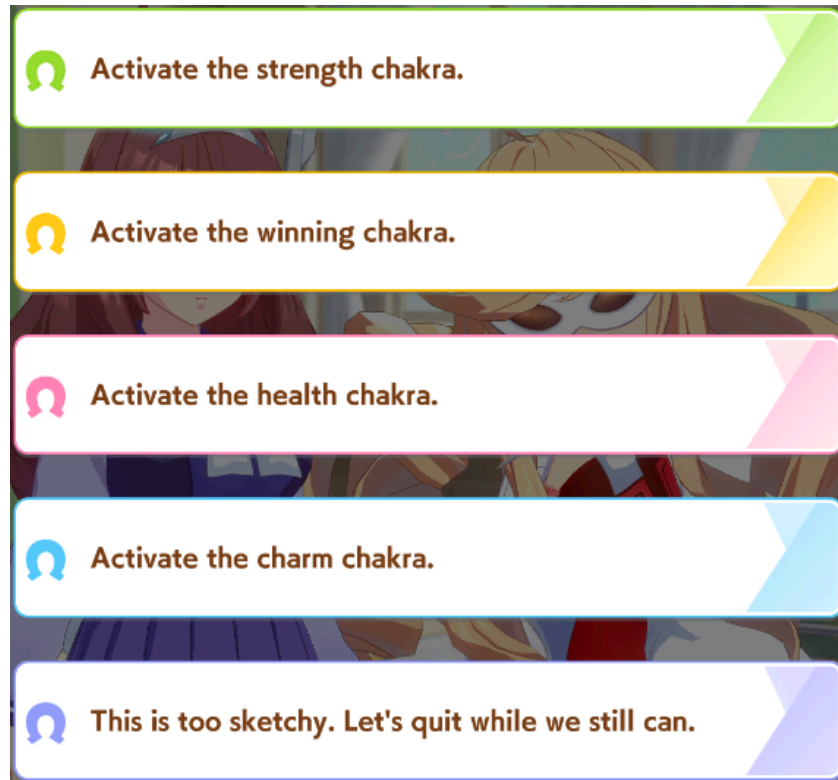
There is a 10% chance this random event can happen during a training run. Each option has a potential upside, and a potential downside.

1. +20 to all stats + Mood up, **or** -15 to all stats + Mood down + Insomnia.
   50% Success Rate
2. Straightaway Recovery and Corner Recovery learned, **or** -20 Energy and Mood down.
   60% Success Rate.
3. +12 max Energy and +40 Energy, **or** -20 Energy + Mood down + Bad Practice.
   80% Success Rate.
4. +20 Energy + Mood up + Charming, **or** -10 Energy + Mood down **or** -20 Energy + Mood down + Bad Practice.
   90% Success Rate.
5. +10 energy.
   100% Success Rate.

Typically, if you're early in the run, you'll choose the fourth option, as Charming gives +2 bond gain which helps get your supports to orange bar. This option succeeds fairly often.

If it's later in the run, typically you choose the second option for the free recoveries, which are worth about 320 skill points. The downside for this option is the most tame out of all of them, as it doesn't give a debuff. Or, if you don't need the recoveries, the third option to get some extra energy.

New Years
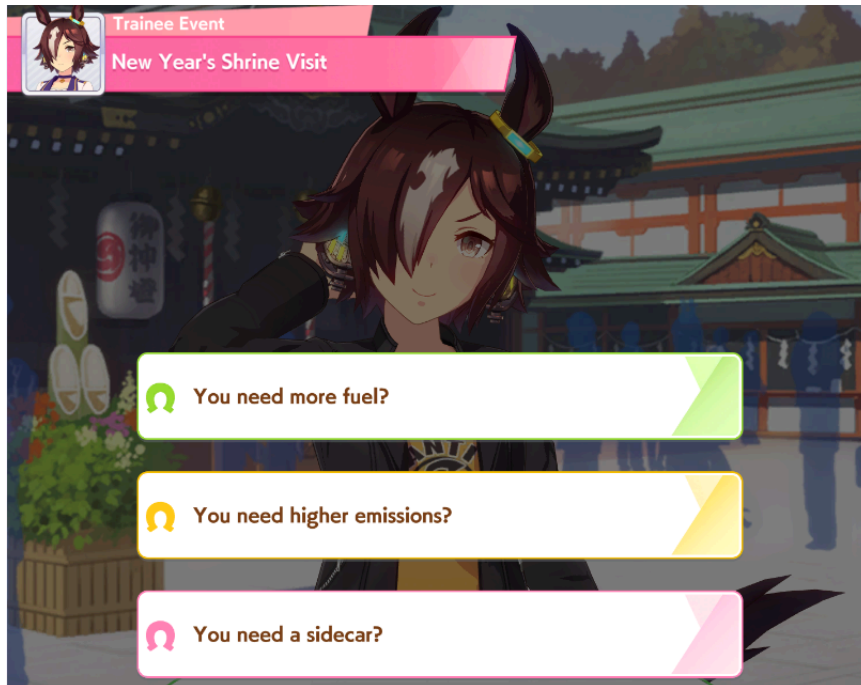
New Years happens twice during the game. The first time, the top option gives stats, the middle option gives energy, and the bottom option gives skill points. The second time, the top option gives energy, the middle option gives stats, and the bottom option gives skill points.

First Year
1. +10 to a Stat
2. +20 Energy
3. +20 Skill Points

Second Year
1. +30 Energy
2. +5 All Stats
3. +35 Skill Points

Typically, you should choose the energy option, unless your energy is full. In that case, skill points are usually more desirable.

Lottery

After the second New Years, you'll do one training, then go to the lottery. There are a few outcomes here, which are random.

1. Tissues - Mood Down (~10% Chance)
2. Single Carrot - +20 Energy (~50% Chance)
3. Bundle of Carrots - +20 Energy, Mood Up, +5 All Stats (~30% Chance)
4. Carrot Curry - +30 Energy, Mood Up, +10 All Stats (~10% Chance)
5. Onsen Ticket - +30 Energy, Mood Up, +10 All Stats, extra bathing scene after winning URA Finals (~3% Chance)

Since you usually gain energy from this, try not to have full energy before it.

Summer

The summer training camp starts in **Early July(7月前半)** in the second and third year. Tazuna will tell you about it two turns ahead of time. Rest up and try to have full energy and mood going in. Ideally all your supports will have high bond and be able to rainbow, too.

During summer, all of the trainings are increased to Level 5. So, while it's a good time to get big rainbows, it's also the perfect time to fix your stats that are falling behind. If you're missing stamina, guts, or wit, you can gain a lot of it quickly during summer.

The infirmary in the summer camp can't fix all illnesses, only some of them.

Fan Checkpoints (and Unique Skill Levels)
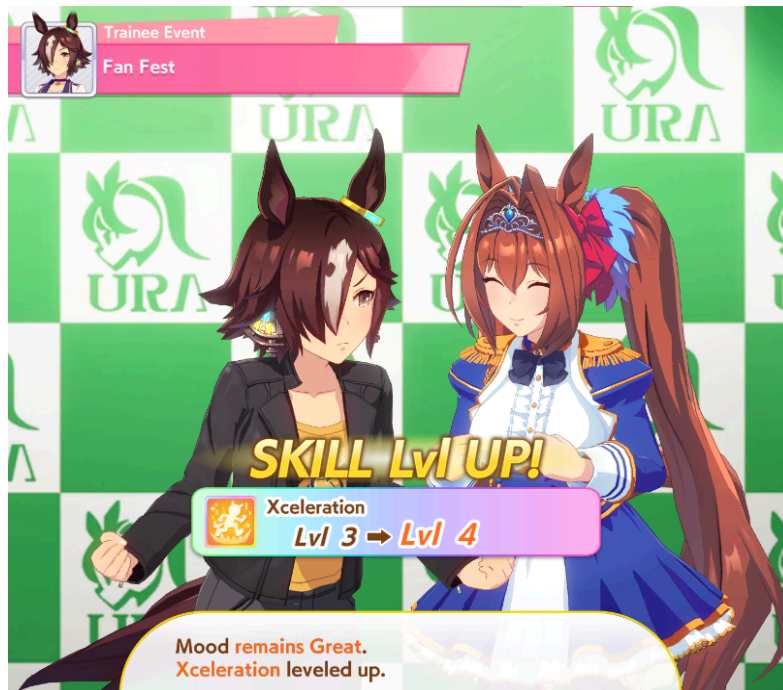
There are three points during training where you need to meet certain conditions to upgrade your unique skill, all in the third year.

Feb 1st Half (Valentine's Day) requires **60,000** fans. *For __Urara and Falcon__, this is __40,000.__*
Apr 1st Half (Fan Fest) requires **70,000** fans. *For __Urara and Falcon__, this is __60,000.__* Your bond with the President also has to be at least green.
Dec 2nd Half (Christmas) requires **120,000** fans. *For __Urara and Falcon__, this is __80,000.__*

There's another fan checkpoint in the second year, in November. If you have 50,000 fans, Aoi will give you 20 Wisdom, 20 Skill Points, and a mostly useless gold skill.

At the end of Year 2, if you have 100k fans, you will receive +30 Skill Points. The same is true in Year 3, but it requires 240k fans.

Conditions

Positive

Positive conditions appear in orange on your uma's status page. They last forever, unless something makes you lose it.

Practice Perfect (練習上手○**)**- Reduces the chance to fail trainings by 2%.
Narita Taishin only (練習上手◎**)** - Reduces the chance to fail trainings by 4%. (Character not released on Global, will verify later.)
[Super Creek Only] Shining Brightly (大輪の輝き**)** - Reduces the chance to fail trainings.
Charming (愛嬌○**)** - Increases bond gain with supports by 40%.
Fast Learner (切れ者**)** - Reduces the cost of learning skills by 10%.
Hot Topic (注目株**)** - Increases bond gain with the Chairman and Reporter by 40%.
Smart Falcon only (ファンとの約束**)** - Win a race in the listed location to receive extra stats and mood. (Character not released on Global, will verify later.)

Negative

Negative conditions appear in blue on your uma's status page.

Poor Practice (練習ベタ**)** - Increases the chance to fail trainings by 2%.
[Super Creek Only] Cracking (小さなほころび**)** - Increases the chance to fail trainings by 5%. This can't be removed through the hospital and will be replaced with 大輪の輝き after the next mandatory race.
Migraine (片頭痛**)** - Mood cannot be raised.
Skin Outbreak (肌荒れ**)** - Mood will randomly lower itself regularly.
Night Owl (夜ふかし気味**)** - Energy will randomly lower by 10 regularly.
Slow Metabolism (太り気味**)** - Speed cannot be raised during training.
Slacker (なまけ癖**)** - The uma may refuse to show up to training.
Meisho Doto only (まだまだ準備中**)** - Sometimes (?) increases the energy cost of doing a race by 5. Cures itself after completing the third objective (?). (Character not released on Global, will verify later.)

Typically you should go to the hospital as soon as possible to cure the conditions when you get them. The hospital also gives +20 energy, so for the tamer ones, you can wait until your energy isn't full.

Beginning Breeding Strategy

Sparks other than blues are nice, but not necessary in the beginning, so we're only focusing on blue sparks here. When talking about umas used for breeding, we call them X* umas, where X is the total number of stars on all of their blue sparks. A 9* Speed uma has a 3* blue Speed spark, and both of her parents also have 3* blue Speed sparks.

As you play through the game and raise umas, you'll eventually end up with one that has a 2* blue spark for one of these stats.

Raise umas with that uma as a parent, along with a guest 3* base uma. By "base," I mean the sparks on the uma herself, disregarding her parents. When umas raised this way hit 2* sparks, you'll obtain 7* umas, which will be quite capable parents.

If you hit a 3* spark while training this way, you'll obtain an 8* uma. You can then use her and a guest 3* base, and then any 2* spark will become an 8* uma, and hitting a 3* uma will get you the 9* uma.

1. When doing runs, only use own 2* base parent and guest 3* base parent.
2. If that uma hits a 2* base spark, now you have a 7* total uma (45 stats).
3. Repeat until you hit a 3* base spark, now you have an 8* total uma (54 stats).
4. When doing runs, use your uma with a 3* base and guest 3* base parent.
5. Any 2* base sparks now result in 8* umas.
6. Repeat until you hit a 3* base spark, now you have a 9* total uma (63 stats).
7. When doing runs, use your uma with a 3* base and a guest 3* base parent, or your other 3* base uma.
8. Repeat until you hit a 3* base spark, now you have a second 9* total uma.
9. You can now raise umas with 18* total inheritance without using guests.
10. Continue using guests to produce more 9* umas with different distributions.

You don't have to train umas specifically for inheritance purposes. These steps will happen as you play normally, training umas you want to use for your PvP teams. Loop breeding isn't necessary and doesn't increase the chance of getting good factors in any way.

Advanced Breeding Strategy

For additional reading I recommend [Crazyfellow's guide](#).

Parents are made and used to save skill points though hint levels and providing hints where the scenario and your cards cannot, and once you reach the endgame, you may also want to breed uma for specific purposes. Maybe you want an uma that can raise others to Dirt A, maybe you want one that can give Haru Urara a double circle, maybe you want to inherit a specific skill. Making uma like this takes a long time, but once you hit your limits there's not much else to do.

Intentionally made parents are generally better due to race affinity. Since higher affinity will increase the chance of inheriting factors overall, there is an incentive to win as many races as possible during the parent making process. While a normally trained uma with good factors is certainly usable as a parent, affinity will vary uma to uma, but race affinity bonus will always exist.

The basic process is to rent an uma with ideal representative factors to repeatedly raise a certain uma until she gets the factors you want, then use her and the guest legacy to raise another uma repeatedly until she also gets the factors you want. You can be as greedy as you want with the representative factors since the grandparents will be bred out, but the ideal minmax option would give you access to more races by raising distance/surface aptitudes. You do not need to raise aptitudes all the way to A for you to win races during training for most cases unless you want the chance for those factors.

You can set your sights very high, but the higher you aim, the more attempts it will take to succeed. Dirt 9 isn't that hard, but Dirt 9 with strong uniques and 9* blue factors and 5+* Scenario factors will take a long time. In general it's probably better to sacrifice blue stars for more scenario factors and better pinks, if you want to save time.

To get a 3* blue, it's a 1% chance per 600 stat, but 2* blues are more like 50%. You then have to multiply those by the pink ratios (if your uma has 5 A aptitudes and you're okay with 3 of them, it's 3/5), and multiply again by the chance of URA, and so on.

Another thing you can do is train an intermediary uma with acceptable, but not great factors. For example, if you want a 9* Sprint Curren, then you can train a 2* Sprint Curren, then use her to train a Taiki until the Taiki gets 3* Sprint. Then you'll have an 8* Sprint inheritance you can use while you try to get the 9* Sprint Curren.

Let's use myself as an example here. Say I want to make an uma that will be a good parent for Mejiro Dober. Mejiro Dober is a Late Surger, so I want to use uma with good Late Surger uniques and ones that have good affinity with her.

Tokai Teio, Symboli Rudolf, and Oguri Cap all have very strong inherited uniques for Late Surgers, so those are the ones I'll choose. Oguri Cap has the highest affinity, so she'll be the base parent.

The next step is planning the pinks. Dober runs mainly in Mile and Medium Turf races, so the pinks should be Mile or Medium and Turf. To get a pink, they need A in that aptitude. Symboli Rudolf has C Mile and Teio has E Mile, so those will need to be raised in order to enable the Mile pink.

Oguri and Teio both have Long B. Since pinks are chosen randomly from your A aptitudes, keeping these at B will increase the chance of getting something desirable. If possible, there shouldn't be any Long factors in the family tree. Similarly with Oguri's Dirt B, or Rudolf's Front Runner B.

We also want whites that could be useful. Late Surger skills, Medium skills, and Mile skills can be taken, from Eishin Flash, Agnes Tachyon, and so on, to possibly inherit them down as hints. The deck can be Eishin Flash, Narita Brian, Agnes Tachyon, Mejiro Dober, Daitaku Helios or Winning Ticket, and then another strong Speed card to make the runs easier (Kitasan).

Through the power of guest legacies, we only need to raise two of the umas. Oguri will be the base uma, so I have to raise her. Between Rudolf and Teio, I find Teio easier to raise. Distance pinks are better than surface pinks, so the guest legacy will have a 3* distance pink. Naturally, she'll also have a 3* blue and 3* Aoharu. Stamina is the blue I most want.

The process is then as follows:
- **Optional:** Raise Oguri Cap with someone and a borrowed Symboli Rudolf that has 3* Stamina, 3* Aoharu, and 3* Medium representative factors.
- **Optional:** Repeat until Oguri Cap gets a good 2+* Blue and 2+* Pink
- Raise Tokai Teio with that Oguri and a borrowed Symboli Rudolf that has 3* Stamina, 3* Aoharu, and 3* Medium representative factors.
- Repeat until receiving an Tokai Teio with 3* Stamina/Power/Wit, a pink Mile/Medium/Turf factor, and some amount of Aoharu. This is now a usable parent.
- Raise Oguri Cap with that Teio and a borrowed Symboli Rudolf that has 3* Stamina, 3* Aoharu, and 3* Medium (or Mile if Teio received Mile) representative factors.
- Repeat until receiving an Oguri Cap with 3* Stamina/Power/Wit, a pink Mile/Medium/Turf factor (preferably matching), and some amount of Aoharu. This is now our good parent.
- Now we can keep alternating in order to get more cohesive pinks or more Aoharu, or move on to another project.

As you may be able to imagine, this sort of thing will take many dozens of runs to achieve. You can settle with 2* blues if the other factors are good and then improve them later.

Parents to Try Making

Distance-Specific Parents
- These are the most useful since raising a distance aptitude to S gives the greatest benefit compared to surface and strat
- Use your own uma that has a 2 or 3 star distance pink and borrow an uma with 3 star of the same distance. Train until you receive a 2+ star pink of the same distance and an acceptable blue or other factors.
- Do this for each distance to get a 7+ star uma for each distance. If the base uma ends up with a 2* pink, it will be a 25-30% chance of inheriting S with it, or if it has a 3* pink, a 35-40% chance.

Dirt Parent
- This is useful for fixing aptitudes for uma you might want to use in Dirt.
- Getting an S in Distance is better than an S in Surface, so we want the Dirt factors on the grandparents and a Mile factor on the parent, as parent factors are more likely to trigger.
- Use your own uma that has 2-3* Dirt pink and borrow someone with 3* Dirt. Train until you receive an uma with 3* Mile. (You can also go for 3* Medium if you believe there will be a Medium Dirt CM) Getting a Dirt pink is also fine and will let you use more Mile elsewhere.
- The chance of getting S Mile will be 20% and the chance of S Dirt will be 15-20%. With two parents like this, you can raise any uma with an E Dirt aptitude up to A with a chance of S.

End Closer Parent
- Useful for when End Closers are good i.e. where spurt start is very near or on a straight. Most of the cards that give Straightaway Spurt are bad or difficult to use, so it's ideal to inherit.
- You want Cheerleader King Halo for her accel unique on Sprint and certain Mile tracks, and generic strong final leg speed uniques or Healer Grass/Sakura Laurel for Long.
- Use SSR Power Amazon which gives Encroaching Shadow. Also try to have parents and grandparents with the factor. (Is any of this in Global any time soon? I don't remember)

Late Surger Parent
- As above, you can use Turf pinks to make a general parent, or make multiple with different distances.
- The grandparents should ideally be uma with strong final leg speed uniques such as Oguri Cap and Symboli Rudolf. Another option that is generically useful is normal Special Week since it works on every distance. The parent should be Mejiro Ryan or Mejiro Dober if you have her.
- Aim for the skills Overflowing Passion and Uma Stan which ideally put you ahead of the pack during the early stage of races.

6 Star Style Parent
- These are mainly for uma who have a D or lower aptitude in styles that are favoured depending on the track.
- Keep the Style pinks on the grandparents and aim for Distance pinks on the parent itself

Uma-Specific Tips

Any rewards mentioned for completing a series of races is affected by your Race Bonus.

Agnes Tachyon
If you run Satsuki Sho (the third goal) with your mood at normal or below, the fourth goal will change to NHK Mile. Since Agnes has a **D in Mile** normally, this **isn't ideal**, so **make sure** your **mood is up**.

Curren Chan
In **late May of Year 3**, there's an **event** with the President. After this, there are three races, which if you win them all gives you bonus points. These are **Hakodate Sprint Stakes (Late July)**, **Keeneland Cup (Late August)**, and **Centaur Stakes (Early September)**. Winning these will give you 25 energy, a mood up, 15 Speed and Power, and a hint for Sprint Gear. Since these are all in or around summer, it's **likely only worth** doing **if** you have **bad summer training options**.

Gold Ship
Sometimes, Gold Ship locks out 4 of the training options. When this happens, you can go for a race, rest, or date if the training isn't appealing.

If you win the **Takarazuka Kinen (Late June)** twice, then you will receive a mood up. The bottom conversation in the event will either give Charming, or the "Bad Starts" skill. The skill isn't harmful for Gold Ship and reduces your score, so it can be something to go for if trying to make a B uma for Champion's Meeting.

Haru Urara
To reach the fan goals required for the unique skill level ups, the **JBC Sprint in Early November** and the **Champion's Cup in Early December** are enough if you come in first in both. You need 12,000 fans to enter these races.

Mejiro McQueen
If you win the Fall Triple Crown in Year 3, you'll receive +15 Speed, Stamina, Guts, and Skill Points. These races are **Tenno Sho Fall (Late October)**, **Japan Cup (Late November)**, and **Arima Kinen (Late December)**.

Narita Taishin
In **early December of Year 2**, there's an **event** where T**aishin receives 3 mood downs and Poor Practice**. After **Nikkei Sho**, the next goal, the Poor Practice will be cured, and you'll receive 15 all stats and 63 Skill Points. However, if you cure the Poor Practice trait, then you'll receive 練習上手◎, a more powerful version of Practice Perfect, and 20 all stats and 70 Skill Points instead. It can be tempting to not cure Poor Practice when you get it, but in this case, you should deal with it for the benefits. These numbers are affected by your Race Bonus.

Rice Shower
The race that most often kills Rice Shower runs is **Tenno Sho Spring**, her sixth objective. Make sure to have **600 stamina by this point**. If you have less, you might have to buy recovery skills for safety.

TM Opera O
If you win the Fall Triple Crown, you'll receive +10 all stats and 20 skill points. These races are **Tenno Sho Fall (Late October)**, **Japan Cup (Late November)**, and **Arima Kinen (Late December)**. You can do this both in **Year 2 and in Year 3**.

Tokai Teio
Completing the Spring Triple Crown in Year 3 will give you +25 Speed and Power. These are **Osaka Hai (Late March)**, **Tenno Sho Spring (Late April)**, and the **Takarazuka Kinen (Late June)**.

Vodka
Winning the Queen Elizabeth Cup will give you a mood up.

What umas are worth leveling?

Each awakening will be given a grade based on Team Trials PvP, explained in the list below. Naturally, if an uma has good awakenings, but you don't use that uma, there's no need to level them.

1 - This ability is bad no matter what.
2 - This ability doesn't work for the uma's primary style, but if you're using her outside of that style, it can be good.
3 - This ability is for the uma's primary style, but it's inconsistent.
4 - This ability is for the uma's primary style and is consistent.
5 - This ability is very good, noticeably improving the uma's performance and can be prioritized.

Uma	Lv 2	Lv 3	Lv 4	Lv 5
Agnes Tachyon *(Med. Pace Chaser)*	4	2 (Late)	4	**5**
Air Groove *(Sprint Late Surger)*	4	2 (Pace)	4	4
Air Groove (Bride) *(Mile Pace Chaser)*	4	4	3	4
Biwa Hayahide *(Long/Med. Pace Chaser)*	1	4	3	**5 (Long)**
Curren Chan *(Sprint Pace Chaser)*	3	4	4	2 (Front)
Daiwa Scarlet *(Mile Front Runner)*	2 (Pace)	2 (Med.)	2 (Pace)	2 (Pace)
El Condor Pasa *(Mile/Dirt Pace Chaser)*	3	2 (Med.)	2 (Med.)	3
El Condor Pasa 3* *(Mile/Dirt Late Surger)*	4	3	4	4
Fuji Kiseki *(Mile Pace Chaser)*	4	4	4	**5**
Gold City *(Mile Late Surger)*	4	**5**	4	4
Gold Ship *(Long End Closer)*	4	4	4	**5**
Grass Wonder *(Mile/Med. Late Surger)*	4	3	4	4
Grass Wonder 3* *(Long Late Surger)*	2	**5**	4	1
Haru Urara *(Dirt Late Surger/End Closer)*	1	1	1? 3?	1
Hishi Amazon *(Mile/Sprint/Med. End Closer)*	4	1	4	1
King Halo *(Sprint Late Surger/End Closer)*	2 (Med.)	4 (End)	2 (Mile)	4 (Late)
Maruzensky *(Mile/Dirt Front Runner)*	2	4	4	2

Uma	Lv 2	Lv 3	Lv 4	Lv 5
Maruzensky (Summer) *(Mile/Med. Front Runner)*	4	**5**	3	3
Matikanefukukitaru *(Long Late Surger)*	4	4	2	1
Mayano Top Gun *(Long/Med. Front Runner)*	3	**5**	4	3
Mayano Top Gun (Bride) *(Med. Not-Front Runner)*	4	4	4	**5**
Meisho Doto *(Med. Late Surger)*	2	2	4	3
Mejiro McQueen *(Long/Med. Front Runner)*	3	1	2 (Pace)	**2 (5 Pace)**
Mejiro McQueen (End of Sky) *(Long Front Runner)*	1	**5**	2	4
Mejiro Ryan *(Med. Late Surger)*	1	2	4	4
Mihono Bourbon *(Med./Long Front Runner)*	4	4	4	4
Narita Brian *(Med./Long Late Surger/End Closer)*	4	4	2	**5**
Narita Taishin *(Med. End Closer)*	4	**5**	4	4
Nice Nature *(Med. Late Surger)*	4	4	4	**5**
Oguri Cap *(Dirt/Mile Late Surger)*	1	2 (**5 Pace**)	3	4
Rice Shower *(Long/Med. Pace Chaser)*	4	4	4	**5 (Long)**
Sakura Bakushin O *(Sprint Front Runner)*	1	4	2 (Pace)	1
Seiun Sky *(Med./Mile Front Runner)*	4	1	3	3
Silence Suzuka *(Mile/Med. Front Runner)*	1	**5**	4	3
Smart Falcon *(Dirt Front Runner)*	1	4 but bad	1	3
Special Week *(Long/Med. Pace Chaser)*	1	**5**	2 (Late)	**5**
Special Week (Swim) *(Long/Med. Late Surger)*	3	4	4	4
Super Creek *(Med./Long Pace Chaser)*	3	4	4	**5**
Symboli Rudolf *(Med./Long Lat Surger/End Closer)*	3	3	2	4

TM Opera O *(Med./Long Pace Chaser)*	4	4	4	4
Taiki Shuttle *(Dirt/Mile Pace Chaser)*	2 (Front)	4	4	2 (Front)
Tokai Teio *(Med. Late Surger)*	4	2 (Pace)	4	3
Tokai Teio (Beyond the Horizon) *(Med. Pace Chaser)*	1	**5**	4	**5**
Vodka *(Mile Late Surger/Pace Chaser)*	4	**5**	4	4 (Late)
Winning Ticket *(Med. Late Surger)*	4	4	4	4

Currencies

Jewels (Carats)

Jewels are used for many things, primarily for rolling on the gacha. You can also use them to refill your energy or race points. There are paid jewels and free jewels. Paid jewels can be used for the daily pull that costs 50 jewels. If a source takes either paid jewels or free jewels, it will take free jewels first.

Non-Renewable Sources
Missions - Translated [here](#).
Trophies - Each G3 or above race you win for the first time will give you jewels. There are 30 G1, 36 G2, and 69 G3. Refer to [this list](#) to see when they are.
Levels - Every level up gives you 50 jewels. You get EXP from talking to umas, seeing their events in the training runs, training umas, and a bunch of other random things. Check your level now and then to collect any jewels you might have received.
Stories - As you raise your bond with umas, you'll unlock more of their stories. Reading them rewards gems. The first four give 20 jewels each, while the last three give 50 jewels each. You can read the first four stories of an uma during their banner, so make sure to check it out for the free 80 jewels. There're also the main stories which also unlock free SSR cards.
Shop Deals - There's a 1500 paid jewels package you can buy twice, and a 7500 paid jewels package you can buy three times. These haven't been refreshed yet.

Renewable Sources
Daily Missions - 30 jewels per day.
Daily Login Bonus - 110 jewels per week.
Weekly PvP Rewards - Up to 250 jewels per week.
Monthly Club Rewards - Up to 3000 jewels per month, but more realistically 150~1200.
Champion's Meeting - Up to 3600 jewels per month, if you win everything in Graded League, or up to 1940 for winning everything in Open League.
Legend Races - Winning gives 250 jewels each.
Bingo Events - Usually one per month, unless there's a different event. 450 jewels from the bingo cards, 600 from the event points, and 210 from the stories gives 1260 jewels total.
Monthly Pass - Gives you 500 paid jewels immediately, then 50 free jewels per day for a month.

Friend Points

Friend points are acquired when people use the Support Card you set in your profile during a run. You also get quite a bit of them from PvP, 5000 from remaining in Class 6 or 4000 from remaining in Class 5.

People won't typically use Support Cards that are below max limit break. It's difficult to gain Friend Points through people using your card without an MLB SSR.

The Friend Point Shop sometimes has Pieces added to it, which you use to increase the number of stars an uma has. It typically costs around 20,000 points to purchase the full stack of Pieces.

Club Points

Club Points are acquired when people use the uma you set in your profile as a parent during their run. You get 10 each time this happens, up to 100 per day. You can also acquire them by giving people in your Club shoes, which is 5 points per shoe, up to 100 per day. Join a populated Club early to start building up a supply.

People won't typically borrow an uma with less than 9* in blue sparks. Stamina and Power sparks tend to be more desirable than Speed. Having a high amount of **URA Scenario** factors also adds to your uma's appeal, as well as uncommon pink sparks like Dirt or Sprint, and desirable unique skills.

The main use of Club Points is to limit break the story welfare SSRs. Pieces are also sometimes added to the Club Points Shop, with a cost of 600 per 5 Pieces, up to ten times. The limit breaks are typically more important.

The price of the extra SSR copies goes 100, 900, 2000, 3000. Of the ones currently available, you should generally prioritize them in the order Mejiro McQueen > Narita Brian > Winning Ticket > Rice Shower.

Cleats

Cleats are gained from destroying duplicate copies of Support Cards. They'll usually be spent to purchase gacha tickets. You can get one SR ticket per month per type of Cleat, as well as two R and 1* tickets.

You can destroy duplicates of cards even if that card isn't at max limit break, but I wouldn't recommend it. Absolutely do not destroy the Urara Guts SSR.

Clovers

Clovers are gained from pulling on a banner, then having the banner change. You get 1 Clover per pull you did. If you do a spark (200 pulls to get a copy of the rate up SSR), you won't get Clovers for those 200 pulls. You can also sell excess Pieces for them.

The Clover shop doesn't have many appealing things in it.

Statues

Statues are primarily gained from pulling duplicate umas from the gacha. You can exchange them for Pieces.

The ratio starts at 1 Statue to 1 Piece. After 25, it goes to 2:1, then after another 25, it goes to 3:1, eventually capping at 5:1.

Here's how many statues you need to upgrade an Uma's stars based on their starting point.

Starting Point	To 4* (200 Pieces)	To 5* (300 Pieces)
No bonus pieces	750	2250
Off-banner 3* (60)	450	1950
Rate up 3* (90)	300	1800
4* (eg from Legend Race)	N/A	1250

Shoes, Banners, and Dream Glitter
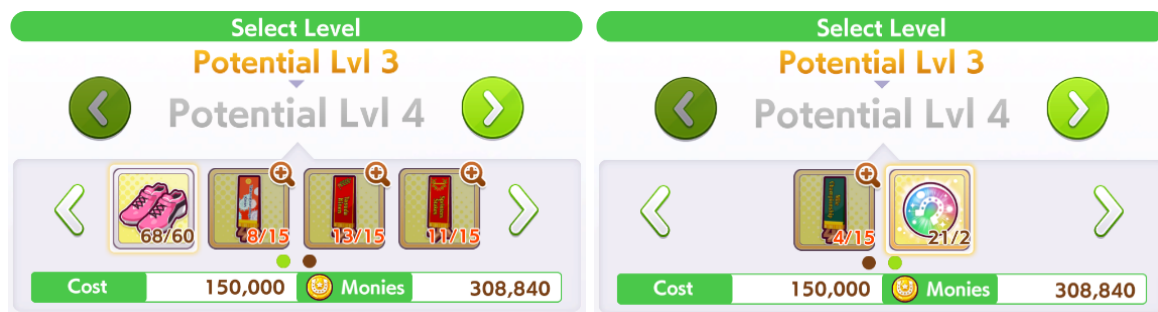
These materials are all for increasing the level of your umas, which unlocks skills that you can then purchase in training.

Shoes are gained from doing G3 or higher races of a certain category. Pink comes from Sprint races, Green from Mile races, Orange from Medium races, Blue from Long races, and Red from Dirt races.

The banners come from winning the race on the name of the banner. Typically, if an uma needs a banner for her level ups, she can get them from her mandatory races.

Dream Glitter is obtained as a random drop from the URA Finals and often as event rewards.

Showing Love to your Favourite Uma

Do you love one uma particularly much? Here are some notable things you can do!

Max them out!
Obviously, you'll want them to be raised to Potential Lvl 5, and up to five stars. This is a significant resource commitment, but if you pull on umas with any regularity you should have the statues to spare to max star a few each year and statues aren't actually that valuable.

Later on, Hint Books are added, which let you start the run with discounts on your starting skills. These are quite precious and using them on umas makes them significantly better, but if you're a super die hard fan, maybe you max hint all of your favourite uma's skills.

Borrows
You get to set a guest legacy as well as a borrowable support card on your profile. I'm sure you see where I'm going with this. Make your favourite uma into the best parent you can! MLB one of her SSR cards! Fill your profile with her! Scare anyone who clicks on it! Of course, this will lead to you getting less rewards from people using them, so you probably don't want to actually do this if you still need those.

Voice Line Collection
Umas have different lobby lines for various seasons, holidays, birthdays, and times of day. Look through the list and try to collect them all! Archive -> Trainer Notes -> Uma -> Voices

Raising Friendship
Putting umas in your Team Trials team is the easiest way to raise friendship, and there are events for increased friendship sometimes. There are also events later on where you can go on walks with your umas to gain friendship points and see unique scenes that are very cute.

Valentine's Chocolate
On Valentine's (in real life, not in training, though I'm not sure if holidays will line up properly with the different schedule), you can receive chocolates from a few umas of your choice. If your uma is at friendship level 9 or higher, you'll get a special scene and chocolates! You can also choose one uma to get a special chocolate from even without the friendship, so if your favourite releases close to Valentine's, don't panic! These act as TP restores but most people just build them up in their inventory to show off.

Casual Clothes
A later update will let you have your home screen uma wear her casual clothes. To unlock them, you need your uma to be at friendship level 11. It currently caps out at 10, but carries over once the limit is raised, so if you overcap it by 1600 points it'll be at 11 immediately. It will be raised up to 12, which would require overcapping by 3200, but level 12 just gives you 50 Carats.

Titles

There are a few different titles you can display on your profile to show character love. GameTora doesn't have the English ones up yet, but here's what they look like on JP.

("Mejiro Dober Master")

100 Million Fans: This one can be acquired by grinding out runs on the uma. It shows your dedication through your time commitment. 300-500k fans per won URA run is "normal," and you also get some from Team Trials.

("Mejiro Dober Full Crown")

Character Full Crown: This one can be acquired by winning every single graded race on the uma, which becomes possible for all umas with the MANT scenario. For umas like Haru Urara, this is very impressive, and for umas like Mayano, fairly trivial. Winning Arima with Urara is easy compared to winning the Hopeful Stakes with her. If you want this, you'll need strong parents to raise your fave's G aptitudes!

 ("Silence Suzuka Heroic Tale ★9")

League of Heroes: A bimonthly PvP event that eventually gets added. If you get at least 4000 points with an uma during it, you'll get a title for them, with stars added to the title each time you do so. LoH has a Front Runner dominated meta, so it can be hard to do for non-Front umas, and you need to raise for a variety of distances. One strategy is to stay in Bronze where you can play infinitely, grind out the 4000 points there, then switch to strong umas to finish the event. If you miss an event, you'll forever be missing a star, so this is the long-term commitment option.

Event Titles: The titles for completing events will feature the umas within them, so you can also use those. Sometimes, these titles come out before the uma(s) themselves, so they're your only choice for a while. Often, they're the prettiest titles to display.

Scenario Titles: A few umas are present in the titles given by certain scenarios. If your favourite uma is an NPC, this might be your only option. I don't think Happy Meek gets one, though…

PvP - Team Trials

Format

PvP in this game starts as a series of five 1v1 races, but as you progress, it advances to a series of five 3v3 races. Whoever has an uma place first in the category wins that category. You win the match if you win 3 out of 5 categories or more.

You can't duplicate umas within your team. You can only use each uma once, so you'll eventually need to train fifteen unique umas. If an uma has two different versions, like Mejiro McQueen and Mejiro McQueen (End of Sky), you can't use both either.

From left to right, the categories are Sprint, Mile, Medium, Long, and Dirt. The Dirt races have Mile distances.

The PvP results aren't entirely based on winning or losing. You're scored by how many points you achieve, which can be gained from many things. Having a good start, using a lot of skills, having a close race, having a dominant race, being the best performing uma of your style, and so on. For more information on PvP scoring, see this article.
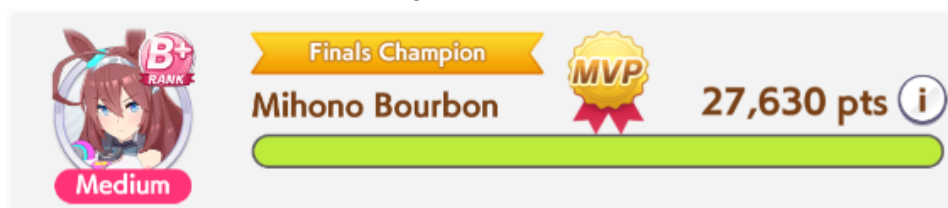
1 and 2 Star Teams

While some distances have many umas that can fulfill them, others are quite limited. For an example, here's a setup that only uses 1 and 2 star umas. The "Nice Style" bonus points make it desirable to have each uma on a team using a different style.

Sprint
There aren't any options here.
Front Runner - Sakura Bakushin O
Pace Chaser - Air Groove (inherit Sprint Distance aptitude)
Late Surger - King Halo

Mile
With the umas we've been forced to use for Sprint and Dirt, we're left with few options for Mile.
Front Runner - Daiwa Scarlet
Pace Chaser - Vodka
Late Surger - Grass Wonder

Medium
Agnes Tachyon, Nice Nature, Winning Ticket, Mejiro Ryan are the leftovers. The hardest part is getting them to have three different styles. You can raise Nice Nature to be an End Closer if you don't care for her Late Surger-only debuffs.
Pace Chaser - Agnes Tachyon
Late Surger - Winning Ticket / Mejiro Ryan
End Closer - Nice Nature (inherit End Closer aptitude)

Long
Stamina is the most important in long, so we prioritize umas with a stamina bonus for this.
Pace Chaser - Super Creek
Late Surger - Matikanefukukitaru
End Closer - Gold Ship

Dirt
Also no options here. Dirt races are always Mile in Team Trials.
Front Runner - Mayano Top Gun (inherit Dirt and Mile aptitude)
Pace Chaser - El Condor Pasa (inherit Dirt aptitude)
Late Surger/End Closer - Haru Urara (inherit Mile aptitude)

Raising Mayano Top Gun's aptitude is the most challenging part of this, and is why most people suggest using the select 3* ticket to choose an uma with good Dirt aptitude, such as Oguri Cap or Taiki Shuttle. You can then use Mayano as a Front Runner for Long/Medium.

Uma Distances / Styles

The distance an uma runs in is typically dictated by her skills, stat bonuses, and aptitudes, while her preferred style is determined by the activation conditions of her unique, with some consideration to her skills.

Agnes Tachyon
Typical Distance: Medium
Preferred Style: Pace Chaser

Air Groove
Typical Distance: Sprint
Preferred Style: Late Surger, End Closer

Air Groove (Wedding)
Typical Distance: Mile
Preferred Style: Pace Chaser
Her unique almost never activates, so the normal Air Groove is almost always used instead.

Biwa Hayahide
Typical Distance: Long, Medium
Preferred Style: Pace Chaser

Curren Chan
Typical Distance: Sprint
Preferred Style: Pace Chaser

Daiwa Scarlet
Typical Distance: Mile, Medium sometimes
Preferred Style: Front Runner

El Condor Pasa
Typical Distance: Mile, Dirt
Preferred Style: Pace Chaser, Front Runner

El Condor Pasa 3*
Typical Distance: Mile, Dirt
Preferred Style: Late Surger

Gold City
Typical Distance: Mile
Preferred Style: Late Surger

Gold Ship
Typical Distance: Long
Preferred Style: End Closer

Grass Wonder
Typical Distance: Mile, Medium
Preferred Style: Late Surger, End Closer

Grass Wonder 3*
Typical Distance: Long
Preferred Style: Late Surger

Haru Urara
Typical Distance: Dirt
Preferred Style: End Closer, Late Surger

Hishi Amazon
Typical Distance: Mile, Sprint, Medium
Preferred Style: End Closer

King Halo
Typical Distance: Sprint
Preferred Style: End Closer, Late Surger

Maruzensky
Typical Distance: Mile, Dirt
Preferred Style: Front Runner

Maruzensky (Summer)
Typical Distance: Medium, Mile, Dirt, Long
Preferred Style: Front Runner

Matikanefukukitaru
Typical Distance: Long, Medium
Preferred Style: Late Surger

Mayano Top Gun
Typical Distance: Long, Medium, sometimes Dirt
Preferred Style: Front Runner, Pace Chaser

Mayano Top Gun (Wedding)
Typical Distance: Medium
Preferred Style: Pace Chaser, Late Surger, End Closer
Regular Mayano is typically better for Long.

Meisho Doto
Typical Distance: Medium, Long
Preferred Style: Late Surger

Mejiro McQueen
Typical Distance: Long, Medium
Preferred Style: Front Runner is best, Pace Chaser works

Mejiro McQueen (End of Sky)
Typical Distance: Long, Medium
Preferred Style: Front Runner, Pace Chaser

Mejiro Ryan
Typical Distance: Medium
Preferred Style: Late Surger, End Closer

Mihono Bourbon
Typical Distance: Medium, Long
Preferred Style: Front Runner

Narita Brian
Typical Distance: Medium, Long
Preferred Style: Late Surger, End Closer

Narita Taishin
Typical Distance: Medium
Preferred Style: End Closer
Since Gold Ship is in Long, Taishin usually goes to Medium to avoid overlapping styles.

Nice Nature
Typical Distance: Medium
Preferred Style: Late Surger

Oguri Cap
Typical Distance: Dirt, Mile
Preferred Style: Late Surger is best, Pace Chaser is okay
Oguri needs to be in 2nd to 5th at the 200m remaining mark. Pace Chaser will work better if you have a strong Front Runner to stay ahead of her.

Rice Shower
Typical Distance: Medium, Long
Preferred Style: Pace Chaser, Front Runner, Late Surger

Sakura Bakushin O
Typical Distance: Sprint
Preferred Style: Front Runner

Seiun Sky
Typical Distance: Medium, Mile
Preferred Style: Front Runner
Her unique doesn't activate at a good time in Long courses.

Silence Suzuka
Typical Distance: Mile, Medium
Preferred Style: Front Runner

Smart Falcon
Typical Distance: Dirt
Preferred Style: Front Runner

Special Week
Typical Distance: Medium, Long
Preferred Style: Pace Chaser, Late Surger

Special Week (Summer)
Typical Distance: Medium, Long
Preferred Style: Late Surger

Super Creek
Typical Distance: Medium, Long
Preferred Style: Pace Chaser

Symboli Rudolf
Typical Distance: Medium, Long
Preferred Style: Late Surger, End Closer

TM Opera O
Typical Distance: Medium, Long
Preferred Style: Pace Chaser

Taiki Shuttle
Typical Distance: Dirt, Mile
Preferred Style: Pace Chaser

Tokai Teio
Typical Distance: Medium
Preferred Style: Late Surger is best, Pace Chaser is okay

Tokai Teio (Beyond the Horizon)
Typical Distance: Medium
Preferred Style: Pace Chaser

Vodka
Typical Distance: Mile
Preferred Style: Late Surger

Winning Ticket
Typical Distance: Medium
Preferred Style: Late Surger

Promotion / Demotion

On the main screen for PvP, you'll see something like this.

The golden number in the center (63,217) is your placement in your class. The number below that (118,979) is your current high score.

Underneath the golden numbers are the cutoffs. To stay in Class 6, you currently need to be better than 137,217th place, which is a high score of 493,950 points. If you're below the cutoff, you demote, if you're above, you promote (or remain, in the case of Class 6). There's actually a small band for remaining in the same class, but the game doesn't display the requirements.

Promotion/demotion happens on a weekly basis, at the daily reset on Monday JST.

Items
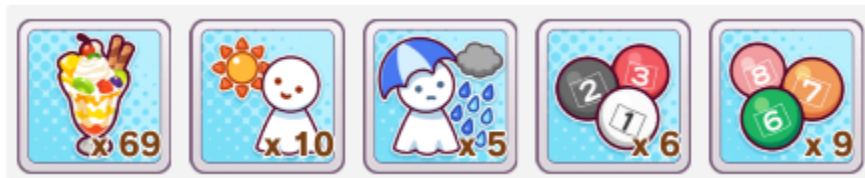
From left to right:
- Sets friendly umas' mood to max (+4% to all stats)
- Weather is changed to be sunny for all races (good ground likely)
- Weather is change to be rainy for all races (bad ground likely)
- All friendly umas start in the first three gates
- All friendly umas start in the last three gates (gives a small speed boost)

The latter four items are mainly useful if you have green skills that are specific to those conditions, while the sundae is useful for improving performance in general.

Team Trials Race Frequencies

https://vtuberstart.com/umamusume-kyogijo

Sprint

1000m: 8%
1200m: 54%
1400m: 38%

Standard Distance: 54%
Non-Standard Distance: 46%

Right-Handed: 60%
Left-Handed: 34.7%
5.3% have no corners.

Most common locations: **Niigata(新潟)**, **Hanshin(阪神)**, **Chukyo(中京)**

Mile

1500m: 5.3%
1600m: 36.7%
1800m: 58%

Standard Distance: 36.7%
Non-Standard Distance: 63.3%

Right-Handed: 81.3%
Left-Handed: 18.7%

Most common locations: **Kyoto(京都), Nakayama(中山), Sapporo(札幌)**

Medium

2000m: 62.6%
2200m: 20%
2300m: 4.7%
2400m: 12.7%

Standard Distance: 75.3%
Non-Standard Distance: 24.7%

Right-Handed: 50.7%
Left-Handed: 49.3%

Most common locations: **Niigata(新潟), Tokyo(東京), Kyoto(京都)**

Long

2500m: 18%
2600m: 37.3%
3000m: 16.7%
3200m: 8%
3400m: 10.7%
3600m: 9.3%

Standard Distance: 26%
Non-Standard Distance: 74%

Right-Handed: 77.3%
Left-Handed: 22.7%

Most common locations: **Tokyo(東京), Kyoto(京都), Nakayama(中山)**

Dirt

1600m: 10%
1700m: 35.3%
1800m: 54.7%

Standard Distance: 10%
Non-Standard Distance: 90%

Right-Handed: 68%
Left-Handed:32%

Most common locations: **Hakodate(函館), Chukyo(中京), Niigata(新潟)**

Other Qualities

Seasons
Spring: 40%, Summer: 22%, Fall: 12%, Winter: 26%

Weather
Sunny: 58%, Cloudy: 30%, Raining: 11%, Snowing: 1%

Track Condition
Good: 77%, Bad: 11%, Badder: 7%, Baddest: 5%

PvP - Champion's Meeting

Champion's Meeting is a monthly 3v3v3 PvP tournament where every race takes place on the same track, so you can make highly specialized umas. The rewards are very good.

You can use this site to simulate the specific track. http://race.wf-calc.net/#/champions-meeting

Brackets

There are two different brackets in Champion's Meeting, the Grade League and the Open League. In the Grade League (right, red button), you can use any uma. In the Open League (left, green button), you can only use umas that are B or worse. After the tournament starts, you can't change your decision.

The rewards in the Grade League are much better than the rewards in the Open League. For example, coming in 3rd during the Grade finals is pretty much as rewarding as coming in 1st during the Open finals. If you can make A rank umas, the Grade League is likely the better choice.

Rounds

The first two rounds last for two days each, and you can enter up to 4 times per day, with each entry being 5 races. So, in each of the first two rounds, you have 8 opportunities to get a good score. Your best score is all that matters, so don't be scared to keep using entries after advancing to Group A.

The Final Round is only a single race. After Round 2, there will be a 12 hour period where you can register the umas you'll use in the Final Round. If you don't register any, it will use the umas you used for your last entry. Then, there will be a matching period where the game chooses who your opponents will be. After that, you can see the results.

Strategy Considerations

You only have to bring 3 umas, unlike the 15 in Team Trials PvP, so you have a lot more freedom. In Team Trials, Oguri is almost always used for Mile or Dirt, but in Champion's Meeting you can use her freely. She performed very well in the Taurus Cup, which was a 2400m race. There's also no incentive to keep styles separate, so feel free to duplicate them.

Since you know the exact track details, you can purchase Green skills that you normally wouldn't. For example, the Left-Handed and Fall green skills each give +40 speed, but tracks that fit those are rare, so you wouldn't normally take them. However, if the Champion's Meeting is on a Left-Handed track in the Fall, then you can take both and be guaranteed the +80 Speed.

Other, less obvious aspects of the track can also have a big impact, such as when the final corner is, where the hills are, and how long the final straight is. Maruzensky performed exceptionally well in the Taurus Cup because her unique skill activated at a very ideal time.

Debuffs are also quite popular during Champion's Meetings, so you may wish to have more stamina than usual, or take a few extra recovery skills.

In Team Trials, you aim to get as many points as possible, but in Champion's Meeting, winning is all that matters. The best skills change accordingly. Ones that occur during the Last Spurt are especially desirable.

If you're in the Open League, typically Stats are more desirable than having a lot of skills. During the Taurus Cup (2400m), many B rank umas only took Swinging Maestro as a skill and the rest of their points were in stats. When raising B rank umas, you should also try to fail the fan checkpoints so you don't level your unique skill, which adds points.

Having an S rank aptitude doesn't increase the uma's points, so those are also very desirable.

There's a rank calculator here that you can use to determine whether your uma will be B rank.

Analyzing Tracks

Being able to determine what umas and skills will be good on a track is important. To do that, we need to know the aspects of the track. There are images online of all the races. To find them, google **"TrackName 断面図"**. As an example, let's look at the Takamatsunomiya Kinen, a simple track that has a few interesting things.

In-game, it's considered a hill if the slope is steeper than +/-2m over 200m. The squares in these images are 200m x 2m, so if the slope is steeper than the line going diagonally through the box, it probably counts as a hill. You can confirm by checking the race in the simulator.

This track has no downhills, as the downhill slope isn't steep enough. It has an uphill at the very end. Downhill skills won't ever activate.

One of the most important aspects of tracks is whether the last spurt starts on a corner or not. The last spurt will start at (Track Length / 3)m remaining. This track is 1200m, so the spurt starts at 400m. We can see in the image that the 400m mark starts on a straight. When the spurt starts, the umas have to accelerate to top Speed. Acceleration skills at this point will help a lot, while Speed skills will be useless.

Maruzensky's acceleration unique triggers on the final corner, so it's useless on this track. Same for Seiun Sky, Taiki Shuttle, and so on. El Condor Pasa's unique triggers on the final straight, so it's very good. Narita Taishin's **Encroaching Shadow(迫る影)** skill is also strong. Umas like Silence Suzuka and Mihono Bourbon with last straight Speed skills will waste their uniques. If the last spurt started on the final corner, much of this would be reversed.

Hill skills trigger on the first hill. Since the first uphill happens shortly into the last spurt, the acceleration from **Highlander(登山家)** is very strong, while **Restless(じゃじゃウマ娘)** is useless (not that you'd take a recovery on a 1200m track). **1,500,000 CC(十万バリキ)** is a Speed skill on uphills, so it triggers too early here. If the hill was later, **1,500,000 CC(十万バリキ)** would be better and **Highlander(登山家)** bad.

The opening straight is around 350m, while the ending straight is 412m. Straight skills will be more likely to trigger in the final leg. If this was a longer track, that would make things like Vodka's **Breath of Fresh Air(好転一息)** or McQueen's **Cooldown(クールダウン)** very inconsistent.

G1 Track Spurt Starts

This shows where the spurt starts on each G1, which is what Champion's Meeting tracks are usually taken from. "Late Final Corner" means it's too far into the final corner for a final corner acceleration skill like Maruzensky's or Dober's to work, "Very Late" means even inherited Taiki doesn't.

Sprint
Nakayama 1200m (Sprinter's Stakes) - Late Final Corner
Chukyo 1200m (Takamatsunomiya Kinen) - Final Straight, very inconsistent Downhill, Uphill

Mile
Hanshin 1600m (Asahi Hai, Hanshin JF, Oka Sho) - Very Late Final Corner
Tokyo 1600m (NHK Mile, Yasuda Kinen, Victoria Mile) - Very Late Final Corner, then Final Straight
Kyoto 1600m (Mile CS) - Late Final Corner

Medium
Nakayama 2000m (Hopeful Stakes, Satsuki Sho) - Corner
Kyoto 2000m (Shuuka Sho) - Downhill + Corner, Final Corner shortly after
Tokyo 2000m (Tenno Sho Aki) - Late Final Corner
Hanshin 2000m (Osaka Hai) - Corner, Final Corner shortly after, inconsistent Downhill
Kyoto 2200m (Queen Elizabeth Cup) - Downhill + Corner, Final Corner shortly after
Hanshin 2200m (Takarazuka) - Corner, Final Corner after, inconsistent Downhill
Tokyo 2400m (Oaks, Japan Derby, Japan Cup) - Just before Final Corner

Long
Nakayama 2500m (Arima Kinen) - Straight, Corner shortly after
Kyoto 3000m (Kikka Sho) - Straight, Corner shortly after
Kyoto 3200m (Tenno Sho Haru) - Straight

Dirt
Ooi 1200m (JBC Sprint) - Final Straight
Tokyo 1600m (February Stakes) - Very Late Final Corner, then Final Straight
Ooi 1800m (JBC Ladies Classic) - Corner, Final Corner shortly after
Chukyo 1800m (Champions Cup) - Final Corner, inconsistent Downhill
Ooi 2000m (JBC Classic, Japan Dirt Derby, Tokyo Daishoten, Teio Sho) - Corner

Straight: 23.3%; Final Straight 13.3%
Corner 76.7%; Final Corner 63.3%, Early 30%, Late 10%, Very Late 23.3%

How to Win

The biggest factor for winning is acceleration. Acceleration is extremely powerful when it triggers at a good time. For example, a 3s duration gold speed skill on 1600m would give a gain of 1.68m. Seiun Sky's unique skill gives a gain of 10.3m. Thus, the meta revolves around what umas have good acceleration skills.

You should also strive for an S aptitude in the distance, as it gives +10% Speed. This helps Front Runners maintain their lead and helps the other styles catch up. Speed greens are also useful for the same reason.

Building Front Runners
The key skill for Front umas is **Groundwork**. It gives them acceleration at the start of the race after activating three skills, which lets them take the front position. To activate this, you get three greens that suit the track. You can also use Focus or Concentration, but unlike greens, it doesn't have a 100% trigger chance. When making Front parents, aim for Groundwork white sparks, because it's a bit of a troublesome skill to get otherwise.

Seiun Sky's unique is the other key acceleration skill and is basically what makes Front Runners a viable PvP style at all. It works when the last spurt starts on a corner. In order to activate it, you must be in first place, so you should focus on stacking middle leg speed skills in order to keep your lead. Skills like Professor of Curvature, Mile/Front Runner Corners, Summer Maruzensky's unique, Tail Held High, Escape Artist, and so on.

All Medium and Mile G1 tracks start their spurt on a corner. All Long G1 tracks start their spurt on a straight. In Long, you can use Kitasan's unique instead.

Front Runners highly value having a strong Wisdom stat, as it increases their speed early in the race and helps them activate all of their skills.

Defeating Front Runners
Front Runners must be first in order to use Seiun Sky's unique. If they activate it, it becomes much harder for other styles to catch up to them. If it's Seiun Sky herself and not someone using an inherited version of her unique, it's extremely difficult.

This is where Seiun covers come in. This type of uma doesn't try to win, it just tries to stop the other Front Runners from using Seiun Sky's unique. To do this, you focus on capping Power and Wisdom while mostly ignoring the other stats, just getting enough to finish the training. A statline like 600/400/1200/200/1200 is fine here. You then stack on as many middle leg skills as possible to try to keep in front, and/or throw in some debuffs.

Summer Maruzensky is good for this on every track, as her unique always activates in the middle. Bakushin and Smart Falcon are other good choices, with V.Bourbon also being an easy

option. Their Distance aptitude only has to be D or better, as their speed in the last leg isn't important. You'll rely on your other umas to win.

Building Pace Chasers
All of Pace Chasers' good acceleration skills are on the Final Corner or Final Straight.

If the last spurt starts just before the final corner or early into it, then Maruzensky's unique will be useful for accelerating. This was the case in the Taurus Cup and Scorpio Cup. If it's late into the final corner, then Taiki Shuttle and Nishino Flower's uniques are good.

If the last spurt starts just before the final straight or early into it, then Nishino Flower's unique is good, and to a lesser extent H.Creek's. This was the case in the Cancer and Capricorn Cups.

Pace Chasers also have an acceleration skill for downhills, but we have yet to see a CM that has a downhill in a good position for the skill. These are on Kyoto Medium tracks.

Building Late Surgers
Late Surgers are a big dice roll. They have a lot of acceleration skills, but none of them are really consistent. As such, the strategy is simply to take as many as possible and hope one of them works.

The general accelerations are On Your Left!, Mejiro Ryan/Dober's unique, Feel the Burn!, and the Burning Spirit PWR skill. On Your Left! can be acquired from the Nice Nature SSR, which you should borrow if your uma doesn't already have it (Gold City, Grass Wonder at level 5). Feel the Burn! and the Burning Spirit PWR skill can both come from the Aoharu Scenario.

Mejiro Ryan's unique is the same as Seiun Sky's. It has the same activation point, however, it requires you to be 6th instead of 1st. As such, you don't want your Late Surger to get too far ahead, so your speed skills will mostly focus on the last leg. Gold City's unique is another possible acceleration, and El Condor Pasa (Fantasy) and Mayano Top Gun (Bride) sometimes work too. Mejiro Dober's is often the same as Ryan's, but allows you to be 5th as well.

There are some others on specific tracks. For Mile, there's Furious Feat, which you can get from the Oguri Cap SSR. Vodka also has it at level 5. For Dirt, there's Trending in the Charts! from the Agnes Digital card. In Medium, there's Rise from the Ashes(?).

Building End Closers
End Closers have a lot in common with Late Surgers. You can mostly refer to that section, though they can't use On Your Left!.

In exchange, they get Straightaway Spurt / Encroaching Shadow, which is an acceleration skill on straights during the last spurt. If the last spurt starts on a straight or shortly before one, then this skill is useful. This was the case in the Gemini Cup, Cancer Cup, and Libra Cup. The gold version is currently exclusive to Narita Taishin.

Building Debuffers
Many people will make umas that just barely pass the stamina requirements for the track in order to get more stats elsewhere. Such people are prime targets for debuffers. They're especially potent in distances 2400m or above.

Each gold stamina debuff lowers stamina by 3%, with whites lowering it by 1%. On Medium distance, Nice Nature could lower the stamina of a certain style by 8% on her own. Gold recoveries are +5.5% for reference.

You can also debuff their speed. Gold speed debuffs give -0.25 m/s, which is equivalent to a negative Medium Distance Corner ◎ skill. The "Hesitant" skills are -0.15 m/s, which is the same as a negative white speed skill. The debuffs are always good.

These umas are quite easy to raise, so if you're lacking time or don't want to put in the effort to make a third good uma, a debuff build could be the way to go. Wit is all that matters, so 500/300/900/300/1200 is a perfectly fine statline for any distance. Focus your debuffs on the roles that the strongest umas for the track are in (usually Front Runner and Late Surger).

See the [Debuff Builds](#) section for more details.

Building Christmas Oguri
Christmas Oguri is so unique she gets her own section. Her unique has acceleration, and it triggers after using three recoveries. So, you can decide where to activate her unique based on the recoveries you bring. High Wit is very important for her consistency.

On distances from 2000 to 2500, Triple 7s can be used. It triggers after spurt start on 2400 and 2500, but is still very strong. On the Kyoto Mediums, you could also make her a End Closer and use a downhill recovery. If there's an uphill, you can be a Front Runner and use the uphill recovery.

If the spurt starts on a corner, and that corner is the first corner after the halfway point, then you can use U=ma2 (Agnes Unique) as a Pace Chaser. If it's the final corner, you can use Super-Duper Climax! (Urara Unique) as a Late Surger or End Closer.

When nothing else works, you can gamble by having all three of your recoveries be phase_random, e.g. Race Planner, Gourmand, Burning Spirit STA, and Super Creek unique, or you can use Drain for Rose (Halloween Rice unique) as a Pace Chaser.

As a Late Surger, A Small Breather can be a fallback plan in case one of your other three recoveries don't activate. If it triggers early, you'll get the accel, and if it triggers late, at least you get some speed. First Star is also decent on any style, but can trigger early in some cases.

Spurt Speed Carry-over

Speed skills increase your top speed. When the last spurt starts, if you have a speed skill active, you'll have a slight headstart on your acceleration. It's like you accelerated that 0.15m/s early. Even if the speed skill ends 0.1s later, since they only affect your top speed, it won't lower your speed. This gives some extra power to speed skills that can activate at the proper time for this.

Normally, you'll accel from, say, 20m/s to 25m/s. Starting with a skill active means you're accelling from 20.15m/s to 25m/s. You could also think of it as, the speed skill's duration is increased by the amount of time you spend accelerating.

Here's a comparison of the meter gain from various types of skills, assuming the speed skills are active during the spurt and the accels last until you reach top speed.

```
Base:          207.46m over 9.43s
White Accel:   213.50m (+6.04m) - also inherited accel unique
Gold Accel:    216.62m (+9.16m) - also non-inherited accel unique
White Speed:   208.84m (+1.38m) - also inherited speed unique
Gold Speed:    210.63m (+3.17m) - also speed unique
Dual Unique:   216.61m (+9.15m) - 211.43m (+3.97m) when inherited
```

The math will be on the next page. Consider also that, since the speed skills only need to be active for a very short amount of time, they can also give you their speed. For example, in 2000m, a 3s skill lasts for 6s. If a gold used up 5s before the spurt, that would be 0.35 * 5 = +1.75 additional meters. It has a bit more of an effect than that due to letting you start accelerating earlier, but it's close enough as an approximation.

This is particularly important on tracks where Final Corner accels work, such as in Scorpio Cup where Late Surger McQueen was viable due to her unique's speed carry-over.

MATH
Base Speed: 20m/s
Top Speed: 24m/s
Base Accel: 0.424m/s/s (1000 Power)

Time = (Top Speed - Base Speed) / Acceleration
Base Time = (24 - 20) / 0.424 = 9.43s
Distance with linear acceleration = 0.5 * Time * (Top Speed + Base Speed)
Distance = 0.5 * 9.43 * (24 + 20) = 207.46m

White accel is +0.2 accel
White Accel Time = (24 - 20) / 0.624 = 6.41s
Distance = 0.5 * 6.41 * (24 + 20) = 141.02m
Top Speed Time = 9.43 - 6.41 = 3.02, times 24 = 72.48m
Total = 213.5m, difference = 6.04m

Gold accel is +0.4 accel
Gold Accel Time = (24 - 20) / 0.824 = 4.85s
Distance = 0.5 * 4.85 * (24 + 20) = 106.7m
Top Speed Time = 9.43 - 4.85 = 4.58, times 24 = 109.92m
Total = 216.62m, difference = 9.16m

White speed skills are +0.15 speed
White Speed Time = (24 - 20.15) / 0.424 = 9.08s
Distance = 0.5 * 9.08 * (24 + 20.15) = 200.44m
Top Speed Time = 9.43 - 9.08 = 0.35, times 24 = 8.4m
Total = 208.84m, difference = 1.38m

Gold speed skills are +0.35 speed
Gold Speed Time = (24 - 20.35) / 0.424 = 8.6s
Distance = 0.5 * 8.6 * (24 + 20.35) = 190.71m
Top Speed Time = 9.43 - 8.6 = 0.83, times 24 = 19.92m
Total = 210.63m, difference = 3.17m

Dual uniques are +0.25 speed and +0.3 accel
Dual Unique Time = (24 - 20.25) / 0.724 = 5.18s
Distance = 0.5 * 5.18 * (24 + 20.25) = 114.61m
Top Speed Time = 9.43 - 5.18 = 4.25, times 24 = 102m
Total = 216.61m, difference = 9.15m

Inherited Dual Unique Time = (24 - 20.05) / 0.524 = 7.54s
Distance = 0.5 * 7.54 * (24 + 20.05) = 166.07m
Top Speed Time = 9.43 - 7.54 = 1.89, times 24 = 45.36m
Total = 211.43m, difference = 3.97m

Making a Team

In general, you don't have to worry too much about synergy between your team. As long as they don't actively work against each other, you can simply add the strongest umas you have.

Supporters
[Debuffers](#) - Fairly obvious, using an uma to lower your opponents' speed or stamina. On Sprint or Mile tracks, this will usually be a Speed debuffer. On Medium or Long, they can also debuff Stamina. End Closers are usually best for this in Sprint or Mile and Late Surgers in Medium or Long, but you can also use a Front Runner Debuffer to motivate your carry Front Runner.

Sacrificial Front Runner - If you're using umas who need to pass someone, you can use a Front Runner with low stamina that dies in the final leg to trigger those uniques. They can double as a Debuffer.

Seiun Bully - If Seiun scares you, you can make a Front Runner built around preventing her from using her unique. This involves getting 1200 Power and 1200 Int while ignoring Speed or Stamina. Stack up on mid-leg skills to try to take and keep the lead.

Unusual Strategies

Urara + McQueen
This strategy has fallen out of favour for a while but remains as an example of manipulating the game's mechanics.

If you put Urara on a Turf track, she will fall so far behind that "distance_diff_rate" skills will be thrown into chaos. For this team, the important one is Mejiro McQueen's unique, which has distance_diff_rate<=30. With an Urara in the back, she can activate this even if she's a Late Surger or End Closer.

This strategy is most potent when McQueen's unique lasts into the start of the Spurt. The speed carry-over is a big help. You can also inherit McQueen's unique on other umas while doing this.

It doesn't have to be Urara. You can specifically raise a debuffer to have 100 Power by failing Power trainings repeatedly in third year. Doing this on Grass Wonder for example lets you get Dominator to additionally debuff the enemies' speed.

This also ruins some End Closer-specific skills and makes them impossible to activate, like **Masterful Gambit (**仕掛け抜群**)** and **Sleeping Lion (**眠れる獅子**)**.

Current Parameters

There's no CM currently going on in Global, but here's what the last CM was like in JP URA for a reference of what sort of things we think about during them.

Hanshin, Turf, 2200m (Medium), Right-Handed, Summer, Sunny, Good Condition

The goal is on the left side of the above chart.

Recommendations for Leo Cup

Required Stamina	Front Runner	Pace Chaser	Late Surger	End Closer
No Golds	940	1070	990	1010
1 Gold	740	850	790	810
2 Golds	560	660	620	640
1 Gold vs Nature	840	970	900	920

The above chart assumes 300 guts.

The final corner starts fairly soon after the last spurt (84m). You will typically still be accelerating upon reaching it, so umas with speed uniques that activate early in the final corner are bad. Acceleration skills that trigger in the final straight, like Pasa's unique and Narita Taishin's **Encroaching Shadow(迫る影)** are ineffective.

Maruzensky and Taiki Shuttle's acceleration uniques have a small effect, but are typically comparable to a normal speed unique. It would be better to use a different uma and inherit their ult so you can get both. They're still quite strong when inherited.

Recommended Team:
Front Runner: Maruzensky (Summer) > Seiun Sky > Bourbon > any Front Runner with Seiun ult inherited

Maruzensky has a consistent way to activate her unique in the mid leg, allowing her to stay ahead of Seiun. Daiwa Scarlet and Smart Falcon are other options, though harder to raise.

Pace Chaser: Agnes Tachyon > Oguri Cap = Fuji Kiseki > Super Creek > Tokai Teio (Anime)

Agnes, Creek, and Teio all get two gold recoveries, and so can go without bringing any stamina cards, allowing you to raise your other stats higher. Of course, they need to be level 5 for this, and preferably 3 star. Agnes and Creek's uniques are guaranteed, while Teio has a speed unique that's helpful but is riskier on recoveries. Agnes also has Medium Straightaways and Corners built in. Oguri and Fuji only have one recovery, but they have strong uniques.

Late Surger: Mejiro Ryan > Meisho Doto > El Condor Pasa (Fantasy) > Gold City > Grass Wonder

Fantasy Pasa and Ryan both have acceleration uniques that activate while they are accelerating. Fantasy Pasa is more consistent, but Ryan has better high-roll potential.

Gold City and Grass Wonder have acceleration skills at level 5 that, if they trigger early, can be really strong, but it's quite random.

You can also inherit Ryan/Pasa ults on a Late Surger with a strong speed unique, like Teio or Rudolf, if you don't have Ryan at 3* or don't like her. The sum of Ryan's inherited unique plus their uniques is only a bit less than Ryan's unique.

End Closer: Mayano Top Gun (Bride)? Gold Ship? Hishi Amazon? Symboli Rudolf?

Gold Ship's recovery doesn't work here, but she has a good unique and should be quite strong with Ryan's unique inherited. Rudolf also has a good unique, and her debuff from level 3 works more consistently as End Closer. Amazon has End Closer Straightaways and Corners built in. Mayano has an acceleration unique, but it requires some luck.

Avoid: Mejiro McQueen, Biwa Hayahide, TM Opera O, Narita Taishin, El Condor Pasa

Uniques to inherit:
Front Runners: Seiun Sky, Maruzensky, Summer Maruzensky
Pace Chasers: Taiki Shuttle, Maruzensky
Late Surgers/End Closers: El Condor Pasa (Fantasy), Mejiro Ryan, Teio, Rudolf, Oguri

Notable Support Cards
Nishino Flower (Hanshin, Good Ground)
Matikanefukukitaru (Right-Handed guaranteed)
Narita Brian (Right-Handed, Medium Straightaways/Corners, Lone Wolf)
Agnes Tachyon (Medium Straightaways/Corners, Up-Tempo)
Fine Motion (Right-Handed hint, though Speed Star is inconsistent)
Pace Chasers - El Condor Pasa (Pace Chaser Straightaways, Medium Straightaways, Killer Tunes, Sunny Days)
Front Runners - Seiun Sky Stamina (Escape Artist, Tail Held High)

There are no downhills on this track. Skills that trigger on downhills will not activate, such as Rice Shower's **Determined Descent(決意の直滑降)**. There are uphills, though. **Highlander(登山家)** will have an effect for non-Front Runners.

Because of how early the first corner is, corner skills aren't recommended for non-Front Runners. They might move you too far ahead and trigger pace down, which will cause you to decelerate. Prefer straight skills when possible. *(haha this is so insane in retrospect)*

My Leo Umas

These are the umas I'll be using for the Leo Cup, as they stand now, for reference. I may improve them in the future.

The Bourbon used 15* Stamina 3* Power inheritance. Judging by how she turned out, 12* Stamina 6* Power would be better. You could probably bring even more power inheritance, I only trained stamina two or three times. Seiun was brought for her gold skill, but she didn't reach the third event.

The Agnes and Ryan used 18* Stamina inheritance.

The Agnes is the most likely to be rebuilt currently. She has lackluster stats and doesn't have the Medium S. The Ryan run was also very unlucky with Creek not giving Swinging Maestro, but at least she has Medium S? Having Late Surger Straightaways instead of Late Surger Corners would also be preferable.

Clubs

Clubs are the equivalent of guilds in Uma Musume. At the start of each month, you'll get a reward for being in them, and you can trade shoes with the other members to gain club points. There's no downside to being in a Club, so you should join one as soon as possible.

Ranking Rewards

SS	Carats x 3000	Club Points x 3000
S+	Carats x 2400	Club Points x 2400
S	Carats x 2100	Club Points x 2100
A+	Carats x 1800	Club Points x 1800
A	Carats x 1500	Club Points x 1500
B+	Carats x 1200	Club Points x 1200
B	Carats x 900	Club Points x 900
C+	Carats x 600	Club Points x 600
C	Carats x 300	Club Points x 300
D+	Carats x 150	Club Points x 150

The Club's rank is based on the Club's monthly fan gain.

In order to receive the rewards, you must have been in the Club for at least two weeks.

Support Cards In Detail

Stat Stick Passives

Support cards will either be used for their skills or as stat sticks. Comparing skills is easy, but comparing their ability to be a stat stick is more complicated.

Let's look at what's widely considered the best support card in the game, Kitasan Black, at max limit break.

Typically the passives you'll be interested in for a stat stick are "Friendship Bonus," "Training Effectiveness," "Mood Effect," "<stat> Bonus" and "Specialty Rate Up." "Initial Friendship Gauge" is also convenient as it reduces the time taken to get them to orange bond.

The **Mood Effect** is added to the bonus you get from mood, which is +/- 10% per deviation from normal. So, with max mood, it's +20%. With Kitasan's +30% Mood Effect, this gets to +26%. This also applies negatively, so if you're at bottom mood, it would go from -20% to -26%.

Training Effectiveness and **Friendship Bonus** work multiplicatively with this. For unique skills, mood effect and training effectiveness are additive, while friendship bonus is multiplicative. She has a 5% training effectiveness from her unique skill, 10% training effectiveness, and 25% friendship effectiveness. All together, the stat gains will be multiplied by 1.26 * 1.15 * 1.25 for a total of +81% stats from these passives.

Specialty Priority increases how often the card will land on its preferred training. In this case, Kitasan has 100 in total, so she is very likely to end up on Speed Training in any given turn, giving you a powerful rainbow.

<stat> Bonus effects, like Kitasan's Power Bonus, add 1 to how much the training will give you of that stat, before all the modifiers. Kitasan's is Power rather than Speed, which means your big speed rainbows will also give a lot of power.

Other Passives

Initial <Stat> is somewhat self-explanatory. At the start of training, the number is added to that stat. This can save you a day or two of training and is particularly useful on cards of types that you're only bringing 1 or 2 of, for example the Power cards in a 4 Speed 2 Power deck.

Hint Frequency - increases the chance of there being hints for the support card (the !s that appear on trainings). Since a hint gives +5 bond, this can help you get rainbows quicker, in addition to making it easier to access the card's skills.

Hint Levels - increases the discount on the skills the hints give you, saving you some skill points if you buy them.

Wit Friendship Recovery - a passive found on Wit (and later Group) cards. When there's a rainbow on the int training, it will restore extra energy according to this stat (4 for a MLB SR, 5 for a MLB SSR, except Ikuno SR has none).

Race Bonus - increases the amount of stats and skill points you gain from finishing a race. This includes the +3 all stats from mandatory races and the +10 all stats from URA. No rounding, if you want to go from +3 all to +4 all you need 34% Race Bonus.

Fan Bonus - is similar, but applies to the fans gained.

Friend Card Passives

Note that multiple Friend cards can't appear on the same training, so none of these can stack.

Failure Protection - reduces the chance of failing a training. With a 35% value, a 9% fail chance would go to 6%.

Energy Cost Reduction - reduces the energy that the training the card is on costs. A level 5 Speed training costs 25 energy, but with a 20% reduction, it would only be 20 energy.

Event Recovery - increases the energy you gain from the card's events, most notably the dates.

Event Effectiveness - increases the other rewards, such as the number of skill points gained.

Gold Skill Rates

Some support cards only have a chance to give you a gold skill at the end of their chain, while others are guaranteed to. For example, Fine Motion can either give you Speed Star, or the white version of it. Us JP players called getting the white skill "agemasen" ("will not give") for short, based on the anime scene where Special Week refuses to give McQueen a thing. "Card didn't give me the gold" is a bit of a mouthful. The chance of it happening is dependent on how high your stat is of the card's type. So, for Fine Motion, it would be based on your Wit. Since the final chains happen sort of randomly, you can't really control this, but it'll let you know if you're justified in complaining at least?

Stat	<400	400+	600+	700+	800+	1000+
Gold Skill Chance	30%	60%	65%	75%	80%	90%

Race Bonus Benefits

The "Race Bonus" passive on support cards increases the stats and skill points you receive from finishing races. This applies to both optional races and the mandatory races and URA Finals. Here's a chart of how many stats and skill points you get from a run based on your total Race Bonus.

Bonus	0%	5%	10%	15%	20%	25%	30%	35%	40%
Stats	351	351	372	372	393	393	414	461	482
SP	870	906	946	991	1044	1080	1123	1165	1218

There's a big jump between 30% and 35% race bonus. In actuality, this jump happens at 34%. If you can pick your supports in a way that gets you to >=34% race bonus, you'll get a good chunk of extra stats. You can use this as a way to break ties between cards that are otherwise similar.

Calculating Training Stat Gain

		Level			
		1	2	3	4	5
Speed	Speed	10	11	12	13	14
-21 体力	Power	5	5	5	6	7
Stamina	Stamina	9	10	11	12	13
-19 体力	Guts	4	4	4	5	6
Power	Power	8	9	10	11	12
-20 体力	Stamina	5	5	5	6	7
Guts	Guts	8	9	10	11	12
-22 体力	Speed	4	4	4	5	5
	Power	4	4	4	4	5
Wisdom	Wisdom	9	10	11	12	13
+5 体力	Speed	2	2	2	3	4

This chart gives the base values for each training at each level. The energy cost also goes up by 1 per level, except for Wisdom training.

To get the result from training, it's…

(BaseValue + Sum of StatBonus) * (1 + MoodMultiplier * (Sum of MoodBonus)) * (Sum of TrainingBonus) * (Product of FriendshipBonus) * (1 + 0.05 * NumberOfSupportCards)

Friendship Bonus will only be applied if the support is at orange or higher bond.
The MoodMultiplier is 0 at neutral mood, and goes up or down by 0.1 per mood up/down.

Skills

Many skills will have a style or distance requirement, seen in angle brackets in the skill description, such as ＜作戦・先行＞. Naturally, you shouldn't take any skills that don't match your style or distance, as they won't do anything.

Conditions

Every skill has certain conditions it must meet in order to be able to activate. After meeting these conditions, if it's not a green skill, it will do a check against your wisdom to see if the skill activates. An @ indicates an "or" condition, while an & indicates an "and" condition. In the order of operations, & comes before @. You know, P&MD@S.

running_style - This means the skill will only trigger with a certain running style. The skill description will tell you which style.
distance_type - This means the skill will only trigger on a certain distance.
order - Order refers to your current placement. An order>=2 condition means you have to be 2nd or worse.
order_rate - This indicates a percentage of the racers you have to be ahead or behind of. An order_rate<=50 means you have to be in the top 50% of racers.
distance_rate - This skill will activate in a portion of the track dictated by the number. distance_rate>=50 means the latter half of the track.
change_order_onetime - This condition is for when your order changes. If this condition is positive (eg change_order_onetime>0) it requires you to be passed, and negative requires you to pass someone else.
straight_random - This picks a random point on a straight to check the other conditions.
corner_random - This picks a random point on a corner to check the other conditions.
phase_random - Skills with this condition check a random spot in the indicated phase (0 for Opening Leg, 1 for Middle Leg, 2 for Final Leg) to check the rest of the conditions.
accumulatetime - This shows how many seconds have to have passed before the skill is allowed to be activated.
  - A phase_random==0 skill with an accumulatetime condition might pick a point to check that's so early in the race that enough time hasn't passed, making it impossible to activate. Skills with those two conditions are less desirable for this reason.
near_count - This condition checks the number of other nearby umas.
is_finalcorner - As you may be able to guess, this checks if it's the final corner. Includes the final straight.
corner - This condition checks if you're on a corner. It will be corner!=0 for corner, or corner!=1 for no corner.
slope - This condition checks if you're on a slope, 1 for uphill 2 for downhill.
is_overtake - This condition checks if you're currently passing another uma.

Green and Purple Skills

The green skills grant you a small buff to your stats if you meet their conditions. The purple ones are the opposite, giving a small penalty. These are typically the lowest-priority skills to purchase. At the first level, this is +40, and at the second, +60, or -40 in the case of purples. So, it's better to only level them once if at all.

The icon on the skill reflects what stat it increases. From left to right in the picture above, Speed, Stamina, Power, Guts, Wisdom, All, Speed. Green skills can increase your stats above the cap.

The value of a green skill relies on how often it activates. Refer to the Races section of this document to check for the distance your uma runs. For example, let's look at the Standard Distance skills.

	Standard Distance ○	Moderately increase performance over standard distances (multiples of 400m).
	Non-Standard Distance ○	Moderately increase performance over non-standard distances (non-multiples of 400m).

If we check the Races section, 90% of Dirt races are on Non-Standard Distances, while 75% of Medium races are on Standard Distances. These skills have wildly different activation rates on those distances.

Another interesting thing about this skill in particular is that it gives +40 stamina. Therefore, you could use it to give your uma a boost on the longest tracks of a category. In Mile, the longest is 1800m, a Non-Standard Distance. If you're good on stamina for 1600m but a bit short for 1800m, this skill can help make up for it. Likewise for the other categories.

Other skills of note are the **Savvy(コツ)** skills. These activate based on a style, so they will always activate if you purchase the correct one. They also give a vision bonus in addition to the wisdom bonus.

Blue (Recovery) Skills

Gourmand　食いしん坊　Recover endurance mid-race. (Pace Chaser)

Recovery skills, as the name implies, restores your uma's HP during the race. Golden recoveries will restore 5.5% of your HP, while white recoveries restore 1.5%. As such, golden recoveries are far more important than white ones.

The best recovery skills are the ones that restore HP at a consistent time, such as Gourmand seen above. Corner recoveries are also very good. Straight recoveries aren't ideal, as they could trigger at the start or the end of the race where they have less impact.

Iron Will　鋼の意志　Recover endurance when the way ahead is jammed early-race.

Never purchase this skill. It's incredibly hard to activate.

Gold Recovery Rankings

Best
These skills activate consistently at good times.
Swinging Maestro, Gourmand, Race Planner, Miraculous Step, Sleeping Lion (borderline)

Good
These skills activate pretty consistently. The skills that require uphills or downhills will be more consistent in longer races, as those more frequently have hills.
Restless, Go-Home Specialist, Trackblazer (borderline)

Usable
Straightaway Recovery skills activate consistently, but not always at good times.
Breath of Fresh Air, Cooldown

Eh
These skills activate inconsistently due to a combination of phase_random==0 and accumulate_time, so they're not ideal. They'll be more consistent in longer distances.
Calm and Collected, Keen Eye

Bad
These skills require you to be in a bad situation, which isn't a good sign on top of being inconsistent.
Iron Will, Unruffled, Serenity, Indomitable

Unusable
If these skills activate, you have already lost the race, or they don't actually do anything for you.
Adrenaline Rush (activates at HP 0), Relax (activates in Final Leg)

Red (Debuff) Skills

These skills affect the other umas in the race. They won't affect friendly umas, so don't worry about sabotaging your own teammates with them.

Similar to the green skills, the best debuffs will be the ones that consistently have an effect on your opponents. End Closers are close to nonexistent outside of Medium (with Narita Taishin) and Long (with Gold Ship), so a skill that debuffs End Closers won't usually be useful outside of those distances.

Different debuffs do different things. From left to right on the image above, it's Speed(Velocity) down, Acceleration down, Rushed extension, STA/HP(Fatigue) down, Vision down.

Orange Skills

The first two icons here are for Speed and Acceleration, respectively. The best are the ones with good activation times and long durations. For example, compare these two skills:

	Beeline Burst	Increase velocity on a straight.
	Professor of Curvature	Increase velocity on a corner with skilled turning.

They both increase Speed, and both by the same amount. However, Beeline Burst only increases your Speed for 0.9 seconds, while Professor of Curvature increases it for 1.8 seconds.

Speed skills won't do anything if you're not at top Speed, and Acceleration skills won't do anything if you are at top Speed.

The third type of skill is a lane change skill, which increases the speed at which the uma changes lanes. Lane changes are outward in the last leg, and inward otherwise.

The fourth type improves your starts. The white version isn't very impactful, but the golden version is very good and used very often, especially for Front Runners. There's also a purple version that makes your starts worse, which Gold Ship can get access to by winning Takarazuka Kinen twice.

The fifth type affects Vision, which doesn't actually do anything (unless you've had your vision debuffed) due to the hard cap on vision being set at the same distance as the default.

Unique Skills

Unique Skills are unique to each uma. If the uma is 3 star or better, she can pass them down through inheritance. However, unique skills passed down this way are much worse, and their price prevents them from being an appealing option. They're essentially white skills with weird conditions and longer durations.

There are a few that retain some strength and are stronger than a normal white skill with a longer duration, so can be worth taking. These are Oguri Cap's **Triumphant Pulse(**勝利の鼓動**)**, Symboli Rudolf's **Behold Thine Emperor's Divine Might(**汝、皇帝の神威を見よ**)**, Tokai Teio's **Sky-High Teio Step(**究極テイオーステップ**)**, King Halo's **Prideful King(Pride of KING)**, and Fuji Kiseki's **Glittering Star Vaudeville(**煌星のヴォードヴィル**)**.

The level of a unique skill increases its strength. For recovery skills, it's increased by 2% per level. So, a level 4 Unique recovery would restore 5.83% HP instead of 5.5%. For other skills, it's increased by 1% on the first level up, then 3% on each subsequent level up.

Calculating Effectiveness of Skills

Speed Skills

Speed is simple to calculate. Distance is speed multiplied by time, so we can multiply the skill's effectiveness by the duration. Note that the duration is multiplied by track length / 1000, so on longer tracks, the effectiveness will go up.

ハヤテ一文字 **/ Beeline Burst** - 0.35 over 0.9s
0.35m/s * 0.9s = 0.315m
In 2400m, * 2.4 = 0.756m

全身全霊 **/ In Body and Mind** - 0.35 over 1.8s
0.35m/s * 1.8s = 0.63m
In 2400m, * 2.4 = 1.512m

中距離コーナー◎ **/ Medium Corners**◎- 0.25 over 3s
0.25m/s * 3s = 0.75m
In 2400m, * 2.4 = 1.8m

Acceleration Skills

Acceleration is more complicated. You have to calculate how long you'd normally take to accelerate to top speed, as well as how much distance you cover in that time, then compare that to the numbers when accelerating. For these examples we'll assume 1200 Speed and 1000 Power, which is fairly realistic.

With 1000 Power, the acceleration is 0.424m/s/s, ignoring Phase Multipliers..
Time to get to top speed is (Top Speed - Starting Speed) / Acceleration.
Distance is 0.5 * Time * (Top Speed + Starting Speed)
Speed is Starting Speed + Acceleration * Time

地固め / **Groundwork** - 0.2 over 3s
We'll use 17m/s as the starting speed and 20.3m/s as the top speed, which is about what a
Front Runner has in Mile.

Without Groundwork, the time taken is (20.3 - 17) / 0.424 = 7.78s
The distance covered is 0.5 * 7.78 * (20.3 + 17) = 145.1m

With Groundwork, the time taken is (20.3 - 17) / 0.624 = 5.29s
The distance covered while accelerating is 0.5 * 5.29 * (20.3 + 17) = 98.66m
The time spent at top speed is 7.78 - 5.29 = 2.49, which when multiplied by 20.3 = 50.55m
98.66 + 50.55 = 149.21. Subtract the other number, 145.1, and we get **4.11m** gained.

アングリング×スキーミング / **Angling and Scheming**, Seiun unique - 0.4 over 4s
This is similar to the Groundwork calculation, but the base speed will be 20m/s, and the top
speed will be 24.2m/s, normal numbers for a Front Runner in Mile.

Base Time = (24.2 - 20) / 0.424 = 9.9s
Distance = 0.5 * 9.9 * (24.2 + 20) = 218.8m

Angling Time = (24.2 - 20) / 0.842 = 4.99s
Distance = 0.5 * 4.99 * (24.2 + 20) = 110.28m
Top Speed Time = 9.9 - 4.99 = 4.91, times 24.2 = 118.82m
Total = 229.1m, difference = **10.3m**

先手必勝 / **Taking the Lead** - 0.4 over 1.2s
This skill triggers 5 seconds into the acceleration, so we need three steps.

Base Time = (20.3 - 17) / 0.424 = 7.78s
Distance = 0.5 * 7.78 * (20.3 + 17) = 145.1m

Speed after 5s = 17 + 0.424 * 5 = 19.12m/s
Distance after 5s = 0.5 * 5 * (19.12 + 17) = 90.3m
Time With Skill = (20.3 - 19.12) / 0.824 = 1.43s
Distance With Skill = 0.5 * 1.43 * (20.3 + 19.12) = 28.19m
Top Speed Time = 7.78 - (5 + 1.43) = 1.35s, times 20.3 = 27.4m
Total = 145.89m, difference = **0.79m**

迫る影 **/ Encroaching Shadow** - 0.4 over 0.9s
This skill doesn't last long enough, so we have to do three steps again. Taishin gets this skill, and she's used in Medium, so we'll assume 2000m, making the duration 1.8s. As an End Closer, we'll use 19.9m/s as the base speed, and 24.4m/s as the top speed.

Base Time = (24.4 - 19.9) / 0.424 = 10.61s
Distance = 0.5 * 10.61 * (24.4 + 19.9) = 235m

Speed after 1.8s with skill = 19.9 + 0.824 * 1.8 = 21.38m/s
Distance after 1.8s = 0.5 * 1.8 * (21.38 + 19.9) = 37.15m
Time after Skill = (24.4 - 21.38) / 0.824 = 7.12s
Distance after Skill = 0.5 * 7.12 * (24.4 + 21.38) = 162.98m
Top Speed Time = 10.61 - (7.12 + 1.8) = 1.69s, times 24.4 = 41.24m
Total = 241.37m, difference = **6.37m**

Team Trials PvP Skill Rankings

Categories

Best - These skills should always be able to activate, wisdom allowing.
Good - These skills have a condition that means they won't always activate, but they should still activate most of the time.
Bad - These skills will rarely activate, or if they do, you're already in a bad position.

For distance skills, they will be marked with FPLE, for Front Runner - Pace Chaser - Late Surger - End Closer, to show which can make ideal use of the skill. If they're in parentheses, it will be considered Good. So, (F)PL would mean it's Good for Front Runners, Best for Pace Chasers/Late Surgers, and Bad for End Closers.

In general, if a skill has multiple levels, like **Front Runner Savvy○ (**逃げのコツ○**)** to **Front Runner Savvy◎ (**逃げのコツ◎**)**, you should only take the first level, as the second level won't give you any extra points. In Team Trials, it's quantity over quality. You want as many skills to activate as possible.

Generic Green Skills

Refer to the [Races](#) section for your target distance.

Generic Blue Skills

Best
Corner Recovery○ (コーナー回復○**) / Swinging Maestro (**円弧のマエストロ**)**
Straightway Recovery (直線回復**) / Breath of Fresh Air (**好転一息**)**
Triple 7s (スリーセブン**)**
- In 2400m and above, this will trigger in the Final Leg, so it doesn't have much actual value in those distances besides the points.

Good
Shake it Out (ふり絞り**)**
- Requires 3 other skills to be used in the Final Leg.

Bad
Calm in a Crowd (ウマ込み冷静**) / Unruffled (**どこ吹く風**)**
Lay Low (隠れ蓑**) / Iron Will (**鋼の意志**)**
Pace Strategy (ペースキープ**) / Indomitable (**不屈の心**)**

Generic Orange Skills

Best

Corner Adept○ (コーナー巧者○) / Professor of Curvature (弧線のプロフェッサー)

Homestretch Haste (末脚) / In Body and Mind (全身全霊)

Straightway Adept (直線巧者) / Beeline Burst (ハヤテ文字)

Corner Acceleration○ (コーナー加速○) / Corner Connoisseur (曲線のソムリエ)

Straightway Acceleration (直線加速) / Rushing Gale! (陣の風)

Prudent Positioning (ポジションセンス) / Center Stage (注目の踊り子)
- These are sometimes considered to be detrimental to your performance, but they do activate consistently.

Go with the Flow (臨機応変) / Lane Legerdemain (レーンの魔術師)

Focus (集中力) / Concentration (コンセントレーション)

Good

Slipstream (スリップストリーム)
- Can trigger twice in the same race sometimes

Tail Held High (尻尾上がり)

Groundwork (地固め)
- The above 2 require 3 other skills to be activated in the appropriate leg

Playtime's Over! (遊びはおしまいっ！)

Highlander (登山家)

Bad

Uma Stan (ウマ好み)

Nimble Navigator (垂れウマ回避) / No Stopping Me! (ノンストップガール)

Generic Red Skills

Basically all of these will activate consistently, except for the Frenzied and Trick skills which require an opponent to suffer from Rushed (~15% chance per uma). The ones targeting End Closers will work less in Sprint / Mile / Dirt, since End Closers are rarer in those distances.

Trick (Front) [トリック（前）] will obviously be better for Front Runners or Pace Chasers.

Trick (Back) [トリック（後）] will obviously be better for Late Surgers or End Closers.

Front Runner Skills

<u>**Best**</u>
Front Runner Savvy○ (逃げのコツ○**)**
Front Runner Corners○ (逃げコーナー○**)**
Front Runner Straightaways○ (逃げ直線○**)**
Fast-Paced (急ぎ足**) / Escape Artist (**脱出術**)**
Early Lead (先駆け**) / Taking The Lead (**先手必勝**)**

<u>**Good**</u>
Final Push (押し切り準備**) / Unrestrained (**逃亡者**)**
Leader's Pride (先頭プライド**)**
Moxie (勢い任せ**) / Restless (**じゃじゃウマ娘**)**
- This skill will trigger more often in longer races, which are more likely to have hills.

<u>**Bad**</u>
Second Wind (二の矢**)**
Dodging Danger (危険回避**) / Sixth Sense (**シックスセンス**)**
Restart (リスタート**)**

Pace Chaser Skills

<u>**Best**</u>
Pace Chaser Savvy○ (先行のコツ○**)**
Hydrate 栄養補給 **/ Gourmand (**食いしん坊**)**
Preferred Position (好位追走**) / Race Planner (**レースプランナー**)**
Pace Chaser Corners○ (先行コーナー○**)**
Pace Chaser Straightaways○ (先行直線○**)**
Prepared to Pass (抜け出し準備**) / Speed Star (**スピードスター**)**
Shrewd Step (巧みなステップ**) / Technician (**技巧派**)**
Disorient (かく乱**) / Dazzling Disorientation (**幻惑のかく乱**)**

<u>**Good**</u>
Stamina to Spare (スタミナキープ**) / Calm and Collected (**余裕綽々**)**
- This has a combination of phase_random and accumulatetime that means it will sometimes be impossible to activate, with it being more likely to fail in shorter distances.

Straight Descent (直滑降**) / Determined Descent (**決意の直滑降**)**

<u>**Bad**</u>
Tactical Tweak (まき直し**) / Shatterproof (**くじけぬ精神**)**

Late Surger Skills

Best
Late Surger Savvy○ (差しのコツ○)
A Small Breather (小休憩 / Relax リラックス)
- This skill essentially does nothing, but it does give you points.

Late Surger Corners○ (差しコーナー○)
Late Surger Straightaways○ (差し直線○)
Fighter (がんばり屋) / Hard Worker (努力家)
Studious (読解力) / The Bigger Picture (大局観)
Sharp Gaze (鋭い眼光) / All-Seeing Eyes (八方にらみ)

Good
1,500,000 CC (十万バリキ) / 15,000,000 CC (百万バリキ)
Outer Swell (外差し準備) / Rising Dragon (昇り龍)
Slick Surge (差し切り体勢) / On Your Left! (乗り換え上手)
Position Pilfer (位置取り押し上げ) / Fast & Furious (迅速果断)
- This skill requires you to be in the last 50% of umas, which will be easier the fewer other Late Surgers / End Closers there are.

End Closer Skills

Best
End Closer Savvy○ (追込のコツ○)
End Closer Straightaways○ (追込直線○)
End Closer Corners○ (追込コーナー○)
Straightaway Spurt (直線一気) / Encroaching Shadow (迫る影)
I Can See Right Through You (お見通し) / The Coast Is Clear! (視界良好！異常なし！)

Good
Standing By (後方待機) / Sleeping Lion (眠れる獅子)
- Requires you to be in the bottom 25% in terms of distance to first place.

After-School Stroll (下校の楽しみ) / Go-Home Specialist (下校後のスペシャリスト)
Strategist (策士) / Crusader (天命士)
Intense Gaze (まなざし) / Petrifying Gaze (熱いまなざし)

Bad
Levelheaded (冷静) / Serenity (冷静沈着)
Masterful Gambit (仕掛け抜群) / Sturm und Drang (疾風怒濤)
- Requires you to be in the bottom 25% in terms of distance to first place during the final leg, which probably indicates you're failing.

Sprint Skills

Best for All
Sprint Straightaways○ (短距離直線○**)**

Sprint Corners○ (短距離コーナー○**)**

Sprinting Gear (スプリントギア**) / Turbo Sprint (**スプリントターボ**)**

Meticulous Measures (仕掛け準備**) / Perfect Prep! (**準備万全！**)**

Others
LE | **Wait-and-See (**様子見**)**

(F)P | **Countermeasure (**善後策**) / Plan X (**プラン**X)**

F(P) | **Intimidate (**後方釘付**) / Adored by All (**悩殺術**)**

(F) | **Huge Lead (**大きなリード**) / Staggering Lead (**圧倒的リード**)**

(LE) | **Stop Right There! (**抜け駆け禁止**) / You've Got No Shot (**逃亡禁止令**)**

(LE) | **Gap Closer (**詰め寄り**) / Blinding Flash (**電撃の煌めき**)**

Mile Skills

Best for All
Mile Straightaways○ (マイル直線○**)**

Mile Corners○ (マイルコーナー○**)**

Unyielding Spirit (負けん気**) / Big-Sisterly (**姉御肌**)**

Acceleration (アクセラレーション**) / Step on the Gas! (**アクセル全開!**)**

Others
FP | **Shifting Gears (**ギアシフト**) / Changing Gears (**ギアチェンジ**)**

LE | **Updrafters (**上昇気流**) / Furious Feat (**豪脚**)**

(F) | **Speed Eater (**スピードイーター**) / Greed for Speed (**スピードグリード**)**

(F) | **Productive Plan (**積極策**) / Mile Maven (**マイルの支配者**)**

(LE) | **Watchful Eye (**展開窺い**) / Keen Eye (**慧眼**)**

(LE) | **Opening Gambit (**布石**) / Battle Formation (**布陣**)**

Medium Skills

Best for All
Medium Straightaways○ (中距離直線○)
Medium Corners○ (中距離コーナー○)
Hawkeye (ホークアイ) / Clairvoyance (千里眼)
Soft Step (軽やかステップ) / Miraculous Step (神業ステップ)

Bad for All
Murmur (ささやき) / Mystifying Murmur (魅惑のささやき)
- Requires being blocked

Steadfast (食い下がり) / Unyielding (勝利への執念)
- Being overtaken in the final leg is a bad sign for most characters

Others
FP | **Up-Tempo (テンポアップ) / Killer Tunes (キラーチューン)**
LE | **Thunderbolt Step (イナズマステップ) / Lightning Step (ライトニングステップ)**
(F) | **Rosy Outlook (前途洋々) / Trackblazer (切り開く者)**
(LE) | **Tether (束縛) / Dominator (独占力)**

Long Skills

Best for All
Long Straightaways○ (長距離直線○)
Long Corners○ (長距離コーナー○)
Smoke Screen (目くらまし) / Illusionist (奇術師)
Pressure (追い上げ) / Overwhelming Pressure (怒涛の追い上げ)
Deep Breaths (深呼吸) / Cooldown (クールダウン)
Passing Pro (パス上手)

Bad
Inside Scoop (内弁慶) / Innate Experience (内的体験)
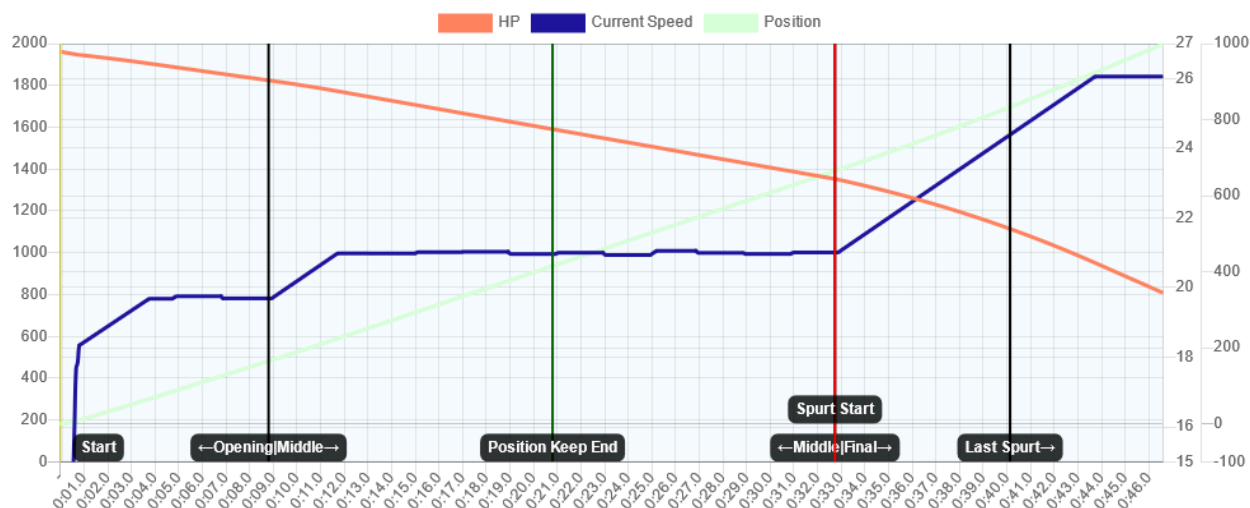**Extra Tank (別腹タンク) / Adrenaline Rush (火事場のバ鹿力)**

Others
LE | **Stamina Eater (スタミナイーター) / Stamina Siphon (スタミナグリード)**
(F) | **Keeping the Lead (リードキープ) / Vanguard Spirit (先陣の心得)**

Races

How do they work?

Here's an example image of a simple track from the [simulator](#), of a Late Surger uma in the Ibis Summer Dash race. The blue line is the uma's current speed.

There are four phases of a race, but for the most part we can combine the last two. These phases are: the **Opening Leg**, which lasts for the first 1/6th; the **Middle Leg**, which lasts for the next 3/6ths; the **Final Leg**, which is the next 1/6th; the **Last Spurt**, which is the final 1/6th. Skills refer to these phases, for example, On Your Left! triggers in the Final Leg, and In Body and Mind triggers in the Last Spurt.

Each uma has a target speed during each phase. For the formulas, check the Technical Doc linked below. For the most part, you can simply know that **umas will run faster in each phase**, except for Front Runners who run slower in the Middle Leg than the Opening Leg. The Final Leg and Last Spurt use the same numbers, so they can be considered as one phase.

Before the Final Leg, your Speed stat **doesn't** affect your target speed. Only Wit affects it slightly. In the Final Leg, after your uma begins her spurt, both Speed and Guts affect your speed. The spurt is when your uma starts spending all her energy to try to finish the race.

When you're not at top speed, you're accelerating. Power affects how fast you accelerate. Umas start out stationary at the start of the race, then accelerate to their Opening Leg speed. They then accelerate to the Middle Leg speed once that phase starts, and then to their Final Leg speed when that starts. If your uma doesn't start her spurt immediately when the Final Leg starts, she'll later accelerate to her spurt speed. During these periods, Acceleration skills are useful, but outside of them, Acceleration skills are useless. The reverse is also true. Speed skills are useless while accelerating, though they can last beyond the acceleration, and if they last into the accel, then your starting point is raised, saving time. (see [Spurt Speed Carry-over](#))

Your uma's speed in the final leg is affected by her remaining HP. When the Final Leg starts, she will decide how fast to run and when to start running fast based on that HP, with higher Wisdom making her do more optimal decisions. Let's see a chart with a late spurt to see the implications.
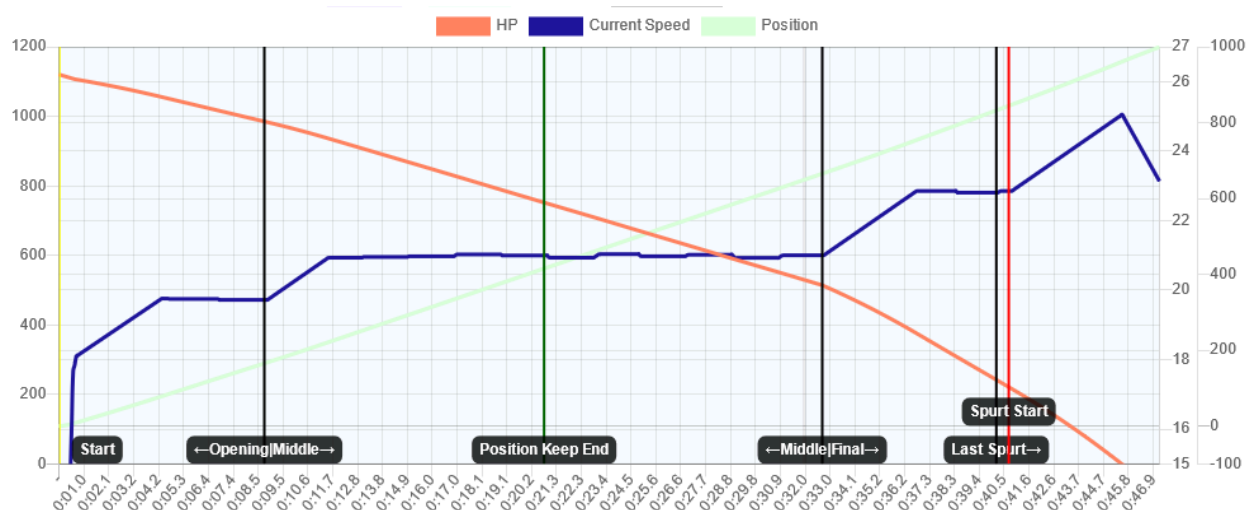

This uma lacks the required Stamina for the track, so she had to delay her spurt. The red lines in the graphs show when they decide to start their spurt. The dip in the speed at the end is what happens when an uma runs out of HP: their speed quickly drops. If your uma is severely lacking in HP, she might not spurt at all, making your Speed stat useless.

If an uma uses a recovery during the last two phases, she'll reconsider her strategy and might alter it. Here's an example. (The blue recovery line is covering the red spurt start line)
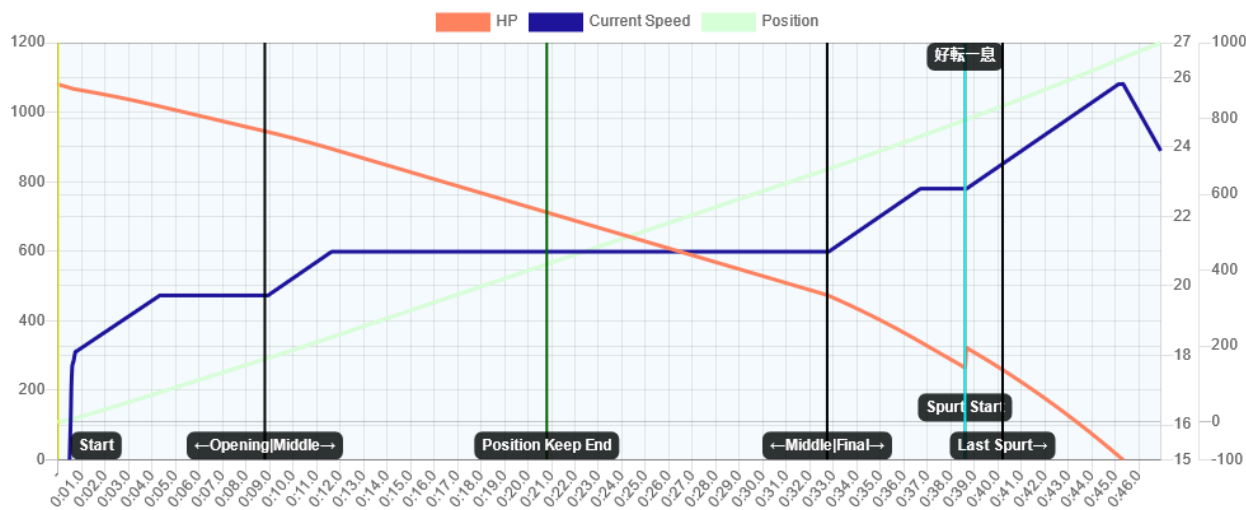
In the above graph, the uma didn't have enough HP remaining to start her spurt immediately. However, the Breath of Fresh Air recovery triggered, restoring 5.5% of her HP. With the newfound HP, she decided to start her spurt right then. This isn't as optimal as having the recovery trigger earlier. As you can see, there's a plateau before the recovery, where she wasn't accelerating. If the recovery had triggered earlier, she would have been accelerating all the time, like in the first graph. But, it's still better than in the second graph.

To show the impact of acceleration skills, let's look at a well-timed Turbo Sprint.
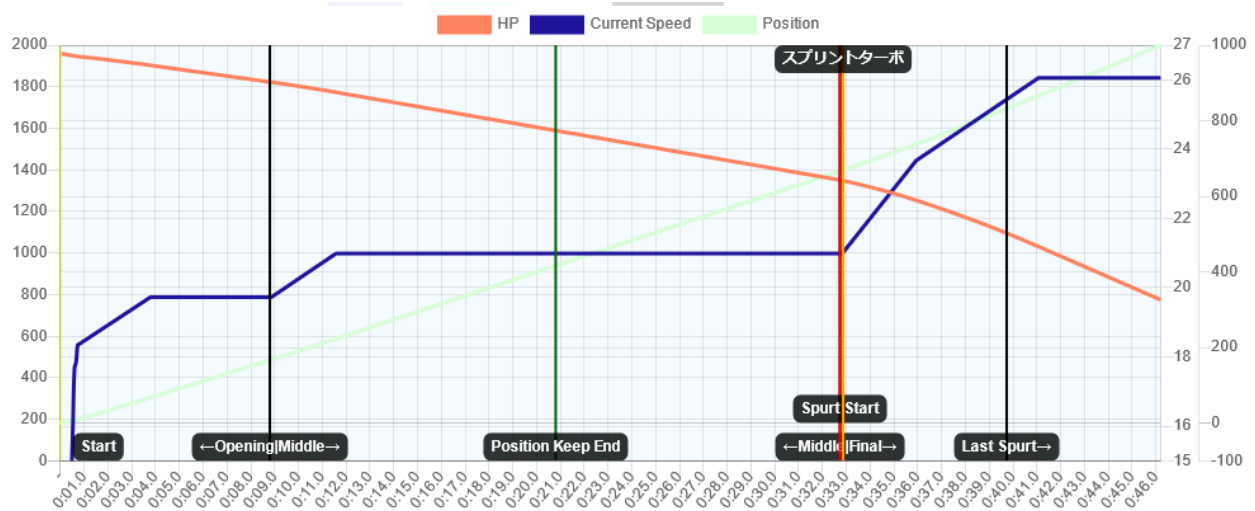
In the very first graph, the uma spent around half of the Last Spurt phase at top speed. In this, it's more like 80-90%. Acceleration skills are very powerful when they work and the meta tends to revolve around them for this reason.

There are some other features of tracks.

Corners: If you remember your high school math classes, the circumference of a circle is Pi * 2 * radius. That means that, the closer you are to the inside of the corner, the less distance you have to run. Umas will naturally move inside for this reason. As a consequence, it's harder to pass someone on a corner, as you have to run a bit more distance than them by going around. Note that each capsule-shaped track has four corners, not two.

Uphills: It's harder to run uphill. Umas will slow down when running uphill, though the higher their Power, the less they slow down. Power becomes more important if there are many uphills.

Downhills: It's easier to run downhill, but only if you know how. While running downhill, umas have a chance, based on their Wit, to get a speed boost and use less HP. On tracks with long downhills, this makes it so high Wit umas have lower Stamina requirements, as well as getting a lot of bonus speed. Wit becomes more important if there are many downhills.

Final Corner: The final corner is what it says on the tin. It's the last corner of the race. On the final corner, the umas will begin to spread out, which helps avoid blocking in the spurt.

Final Straight: The final straight is the straight that comes after the final corner. There must be a corner for there to be a final straight. On Ibis Summer Dash, the track we were looking at, there is no corner, and therefore, no final straight.

Gate Blocks

There are eight gate blocks in a race that the umas start in. If there are more than eight umas, then multiple umas will go into some blocks, starting from the outside.

For example, in CM where there are 9 umas, there are two umas in block 8. In the biggest races, where there are 18 umas, there are three umas in blocks 7 and 8 and two in the rest. Team Trials has twelve umas, so there are two in blocks 5~8.

This adjusts the activation chance of some skills. For example, one might think that Lucky Seven is a 1/8 chance, but in CM, it's 1/9, and in the biggest races, it's 3/18 or 1/6. Outer Gate benefits from this quite a bit, being 4/9 in CM and 8/18 in large races, while Inner Gate is 3/9 and 6/18 respectively.

In Team Trials, Lucky Seven is 2/12, Outer Gate is 6/12, and Inner Gate is 3/12.

Uma Racing Styles

There are four different styles in the game. These mostly dictate what parts of the race your uma tries the hardest in. Here's a quick overview of their performance in each part:

Style	Opening Leg ■□□□□□	Middle Leg □■■■□□	Final Leg □□□□■■
Front Runner	★★★★☆	★★★☆☆	★★☆☆☆
Pace Chaser	★★★☆☆	★★★★☆	★★★☆☆
Late Surger	★★☆☆☆	★★★★☆	★★★★★
End Closer	★☆☆☆☆	★★★★★	★★★★★

For exact numbers, see the Phase Multipliers section below.

During the first half of the race, the umas participate in a dark ritual known as "Position Keep." Each style has a position they want to maintain relative to the 1st Front Runner. If they fall out of that position, they'll speed up to return to it (Pace Up mode), and if they get too far ahead, they'll **slow down** to return to it. (Pace Down mode)

Dist. From 1st	-8	-7.5	-7	-6.5	-6	-5.5	-5	-4.5	-4	-3.5	-3	-2.5	-2	-1.5	-1	-0.5	0	0.5	1	1.5	2	2.5	3	3.5	4	4.5
																	1st									
Runner																		■	■	■	■	■	■	■	■	■
Leader						■	■	■	■	■																
Betweener			■	■																						
Chaser	■	■																								

The numbers are in meters, but the ones lower than -3 will scale based on the track's length.

Since the styles all base their position off the 1st uma, the better the uma in 1st is, the faster everyone else will run, dictating the pace. The better they are, the less likely Pace Down is, and the more Stamina is needed to finish the race. There are two exceptions:

- No Front Runner in the race. In this case, the Pace Chaser who takes 1st will ignore Position Keep and start acting like a Front Runner, with everyone else basing their positions off them. If there are no Pace Chasers too, then a Late Surger, etc. They'll use their normal multipliers, so when there's no Front Runner in the race, Pace Chasers become very scary.
- A single terrible Front Runner. In this case, say the Front Runner is Urara on a Turf track. She'll never be able to keep up with the other umas, but since she's technically the first Front Runner, everyone will still try to base their positions off her, leading to everyone remaining in Pace Down mode until the halfway point in the race. This was eventually patched on JP after a couple years, but it can reduce the stamina requirements a ton if you gamble on there being no Front Runners in the race.

Phases

There are four different phases in a race. The Opening Leg, which covers the first 1/6th, the Middle Leg, which covers the next 3/6ths, the Last Leg, which is the next 1/6th, and the Last Spurt, which is the final 1/6th.

During each phase, there's a multiplier on the uma's speed and acceleration based on her style.

Speed	Opening Leg ■☐☐☐☐☐	Middle Leg ☐■■■☐☐	Final Leg ☐☐☐☐■■
Front Runner	1	0.98	0.962
Pace Chaser	0.978	0.991	0.975
Late Surger	0.938	0.998	0.994
End Closer	0.931	1	1

Acceleration	Opening Leg ■☐☐☐☐☐	Middle Leg ☐■■■☐☐	Final Leg ☐☐☐☐■■
Front Runner	1	1	0.996
Pace Chaser	0.985	1	0.996
Late Surger	0.975	1	1
End Closer	0.945	1	0.997

Secret Stat Checks

There are secret stat checks on some courses. You will get a 0.05 speed bonus per 300 in said stat. There's a list of these here
https://twitter.com/umamusu_reveng/status/1377628403403272192.

Technical Information

Refer to this doc, written by KuromiAK, for the nitty gritty details of how racing works:
https://docs.google.com/document/d/15VzW9W2tXBBTibBRbZ8IVpW6HaMX8H0RP03kq6Az7Xg/edit