

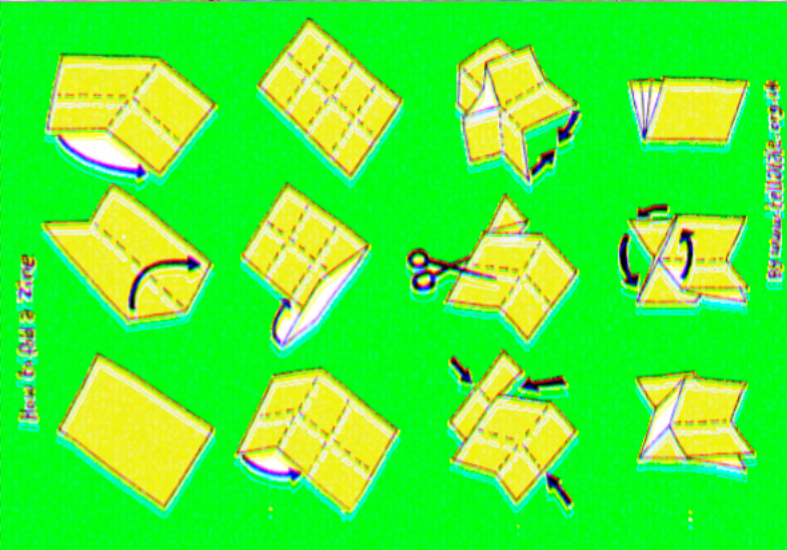
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Welcome, novice horse trainer, to the lucrative and rewarding world of HORSE SPORTS! Within these pages you will find everything you need to fill your fledgling stables with your very own sports horses, to compete in horse sports and win notoriety and great prizes, and even try your hand at sport horse husbandry! But wait, I hear you ask. What is all this then, really? Why, you mean to tell me

you don't already know, my little sugar cube? Just read on and you will see or be walked through creating and naming your first horse, and then entering your first competition. You need merely 1 - 5 six sided dice and a 20 sided one. (Or the ability to search online or in your app store for a virtual dice roller.) Come now! The wide world of horse sports awaits!



Herein lies the very stuff horses is made of, roll 3d6 for each

Gumption!

brawn, boldness, initiative, aggressiveness

Razzle Dazzle!

agility, precision, showmanship, performance

Moxie!

cunning, spirit, know-how

FURTHERMORE....

000 Draft Horse
+1 Gumption

000 Quarter Horse
+1 Razzle Dazzle

000 A Pretty Pony!
+1 Moxie

...to breed 2 horses, create a random, temporary 3rd horse, and average all 3 horses' attributes to determine the stats of your new horse

lover nft a gook morse in the mouth!

SPORTS

GUMPTION

5) BASKET DUCK: played with a live duck in a basket. The first side to deliver the duck back to their home ranch wins.

6) POLO: balls and mallets

7) HORSEBALL: similar to basket duck, but the ball is a ball instead of a duck, and it must be passed through large vertical hoops in order to score.

8) RUNNING AND JUMPING: the runnimgest, jumpngest horse is the winner.

MOXIE

9) HIGH DIVE AND SWIMMING: a high dive competition, with a synchronized swimming event

10) HORSE BACKGAMMON: it's like backgammon but for horses

11) SOCIAL ETIQUETTE: manners and social grace

12) RHYMING AND RIDDLING: a battle of wits

SPORTS

RAZZLEDAZZLE

1) RING Jousting: the horse must carry its rider so that they can capture a ring with their jousting instrument

2) LEMON STICKING: the horse must carry its rider so that they can pierce a lemon on the ground with their jousting instrument

3) CHARIOT PULLING: the horse must draw a two-wheeled chariot

4) BALLROOM DANCING: the horse must dance with elegance and poise

To compete, roll d20. If you roll under your horse's same attribute, you win!! and get (Attribute - Roll) x 10 PRIZES

ADJECTIVE

roll 2d6

NAME-O-RAMA!

000 adjective
000 noun

000 We Bought The Bucket Of

000 Exceptional Understood Electric Lunar

000 Wild Soupy Balanced What Humble Tropical

000 Proud Give Them Let Them Eat Perfect Handsome Ugly

000 Too Much Eldritch Her Imperial Majesty's The People's Coal Miner's Daughter's Your Very Own

000 Randy Clever Punctual My Favorite Effective Reliable

000 Mister Doctor Eventual Naked Soaking Blistering

NOUN

roll 2d6

000 Wizard Apple Farm Dancer Cheese Shrubbery

000 Panic Chocolate Horror Queen Tropic Thunder

000 Pride Holiday Hangover Cake Smoke Echo

000 Aristocrat Royalty Slander Twenties Hope Science

000 Commitment Ransom For The People For The Win In A Box Under The Sea

000 Filibuster Know It All Bluster Tornado Gravity Mess