

SPORTS HORSE 3.1

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1. ABOUT

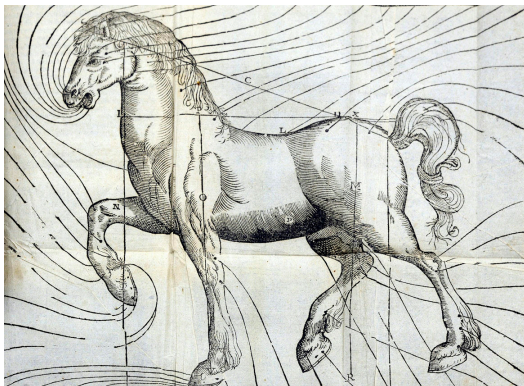


Figure 1: *Markham's Maister-peece [Masterpiece], Containing all Knowledge Belonging to Smith, Farrier, or Horse=Leech, Touching on Curing All Diseases in Horses*

You are an equiludologist. A student of Horse Sports. You also have a gambling problem. Your goal is to build a stable full of the finest Sports Horses possible. In this game you will:

- Create horses
- Build their spirit
- Bet on your horses
- Win fabulous prizes
- Horse cloning!
- HORSE SPORTS

2. YOU WILL NEED

- These instructions!
- A whole bunch of six-sided dice. Like maybe 12 or 15.
- Maybe some pen and paper to chronicle the adventures of your horses.

3. STYLES OF PLAY

1. **TIMED:** Play two rounds of HORSE CHAMPIONS and see how wonderful are your horses
2. **FREE PLAY:** Play forever, just you and your horses.
3. **SOLO:** Play by yourself!
4. **AMONG FRIENDS:** Play with others.
5. **MULTIVERSAL OMNIHORSE:** Import and export your horses, taking them with you between games!

4. GETTING STARTED

To make a horse, use the tables below to give your horse a Type (which will determine their Qualities). Then give them a Look and a Name. Finally, gather up your dice for your Spirit pool.

5. HORSE QUALITIES

Every horse has three basic qualities. Your Horse Type will tell you what your horse is naturally good at. (And not-so-good at.)

1. **RAZZLEDAZZLE**: speed, agility, precision, showmanship
2. **GUMPTION**: brawn, boldness, impulsiveness, aggressiveness
3. **MOXIE**: cunning, smarts, know-how, insight

6. HORSE TYPE

To determine your Horse Type roll or choose on Table 1 and note your Horse Quality modifiers.

d6	TYPE	RAZ	GMP	MOX
1	Draft horse	1	2	0
2	Stallion	0	2	1
3	Unicorn	1	0	2
4	Pony	2	0	1
5	Mustang	0	1	2
6	Quarter horse	2	1	0

Table 1: *Horse Type*

7. HORSE LOOK

To determine the look of your horse, choose or roll (twice) on Table 2 for Base Color and Markings.

d6	BASE COLOR	MARKINGS
1	Black	None
2	White	White stockings and blaze
3	Gray	White splotches
4	Red	White spots
5	Brown	Black dots
6	Tan	Star

Table 2: *Horse Look*

8. HORSE NAME

Roll d6 on Table 3 to determine how many times to roll on Table 4 and Table 5.

d6	Roll...
1 - 3	Adjective Noun
4 - 6	Adjective Adjective Noun

Table 3: *Horse Name Format*

To roll d66, roll 2d6 and read them in order from left to right to create a two digit number between 11 and 66. e.g. if you roll a 2 and a 4, that is 24.

d66	ADJECTIVE	d66	ADJECTIVE
11	Bucket Of	41	Too Much
12	We Bought The	42	Eldritch
13	Exceptional	43	Her Imperial Majesty's
14	Understood	44	The People's
15	Electric	45	Coal Miner's Daughter's
16	Lunar	46	Your Very Own
21	Wild	51	Randy
22	Soupy	52	Clever
23	Balanced	53	Punctual
24	What	54	My Favorite
25	Humble	55	Effectual
26	Tropical	56	Reliable
31	Proud	61	Mister
32	Give Them	62	Doctor
33	Let Them Eat	63	Eventual
34	Perfect	64	Naked
35	Handsome	65	Soaking
36	Ugly	66	Blistering

Table 4: *Horse Name Adjective*

d66	NOUN	d66	NOUN
11	Wizard	41	Commitment
12	Apple	42	Ransom
13	Farm	43	For The People
14	Dancer	44	For The Win
15	Cheese	45	In A Box
16	Shrubbery	46	Under The Sea
21	Panic	51	Filibuster
22	Chocolate	52	Know It All
23	Horror	53	Bluster
24	Queen	54	Tornado
25	Tropic	55	Gravity
26	Thunder	56	Mess
31	Pride	61	Aristocrat
32	Holiday	62	Royalty
33	Hangover	63	Slander
34	Cake	64	Twenties
35	Smoke	65	Hope
36	Echo	66	Science

Table 5: *Horse Name Noun*

9. HORSE SPIRIT

Start every game with a pool of at least nine dice. This is your Spirit pool. It represents your horse's wild, untamed, noble essence.

At some point, you will choose to gamble away your horse's Spirit in order to win competitions.

If you finished last session with more than nine dice in your pool, begin the next session with that many. If you finished last session with less than nine, begin the next session with nine.

10. HORSE SPORTS

Each Horse Sport has an associated Horse Quality. To compete in a Horse Sport you will assemble and roll a Horse Sport dice pool. Your Horse Sport dice pool is made up of a Gift, your Type modifier, and Spirit:

- Always start with 1 dice. This is a Horse Gift. Don't question it, accept it. You never look a horse gift in the mouth.
- Add a number of dice equal to your Horse Type modifier (+0, +1, or +2) for this kind of Horse Sport.
- Add as many dice from your Horse Spirit pool as you are willing to gamble, between 0 and your Spirit max.

Once you have assembled your Horse Sport dice pool, then it's time to roll all those dice! Here's how to interpret the results.

- **WHINNY:** If any die shows a 1, then you win! Describe a favorable outcome. Add 1 die to your Horse Spirit pool.
- **NEIGH:** If there are no 1s, then you have lost the challenge. Describe a less than favorable outcome, or a setback or a complication. Also your horse loses Spirit: any dice you have gambled from your Horse Spirit pool are lost.

10.1. RAZZLEDAZZLE SPORTS

These Horse Sports require agility, precision, and showmanship.

1. **Ring Jousting:** the horse must carry its rider so that they can spear and 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 Racing:** the horse must draw a two-wheeled chariot
4. **Ballroom Dancing:** the horse must dance with elegance and poise

10.2. GUMPTION SPORTS

These Horse Sports require brawn, initiative, and aggression.

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:** smashing balls through hoops with 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 runningest, jumpingest horse is the winner.

10.3. MOXIE SPORTS

These Horse Sports require cunning, smarts, and know-how.

9. **High Dive and Swimming:** a high dive competition, with a synchronized swimming event
10. **Horsegammon:** it's like backgammon but for horses
11. **Social Etiquette:** manners and social grace
12. **Rhyming and Riddling:** a battle of horse wits

11. HORSE CHAMPIONS

A Horse Championship Game consists of one Horse Sport of all three types. If your horse wins all three games, they become a celebrated Horse Champion.

12. HORSE CLONING

At any point you can create a new horse by splitting your current SPIRIT pool into two piles. Keep one pile for your original horse, and give the other one to your new horse.

Give your new horse a Type, a Look, and a Name.

13. HORSE RETIREMENT

There may come a time when it is appropriate for your horse to retire and go out to pasture. This might be because they have had a long and accomplished Horse Sports career. Maybe they had an injury or their Spirit is broken by a particularly devastating defeat.

Nothing mechanically needs to be done for this. Just imagine a beautiful grassy pasture for them to graze in. You can visit them any time you want, and they will be happy to see you.

14. HORSE IMPORTING AND HORSE EXPORTING

Hey are you into tabletop roleplaying games? Do you maybe play some kind of Sword and Sorcery fantasy and wish your character had a horse? Lucky for you! You can easily export any of your horses from SPORTS HORSE into your other games! Similarly you can import a horse from any other game into SPORTS HORSE.

15. TOUCHSTONES AND INSPIRATIONS

- horse, m455 <https://git.m455.casa/horse/>
- Sports, Viagra Boys: <https://www.youtube.com/watch?v=QjL7D33xpS4>
- The Pool, James V. West: <http://www.1km1kt.net/rpg/the-pool>
- Town Of You, kumada1: <https://kumada1.itch.io/a-town-of-you>
- Horse Master, <https://tommchenry.itch.io/horse-master>