

Best Keiba Derby Stallion FAQ/Strategy Guide

by LastBossKiller

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Best Keiba: Derby Stallion (Famicom) Guide by E. Phelps, ver. 1.0 AKA LastBossKiller

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Introduction

Best Keiba: Derby Stallion is a horse racing game for the NES/Famicom. It is the first game in the long running Derby Stallion series. A sequel was released for the Famicom in 1992 called Derby Stallion: Zengokuban which is almost identical to this game. Four more were released on the SNES, and even more extending into later systems such as N64, PS, PS2, and 3DS. So this game spawned a decent franchise.

The main aspect of this game is to breed and train horses, then enter them into races and try to win. You don't control the horses during the races. Your success is mainly dependent upon how well you can breed horses and train them. But breeding good horses requires a lot of money, a lot more than you start with. So you have to build income by winning races with the cheapest horses you can buy, and work your way up to be able to purchase expensive, championship caliber horses. You can also bet on horse races as another way of earning income.

To view the ending, you need to win the twelve G1 races. G1 races are the most prestigious horse races in Japan. Whenever you win a G1 race, a championship banner will appear in your stables. Acquire all 12 banners and the ending automatically plays. It will be a long process to achieve this goal.

The game was only released on Japanese. I have put effort into translating everything you should need in order to play this game, even if your Japanese is not very good.

Getting Started

On the title screen, you can select NEW GAME or CONTINUE. Continue will allow you to restart the game from your previous save.

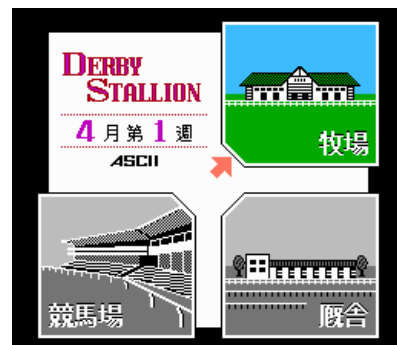
Main Menu

The main game screen is divided into four windows, as depicted in the screenshot to the right. A description for each window is given below.

- Derby Stallion (upper-left window) - This shows the current date, displayed as #月第 (month) #週 (week). Each month is divided into four weeks. Place the cursor over this window and press A to move time ahead to the next week.
- Pasture - 牧場 (upper-right window) - This is the location where you keep your horses that are currently not racing. Your female horses will remain here. Go to this location to breed, purchase new horses at the market, see your championship banners, or move horses to the stables for training. Go the the **Pasture Screen** section of this FAQ for details.
- Racetrack - 競馬場 (lower-left window) - Go here to start the horse races for this week. You can go here to bet or watch your own horses race. Your horses must be pre-registered through a menu available in the stables. Go to the **Racetrack** section of this FAQ for details.
- Stables - 厩舎 (lower-right window) - When you have horses in your stables, you can train them and sign them up for races. A schedule of all the races for the year is posted here for you to look at. Go the the **Stables Screen** section of this FAQ for details.

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If you press B while on this screen, you will be making a request to end the game for the day. The screen will go black and tell you to hold reset while switching off power. You can press any button to cancel this request and return to the main menu.

Auto and Manual Saves

Almost every action you take will result in the game auto-saving. This is meant to prevent you from resetting your game when you don't like the outcome of something. However, the auto-save feature in this game is not very well developed. You can see the result of a race and reset the game, then replay the same race with foreknowledge of what is likely to happen. You just have to make sure you reset the game at the right time before the auto-save kicks in. So you can get around this feature rather easily. If you want to reset the game after a race before the auto save kicks in, the last instant that you can reset the game is on the screen shown to the right. If you push A and allow the game to continue past this screen, it will be too late and the game will be saved with the result of this race.

But occasionally the auto save doesn't work. So if you are relying on the auto save to save your game after something good happens, there is a chance it actually won't be saved. The game has a manual save option, but this probably won't work if you're using an emulator.

To perform a manual save, you would press SELECT while on the main menu with your cursor pointing at the pasture window. You will see the options DATA SAVE, DATA LOAD, and EXIT. But again, this doesn't seem to work on emulators.



Monthly Costs

Every month, you will have to pay 100000 yen per horse that you own.

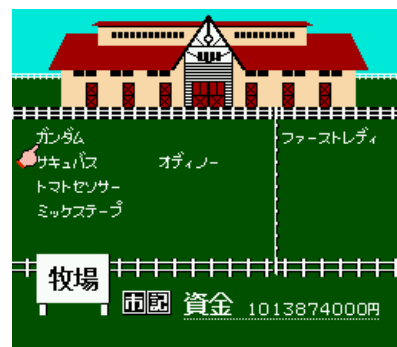
If you're unable to pay your monthly fee, you will get a game over.

Pasture Screen

An example of the pasture is shown in the screenshot to the right. The pasture is divided into two sections by a fence. On the left side of the fence are male horses that you can use to race, and on the right side of the fence are female horses, which are used for breeding. You can hold up to 10 male horses on this screen and 5 female horses. In the lower-right corner is shown your money.

You can select two icons at the bottom of the screen:

- 市 - "Market". Buy horses. See the **Market** section of this FAQ for details.
- 記 - "Chronicle". Shows your G1 race championship banners and your "Memorial Horses". See the **Championship Banners and Memorial Horses** section of this FAQ for details.



Place the cursor over a male horse and press A to see some statistics about the horse. For details, see the **Male Horse Stat Menu** section of this FAQ. The trainer will tell you the current condition of this horse. See the table below for translations of all the trainer dialogue and how to follow the trainer's advice. Before the horses reach age 3, the trainer's advice isn't helpful for anything, he just says a generic "the horse is being raised well" type comment.

Trainer Dialogue:

Japanese Text	Translation	Comments
ちょっと おとなしい子ですが じゅんちょうに そだっています	A bit of a quiet foal. It's being raised well.	The horse is not old enough to race yet.
やんちゃで こまってしまうぐらい げんきいっぱいです	This one's a trouble maker. He's full of energy.	The horse is not old enough to race yet.
たいへん げんきに そだっています	It is growing extremely energetically.	The horse is not old enough to race yet.
2さいに なりました だいが りっぱに なってきました	He turned two years old. It's becoming quite fine.	The horse is not old enough to race yet.
3さいに なりました スピードが かなり おありそうです	He turned three years old. It seems he'll be quite fast.	The horse is now old enough to race, starting in July.
3さいに なりました だいが せいちょう しました	He turned three years old. He's almost full grown.	The horse is now old enough to race, starting in July.
3さいに なりました とても じょうぶそうな うまです	He turned three years old. It appears to be a heroic horse.	The horse is now old enough to race, starting in July.
こっちへ きてから リラックスできているようです	Since you brought him here, he can relax.	A horse with race experience was moved here to rest.
つかれも とれて だいが リフレッシュしたようです	After resting, he is now almost refreshed.	A horse with race experience was moved here to rest.
ケガのぐあいが まだ おもわしくありません	His injury is not yet healed	The horse is injured and cannot race.
あしもとが だいが よくなってきました このぶんならいけそうです	His injury is almost completely healed. He can probably leave around now.	An injured horse is now ready for training and racing.
こしょうは ほぼ なおりましたにゆうきゅう させますか	His injury is almost completely healed. Move him to the stables?	An injured horse is now ready for training and racing.

While viewing the Male Horse Stat Menu, you can press DOWN to see how this horse performed in its last five races. Push A to find the following menu options:

- 入厩 - "Enter stables". Move this horse to the stables. Horses can only be moved to the stables if they are 3 years old or older. If a horse was moved to the pasture, it must remain in the pasture for one month before you can move it back to the stables.
- 引退 - "Retire". Free this horse from your possession. If the horse is still a decent racing age, you will probably get some money for selling it. If it won any G1 races, you will get a good chunk of money, even if it is too old to race.

Place the cursor over a female horse and press A to see the Female Horse Status Menu. See the **Female Horse Stat Menu** section of this FAQ for an explanation of the information shown. The trainer will also tell you the condition of the female horse. See the table below for an explanation of all of the dialogue you might hear from the trainer.

Female Horse Trainer Dialogue:

Japanese Text	Translation	Comments
たねつけの シーズンですしゅぼば(たねうま)を えらんてください	It's mating season. Choose a studhorse.	It is April and you can pay to use a studhorse to impregnate this female horse.
いい子が うまると いいですね	She should produce a healthy foal.	It is April and this horse has visited a studhorse. It is unknown whether the breeding attempt was successful or not at this point.
(Male horse name)の 仔を じゅたい しています	She is pregnant with (male horse name)'s foal.	The female horse is already pregnant. Wait until April for the foal to be born.
さんねんですが じゅたい しませんでした	It's too bad, but she's not pregnant.	A breeding attempt was unsuccessful. It will only say this message once, after which it will continue to say ことし1ねんは おやすみですね ("Let's let her rest for the year.")
もうすぐ 仔が うまれそうですうけいれの よういを してください	In just a short time, a foal will be born. Prepare to receive it.	The female horse is going to give birth soon.
ことし1ねんは おやすみですね	Let's let her rest for the year.	The female horse is not pregnant and it is not April, so you can't use her to breed. Wait until April.

While viewing the stat menu for a female horse, press A to bring up the following command options:

- 種馬 - "Studhorse". Choose a male horse to breed with. Only works during the fourth month (April), although you can look through the studhorse list at any time. See the **Breeding** section of this FAQ for details.
- 売却 - "Sell". Sell this horse. You get half of the horse's value.

Market

An example of the market screen is shown to the right. Four horses will be listed and the price to purchase them, in units of 万円 = 10000 円.

円 = yen, by the way.

Every week, a new horse will replace one of the horses at the market. Male horses are sold in months 4 through 9 (April through September), and female horses are sold in months 10 through 3. You can tell if the horse is male because you will be shown the **Male Horse Stat Menu** when you select it, while you will see the **Female Horse Stat Menu** for a female horse.

You can usually tell how good a horse is by its price. Female horses are generally more expensive than male horses. The trainer will also tell you how good a horse is. The text from the trainer will be one of the statements below, in order from worst (top) to best (bottom):

Japanese text	Translation
てごろな ねだんです	Moderate cost.
まあまあの うまです	So so horse.
なかなかの うまです	Good horse.
かなりの けっとうです	Quite a pedigree.

Select はい to purchase the horse, or いいえ to cancel.

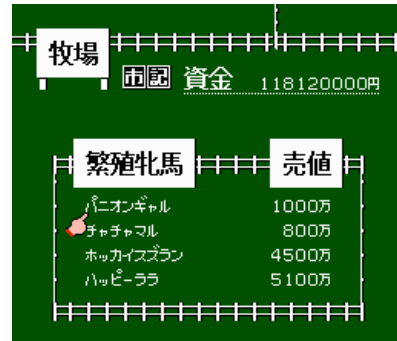
Male Horse Stat Menu:

When you press A with the cursor over one of your male horses, you will see a stat menu such as that shown in the screenshot to the right. This menu shows several interesting pieces of information for this horse.

In the upper-left corner is shown the horse's name. In this example, my horse is named Front Loader (フロントローダー). Next to the horse's name is its age. In this example, my horse is seven.

In the upper-right corner of the menu are shown the horse's parents. The father's name is next to the 父 ("Father") symbol, and the mother's name is next to the 母 ("Mother") symbol.

Above the picture of the horse is the horse's class (クラス). In this example, my horse is オープン ("Open") class. For an explanation of classes, see the **Classes** section of this FAQ.



To the right of the picture of the horse is the horse's weight, in units of kilograms (kg). Below this weight is shown a + or - sign and a number, which indicates how much higher or lower the horse's current weight is compared to the last time that the horse raced.

Below the picture of the horse is shown the last time the horse raced (前走), displayed as #月 (month) #日 (day).

On the right side of the screen, next to the symbols 賞金 ("Prize money") is shown how much total money this horse has won for you.

Below the prize money is shown the horse's racing record (成績). You are shown the total number of races (戦) and the total number of victories (勝). Below this are two rows, one for grass (芝), and one for dirt (ダ). The numbers in the rows indicate how many times your horse finished in first place, second place, third place, or worse. Using my horse as an example, you can see it had 15 first place finishes on grass, 2 second place finishes, and 5 finishes where it finished in fourth place or worse. On dirt, this horse finished in first place once and in fourth place or worse one time.

フロントローダ	牝7	父: ノーザンテースト	母: ホワイトノリビー
クラス: オープン	賞金 103550万円	成績 24戦 16勝	
422kg	-6	芝 15 2 0 5	
前走 5月4日		ダ 1 0 0 1	
5月4日	1600Ⅰ	15% 428	おたべ
5月1日	3200Ⅰ	25% 426	たき
4月2日	2500Ⅱ	15% 428	ますお
1月4日	2200Ⅱ	15% 428	ますお
12月4日	2500Ⅰ	15% 430	ますお

If you push down on this screen, the last 5 finishes for this horse will be shown. Each finish will show five columns of info. The columns have the following meanings:

Race date	Race distance (special symbol next to it for more prestigious races)	Finished in what place	Horse's racing weight	Jockey name
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Female Horse Stat Menu:

Press A when the cursor is over a female horse on the pasture screen to see the stat menu for this horse. An example of a female horse stat menu is shown below.

Not much information is shown on the screen for the females. You see her name in the upper-left corner, and the value of the horse shown below the picture of the horse.

On the right side of the screen is shown a family tree. You will see the horse's father (父), father's father (祖父), father's mother (祖母), etc.

Championship Banners and Memorial Horses

If you choose the 記 - "Chronicle" option on the pasture screen, you will see a field with twelve empty rectangles. If you win a G1 race, an empty rectangle will be filled with a banner representing that G1 race, as shown in the screenshot to the right.

Push left/right to see the full view of the 12 slots for the banners. A banner shows the name of the race (in this example, its the Takarakuzuka Kinen - 宝塚記念), and the year 1991. No matter what year you win the race in, it always says 1991, which is the year this game was released. There is no time limit to beat this game, you can take as much time as you need. Winning the same G1 race more than once doesn't do anything special.

Fill all 12 slots with the corresponding G1 race banner and you will see the ending credits.

If you press A while on this screen, you will go to the "Memorial Horse" screen, as shown in the example screen shot farther to the right. This screen is reserved for horses that achieved a high number of G1 race wins. I'm not sure how many wins is necessary, but it's either 3 or 4. A horse won't appear on this screen until you choose to retire it. The numbers shows for the horse are (from left to right): Races competed, races won, and G1 races won.

Breeding

To breed, you must first own a female horse. Female horses can only become pregnant during the fourth month (April). If you forget to get one pregnant during April, you will have to wait until next year.

Go to the stables and press A on a female horse and choose the 種馬 ("Studhorse") option. A list of stud horses will be shown, and the fee for breeding with them, as shown in the example screenshot to the right. You can press up or down to scroll the screen to more pages to see a larger range of stud horses.

In general, the higher the fee, the better the stud horse. However, certain stud horses may be better for certain types of races than others. Select a stud horse and press A to see a list of stats for the stud horse, as depicted in the screenshot to the far right.

You see the stud horse's name in the upper-left corner of the screen, and the fee for mating your female horse with it below the picture of the horse. In the upper-right quadrant of the screen is the family tree of the stud horse.

the lower half of the screen shows a range of abilities and this horse's grade in those categories. The categories are:


距離 - Distance	ダート - Dirt	
成長 - Growth	気性 - Temperament	底力 - Reserve Strength
健康 - Health	実績 - Achievements	安定 - Stability

Clearly, it is best to choose a horse with A grades in the most categories if possible. However, even the horse with A grades in all categories might not be the best horse for every race. If you look at the highest cost horse, named Northern Taste (ノーザンテースト), you will notice that he has a "Distance" stat of 1600-2000. So it is possible that you should choose a stud horse with a different range if you want a shorter range or longer range horse.

種牡馬	Fee
・ノーザンテースト	2000万
・ミルジョージ	1500万
・シンボリルドルフ	1500万
・トウショウボーイ	1200万
・マルゼンスキー	1000万
・リアルシャダイ	1000万
・モガミ	700万
・ミスターシービー	650万

- 1 -

トウショウボーイ



Fee 1200万

距離 1400~2000m ダート O
 成長 普 気性 A 底力 A
 健康 B 実績 A 安定 B

After choosing to breed with a horse, you need to check on your female horse after a few weeks. Usually, the horse will become pregnant, in which case you see the text: (stud horse name)の 仔を じゅたい しています "Pregnant with (stud horse name)'s foal."

However, if the horse does not get pregnant, you see the text: ざんねんですが じゅたい しませんでした "It's too bad, but she's not pregnant."

After becoming pregnant, it is possible that the female horse will die in labor. It seems fairly rare. When it happens, the screen goes black and you see the following text: (Female horse name)は ふりよの じこによりなくなりました。。。 "(Female horse name) died due to an unforeseen accident."

たいへん ショックですが しかた ありません がんばっていきましょう "It's a terrible shock, but there is nothing to be done about it. We must persevere."

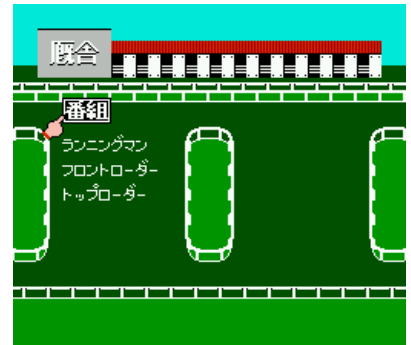
If your horse is successfully impregnated, it will give birth after exactly one year. You will be asked to name the horse. Then it will be 1 year old, and you will need to wait for it to become 3 years old in order for it to be allowed to train. It won't be able to race until month 7 of its 3rd year.

Stables Screen

The stables screen holds your horses that you are training for races. You can hold up to 10 horses on this screen. You can view a racing calendar on this screen by selecting the symbols 番組 ("Program") in the upper-left corner. It will show you all of the races that take place during the year. For more information, go to the **Signing Up For A Race** section of this FAQ.

Select a horse and press A to see the **stat menu** for this horse. It is important to pay attention to your horse's weight. Below its weight is shown another weight, with a + or - sign, which indicates how much weight the horse has lost or gained since its last race.

It is also important to pay attention to what the trainer says about your horse in the dialogue when you see the stat menu, shown when you press A when selecting a horse. The trainer will tell you if the horse is overweight, injured, or ready to race. See the table below for a full list of the dialogue the trainer might say.



Japanese Text	Translation	Comments
だいぶ おもいようです かなり しぼらないと レースにはつかえません ね	He is quite overweight. He won't be able to race for awhile.	Make this horse train to lose some weight before racing.
まだ ちょっと ふとめ ですもうひとたたき ひ つようですね	He is still a bit fat. He needs to be worked harder.	Make this horse train to lose some weight before racing.
あいかわらず げんきで すちょうしは まずまず いいようです	He is full of energy. His condition is getting increasingly better.	This horse is ready to race.
ちょうしは とくに よ くもないしわるくもあり ません	His condition is not especially good or bad.	This horse is ready to race.
うーん ちょうしが い まひとつパツとしないよ うです	Ah, his condition is getting a little better.	This horse is sick. Best to wait before training or racing.

このところ パテぎみで ちょっとちょうしがおち てるみたいです	It looks as though his condition has gotten a little worse.	This horse is sick. Best to wait before training or racing.
このところ ずっと ち ょうしがよくないですね あまり きたいしないほ うが。。	His condition does not look good at all. Let's hope for the best.	This horse is sick. Best to wait before training or racing.
カイぐいが おちている ようであまり たいちよ うが よくないようです	His condition is getting worse. His health is does not seem very good.	This horse is sick. Best to wait before training or racing.
げっヤも ガラっと よ くなくてだいぶ ちょう しが もどってきました	His health has almost completely returned to normal.	This horse is still a little sick. Best to wait before training or racing.
じゅんちょうに きてい ますもうひとおいすれば カンベキです	His condition is doing well. Just a little while longer and he will be completely recovered.	This horse is well enough to race.
だいぶ つかれも とれ たようですガイぐいも よくなってきました	He is quite tired. His condition doesn't seem very good.	This horse is tired. Best to wait before training or racing.
レースのつかれも それ ほどなく げんきいっぱい です	He is exhausted from the race, but appears full of vigor.	Wait one or two weeks to race.
レースのあとですから さ すがに つかれているよ うです	He just finished a race, so of course he is exhausted.	Wait one or two weeks to race.
ソエを かなり いたが っていますむりづかいは できません	He is complaining about pain. It will be impossible for him to be moved right now.	The horse is seriously injured. It probably can't race for awhile.
あしもとが だいぶ よ くありませんどうやら くっケンえんのように しばらくレースは むり でしょう	His hoof isn't doing well. He seems tired. Racing would be impossible.	The horse is seriously injured. It probably can't race for awhile.
あしもとが だいぶ よ くなってきました この ぶんならいけそうです	His hoof is mostly healed. He can probably race now.	The horse can probably race.
このうまは こっせつし て しまいました どう ぶんのあいだ レースに はでられません	The horse has a bone fracture. He won't be able to race at the present.	The horse is seriously injured. It probably can't race for awhile.
だいぶ おとろえてきて いますとしが としだし そろそろ いたいさせた ほうが。。	The horse has become old and weary.	The horse is old. It probably can't race very well anymore.

Press A while looking at a horse's stat menu to bring up some command options. They are:

- 調教 - "Training". See the **Training** section of this FAQ (below) for details.
- 出馬 - "Ride". Sign up for a race. See the **Signing Up For A Race** section of this FAQ for details.
- 放牧 - "Graze". Move this horse back to the pasture.

- 引退 - "Retire". Free this horse from your possession. If the horse won any G1 races or it is still of racing age, you will get money by selling the horse.

At the top of the stables screen is a calendar that you can select. The calendar shows all of the races for the year, and any pertinent information about them. See the **Signing Up For A Race** section of this FAQ for details.

Training

When you select to train a horse in the stables, you will see a chart of training options, as depicted in the screenshot to the right. You must select an option from each column. The options in the first column are:

- ダート - "Dirt"
- 芝 - "Grass"

The options from the second column are:

- 単走 - "Solo run"
- 併せ馬 - "With another horse"

The options from the final column:

- 馬なり - "Let the horse run". Horse loses 0 or 2 pounds.
- 強め - "Strengthen". Horse loses 2 or 4 pounds.
- 一杯 - "To the utmost". Horse loses 4 or 6 pounds.

As you can see, the options are to choose which turf to run on, if you want the horse to run alone or with an opponent, and how hard you want to push the horse. There is no indication in the game what the effect of the first two column options are. However, I have read on a Japanese website that the "Dirt" option will tend to increase the horse's stamina, while the "Grass" option will increase the horse's speed. I don't know if this is true, but to be on the safe side, it's probably best to mix up which options you choose from the first two columns each time you train the horse just to make sure that you're improving all of its abilities. But I won most of my G1 races just by choosing the top options from the first two columns every time, so it may not matter very much what options you choose from the first two columns.

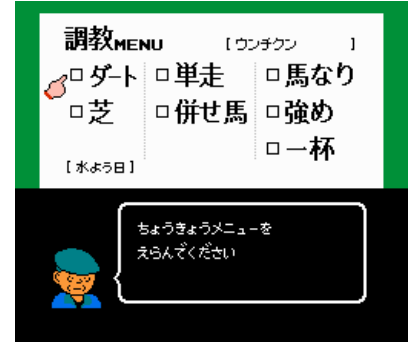
The effect of the third column options are much more obvious. The top option will cause the horse to lose 0 or 2 kilograms, the middle option will cause the horse to lose 2 or 4 kilograms, and the bottom option will cause the horse to lose 4 or 6 kilograms.

You want to try to keep the weight of your horse in a good range. When you first start training a horse, you won't know what weight that should be. But the trainer will tell you that the horse is fat if it is so (which it always is when a horse starts training). See the trainer dialogue table in the **Stables Screen** section above for a list of trainer comments and what they mean.

After the horse has raced, its racing weight will be recorded. From that time forward, the game will tell you how much weight the horse has gained or lost since its last race. See the screenshot to the right for an example. In this example, the horse has a current weight of 444 kg. The -2 below this weight indicates that the horse has lost 2 kg since its last race, so its racing weight was 446 kg. If the horse were to race again with a weight of 444 kg, its new racing weight will be 444 kg.

It seems to be best to try to keep the change in weight to be near zero. The exception would be if the trainer tells you that the horse is fat, in which case its racing weight is too fat.

After you set the training options, a short animation will be shown of your horse running on a track (maybe with another horse if you requested that). After the horse finishes running, the trainer will say a short sentence. This sentence will be an indication for how fast your horse can run at this point. But even more importantly, the trainer will say something if the horse seems to be injured, in which case you probably want to reset your game immediately so the horse doesn't get this injury, which could be a major setback for your game. The table below presents all of the text that you might hear from the trainer at this point and their meaning.



なんか ようすが ヘンです	Something seems wrong	RESET THE GAME IMMEDIATELY!!! The horse is injured and will take a very long time to recover. If you let the screen scroll away from this, the injury will be auto-saved, but if you reset right away, you can undo the injury.
まだまだ けいこぶそくです もうすこし じかんがかかるでしょう	Still not very fast. It's going to take more time.	The horse needs to lose weight.
まだ とけいが ものたりないね もうすこし ようすを みたほうが いいかもしれません	We need more time. We should see if we can improve his condition a little more.	The horse needs to lose weight.
ちょうしが はっきり おちてます とうぶん かちまけはどうでしょう	His condition has clearly deteriorated. I don't know if he will be able to race.	The horse is ill. Best not to train or race at this time.
なかなか いいタイムが できました このぶんなら きていできそうです	Very good time. He should be able to race well at this time.	The horse is in racing condition.
きあいものって ぜっこうちょうです かんぜんに しあがりました	His fighting condition is ideal. He has been trained to perfection.	The horse is in racing condition.
もんくのつけようがない デキです これでまけたら しょうがありません	I have nothing to complain about. If this horse loses, there was nothing we could do.	The horse is in racing condition.

まあ こんなもんでしょう このうま なりに は してます	Hey, look at this fella. This horse can run.	The horse is in racing condition.
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Signing Up For A Race

When you're ready to race, go to the stables screen and select a horse. Then choose the option 出馬 ("Ride"). You will be taken to a calendar that shows all the races for this month, as shown in the screenshot to the right. You can only sign up for a race for the current week, but you can scroll the calendar forward by pressing right to see the race schedule for later months. The month number is shown in the upper-left corner of the screen.

The calendar is divided into four weeks, which are labeled at the top of the calendar (1 through 4). Each column is a list of races for a given week. The two columns farthest to the left label what age and class the races are for. For example, there are three age ranges available during the month in the example screenshot. There are races for 4 year olds, races for 5 years and older (5上), and races for 4 years and older (4上). Just to the right of the age is the class of each race. See the **Classes** section below for an explanation of the class system.

The large black numbers for each race label how long the race is. If the number says 16, then the race is 1600 meters long, so you always need to multiply the number by 100. A little black "D" will appear next to this number if it is a dirt track. The numbers in the blue boxes simply label which race it is (i.e. race #1, race #2, etc.). The red symbols in the race boxes label more prestigious races. The prestigious races, in order from least prestigious to most prestigious, are S, III (aka GIII), II (aka GII), and I (aka GI). The GI races are the races you need to win in order to beat the game. See the **List of GI Races** section for a detailed list.

		1 日	2 日	3 日	4 日
4 未		1 12 14	1 17	1 14 24	1 20
	500	16 14	18	20 24	17
	900		20		16
	OP		24 I	16 II	
5 上	500	23	16	16	18
	900	16	18	14	24
	1500	16		20	14
4 上	OP	24	14		18 II

After selecting a race, a summary of the race, including prize money, will be shown. Press A to choose the "OK" option to select this race, or press B to cancel.

You will be asked to select a jockey. If the previous jockey you used is still available, the game will ask if you want to use the same jockey with the following text: のりやくは だれにしましょう まえのレースと おなじく (jockey name)さんで いいですか "Who shall ride? Use the same person, (jockey name)?" Select はい to use the same jockey, or いいえ to choose a different one.

If this is the horse's first race, or if the previous jockey is not available, or if you answer "no" to the above question, you will be taken to the "Jockeys List" screen. Select a jockey (only those in dark letters are available). The jockeys are all graded on a scale from A to E (A being the best). Choose a high graded jockey if possible for the best results. Now you are all set up for the race and ready to go!

If you select the 出馬 ("Ride") option again after a horse has already signed up for a race, you can cancel the horse's entry into the race. The game text will read: すでに とうろくを しています しゅつぱを とりやめますか "This horse is already signed up. Cancel this horse's run?" Select はい to cancel the race, or いいえ to keep the horse registered.

More Decisions To Make Later In the Game When Signing Up For A Race:

You can register up to two of your horses for the same race. If you already have one signed up for a race and you try to sign up another for the same race, the game will ask you to confirm with the following text: そのレースには ほかに1とう てる よていになってますが いいですか "You already have one horse signed up for this race, is that OK?" Select はい to confirm this decision, or いいえ to cancel.

If the weight of your horse is very low, you might be required to add extra weight to your horse to make the race more "fair". The text will read: そのレースは べつていせんで (weight amount)キロを せおうこととなりますが いいですが "The horse must be burdened with (weight amount) kg for this race, OK?"

Or if the weight to be added is small, the text will say: そのレースは ハンデせんで ちょっと ハンデがきつくなりますが いいですが "The horse will be given a small handicap, OK?"

Classes

Classes are used to make sure that your horse is entered in a competitive race. If your horse wins races, it will move up in class so that it is racing against other winners. If your horse loses very much, its class will drop.

All horses will start at the class 新馬 ("New Horse"), or just 新 ("New") for short. So a horse at this class must race in a race that's labeled with the symbol 新 on the left side of the racing calendar.

Winning races will tend to make your horse go straight to the highest class, オープン ("Open"). But losing races or doing poorly will place it in a lower class. But doing well can raise your horse's class again if it has fallen. The G1 races are all Open class, so ultimately your horses are going to need to be Open class. Furthermore, you make more money when winning races in the higher classes.

Note that your class might also drop without racing just simply by your horse becoming too out of shape (long illness, injured leg, not maintaining a low weight, etc.).

The following list shows all of the classes:

- 新馬 or 新
- 未
- 500万下
- 900万下
- 1500万下
- オープン or OP

Horse Age

Horses cannot race until they are at least three years old. A newborn horse is considered a one year old. All horses are considered to go up in age on January 1st of every year. So even if the horse's birthday is actually in April, we will call it a 2 year old horse come January.

In real life, horses tend to live around 25-30 years. In this game, they will live at least 53 years, which is the longest I tested (I ran out of patience to see how much longer they might live. Maybe they are immortal).

Racetrack

When you select the Racetrack option from the main menu, you will see a blue screen such as that shown in the screenshot to the right. This screen is a summary of an upcoming race. It has the name of the race at the top of the screen, which is アクアマリンS (Aquamarine S) in this example. In the parentheses below the name, you can see the age range for this race, and the class of horse that can compete. In this example, the horses are 5 years old and up (5才上) and the class is 1500万円.



On the right side of the third line is the distance of the race. In this example, it is 1200 meters.

The prize money for this race is shown in the lower-right corner. This is the money that you will receive if one of the horses you own is racing in this race and finishes in one of the top five places. So, you win 1670 万円 = 16700000 円 if your horse wins the race, 6700000 円 if it finishes in second, and so on.

Press B if you want to skip this race (if you have a horse signed up for this race, you can't skip it). Or press A if you want to watch and potentially bet on the race.

After pressing A, you will be brought to the Daily Racing Form screen, explained below.

Daily Racing Form

6R		ダ1200m	
1	メイブルシルク	牡6 57 おおにし	→ ⊙ 446 -10 ... 1
2	レインボークサカ	牡7 56 おたべ	→ ○ 488 -2 ○○ 2
3	インデアンヒル	牡5 56 すきうら	→ ○ 456 ±0 ▲◎ 3
4	ミストラルミンガリ	牡8 56 よしとみ	→ ○ 528 +4 ... 4
5	テグデンマンガツ	牡5 56 ますお	→ ⊙ 478 -4 ◎△◎ 5
6	ツウバゲイフウ	牡5 54 ぶとう	→ ○ 484 -6 ... △ 6
7	マサチューセッツ	牡5 56 こわた	→ ○ 458 -4 ▲▲▲ 7
8	カンゴースト	牡5 56 おかやま	→ ○ 484 +8 ... ○ 8

The Daily Racing Form (DRF), shown on the left, contains all of the information that a person betting on a horse race will be given. On the left side of the form is shown the names of the eight horses participating in the race, along with a number to identify them by, and a color (the color surrounding the number on this form will be the color of the jockey's hat for the corresponding horse).

Next to the horse's name is shown its age, which will generally be somewhere between 3 and 8 years of age. The next column to the right shows the weight that the horse has to carry (generally between 50 and 60 kg), which is usually the jockey's weight. If your horse is significantly lighter than the rest of the horses, it might be required to carry extra weight to even the playing field.

To the right of the jockey's weight is the jockey's name.

Toward the center of the DRF is a set of blue rectangles with arrows inside them. These arrows and the circular symbols to their right are a summary about how the corresponding horse performed in its last race. I don't yet understand how to interpret these arrows and circular symbols.

To the right of the circular symbols are the weights for each horse, and the + or - sign next to a number indicates how much this weight differs from the weight that this horse had during its previous race.

The symbols on the far right side of the screen probably have to do with how the horse performed in its last race, but again I don't know how to interpret these at this time.

If you have a horse that is participating in this race, press A to see some options for your racing strategy. See the **Racing Strategy** section below for details.

Press B to open a menu with options related to betting. The options are:

- 出馬表 - "Horse riding table". Return to the Daily Racing Form screen.
- オッズ - "Odds". You will be shown the odds for each horse to win or place in the top three. See the **Odds** section of this FAQ below for details.
- 投票 - "Polling place". Takes you to the window where you can place bets. See the **Betting Forms** section below for details.
- レース - "Race". Start the race. See the **Races** section of this FAQ for details.

Racing Strategy

If you have a horse registered for a race, you can press A on the **Daily Racing Form** screen to set the strategy that your jockey will use during the race. Generally speaking, the strategy that you choose should be motivated by how long the race is. If it's a very short race (less than 1600 meters), you will probably do best by letting your horse run as fast as it can. If the race is longer, you want the horse to reserve some energy for the last stretch of the race. There are varying levels of aggressiveness for doing this. For example, you could tell the horse to remain near the front of the pack the whole time, but not necessarily push for the lead until the end. Or you could tell the horse to stay near the back for most of the race.

The possible options are explained in the table below.

Strategy Name	Description
のりかたは まかせる - "I leave the riding strategy to you".	Let the jockey do what he wants. This is like telling the computer to choose your strategy randomly.
とにかく にげろ - "Just run"	Tell your horse to run as fast as it can. Best in races that are 1600 meters or shorter.
なるべく まえにいけ - "Stay toward the front"	Keep toward the front group of horses. Best in races that are around 1600 to 2400 meters.
はやめに しかける - "Early challenge"	Let the horse run at medium speed, and then challenge the leading horse after awhile. Best in races that are around 2400 to 3000 meters long.

おさえて うしろから - "Keep the horse at the back"	Keep your horse near the back of the line of horses, then let it sprint toward the end of the race. Best in races that are around 3000 meters or longer.
こいつを マークしろ - "Let's mark this guy"	Try to draft off of the back of another horse. Best used when drafting off of a fast horse. You will be required to select an opposing horse to "mark".

These descriptions are only a rough guide for selecting a strategy for your race. Often I've found that strategies that don't make sense will work better at times, which is all a result of the computer's randomness. Sometimes you tell a horse to hold back or run fast, and it doesn't do as you say (this is a feature of the game since the horse might not obey your orders if its 気性 - Temperament stat is low). So try various strategies and see what works best for you. The best strategy might also depend on what jockey you are using.

Odds

When you go to the Odds screen, you will see an image such as that shown in the screenshot to the right (the one on the left). The horse number is listed on the left side of the screen, in red. The numbers in the blue box are the pay out if you bet on this horse to win the race and it wins. It is a multiplier that determines how much times your wager you will receive. Using the screenshot to the right as an example, if you bet 100000 yen on horse 5 and it wins, you get $7.5 \times 100000 = 750000$ yen.

To the right of the blue box is a range of numbers. These values are the amount that your wager will be multiplied by if you bet on a horse to finish in the top three and it does so. The number is not predetermined, but will be within the range shown. Using the screenshot as an example again, say you bet on horse 5 to finish in one of the top three places and it does so. You will get somewhere between 1.9 and 2.7 times your wager.

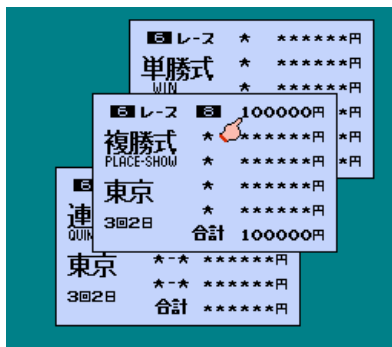
If you press A, you will go to a second screen with more odds, such as that shown in the screenshot farther to the right. This shows how much money you will win if you bet on a quinella and you win. A quinella means you bet on two horses and they need to finish in first and second place (the order doesn't matter) in order for you to win. Again, the values you will receive for winning are shown as a multiplier of your wager amount. To see how much you win, look for the column representing the lowest numbered horse that you bet on. The column is labeled by the blue numbers. Then, within that column, look for the number corresponding to the second horse that you bet on, whose number will be shown in the red area. The number that is at the intersection of your two horse numbers will determine the multiplier that you will get for your wager. Using the screenshot as an example, say you bet on horses 3 and 7 in a quinella. The table says that you will win 9.8 times your wager.

6R 単複勝		アメ : ヤヤオモ	
1	14.2	3.1-4.6	
2	21.3	4.4-6.6	
3	5.3	1.5-2.1	
4	10.6	2.5-3.7	
5	7.5	1.9-2.7	
6	3.2	1.2-1.5	
7	4.0	1.3-1.7	
8	9.8	2.3-3.4	

6R 連勝式		アメ : ヤヤオモ	
1	101.6	3	48.4
2	34.0	4	84.6
3	46.6	5	30.2
4	62.2	6	7.9
5	46.6	7	9.8
6	20.8	8	24.5
7	25.6	8	79.8
8	58.4	7	5.8
		8	14.7

Betting Forms

When you go to the Betting Form screen by selecting the 投票 ("Polling place") option from the Daily Racing Form screen, you will see a screen such as that shown in the screenshot to the right. Use the cursor to select one of the three cards. The three cards correspond to different types of bets. As said on the cards, they represent bets to "win", "place-show", and "quinella". Here's how the bets are defined in this game:



- **Win** - The horse you bet on must finish in first place.
- **Place-Show** - The horse you bet on must finish in first, second, or third place.
- **Quinella** - Bet on two horses. They must finish in first and second place (the ordering doesn't matter).

Move the cursor to a card and press A to select it. You can place 5 bets per card. First, use the UP/DOWN arrows to change which horse # you want to bet on, then press RIGHT to move the cursor to the place where you can set how much yen (円) you want to bet. You can bet between 1000 and 100000 yen per line. Press A to lock-in your bet, which cannot be changed after this point. Press B to stop entering wagers on the current card. Note that on the quinella card, you must enter two horse numbers.

Races

Before the start of the race, make sure you note which horse's number belongs to your horse (or the horse you're betting on). Otherwise, you won't know who to cheer for. Each number corresponds to a particular color, so you can look for your horse by color. The color-number combination are:

1. White
2. Black
3. Red
4. Blue
5. Yellow
6. Green
7. Orange
8. Pink



You can only watch races (you don't get to control anything). So there's nothing to do except sit back and sip your mint julep.

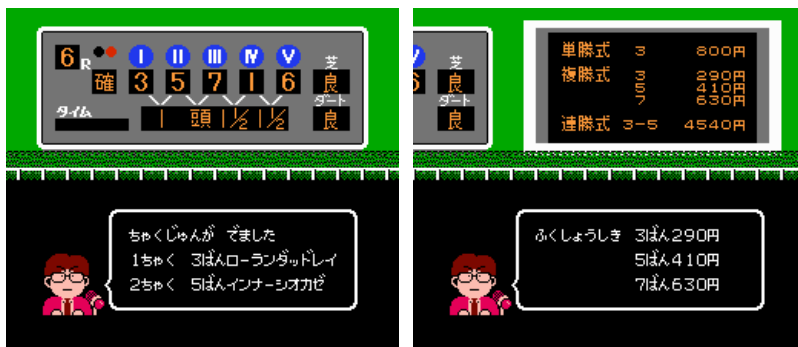
Race Results and Payouts

At the end of the race, you will see a scoreboard that shows the top 5 finishers, as shown in the screenshot to the right. The Roman numerals in the blue circles indicate the finishing place, and the numbers below them show which horse finished in the corresponding place.

Below the finishing place is shown how far ahead the horse finished compared to the horse behind it. In this example, horse #3 finished 1 second ahead of horse #5. Horse #5 beat horse #7 by a head (頭), horse #7 beat horse #1 by 1.5 seconds, etc.

If the time a horse finished ahead of the next horse was very small, it will say that it won by a head (頭), a neck (クビ), or by a nose (ハナ).

The next screen shows how much money is paid out for winning bets. The amount shown is how much you win for each 100 yen wagered. The amounts shown are (from top to bottom) the amount won by betting on the winning horse to "win", three amounts corresponding to betting on the top three finishers to "place-show", and the bottom value is the amount won for betting on the top two horses to finish in a "quinella". In this example, if you bet on horse #3 to win, then you receive 800 yen for every 100 yen you wagered. If you bet on horses #3, #5, or #7 to place-show, then you receive 290, 410, and 630 yen for each 100 yen you wagered, respectively. If you bet on horses #3 and #5 to finish in a quinella, you receive 4540 yen for every 100 yen you wagered.



If you entered a horse in the race, the next screen you see will be a summary screen of the money you earned from the race. An example screenshot is shown in the image on the far left. The top value is the amount of yen you win for the place that you finished. It is 80% of the advertised prize. Where did the other 20% go? I don't know, but I'm guessing to "the man". If you finished in sixth place or worse, you won't get any prize money.

You always receive a 300000 yen reward for entering a horse in the race, no matter what place you finish in. So this number is always paid to you. The third number down is your total earnings from the race. The bottom number (in the white box) is your total money.

If you bet money on the race, you will next see a summary of your gambling winnings, as shown in the example screenshot on the near left. The top number is your winnings if you bet on the winning horse to win, the next three numbers are your winnings if you correctly bet on a horse to place-show, and the fourth number is your winnings if you correctly bet on the top two finishers in a quinella. The fifth number is your total winnings, and the bottom number (in the white box) is your total money.

Injured During Race

Your horse might become injured during the race, which could even possibly lead to its death. Your first clue that the horse is injured/dead is that it won't reach the finish line, it will simply vanish from the race. Hit reset if you want to prevent your horse from sustaining this injury/dying. If it happens, you will see the following message on the results screen (the screen where you see the top five finishers and how much time they lead by):

なお (horse name)はきょうそうを ちゅうし しています "Yet, (horse name) was unable to finish the race."

After this point, you will learn if your horse is OK, or if it did not survive. If it is OK, the text will say:

たいしたことがなければ いいのですが。。。 "But it was nothing too significant, he is fine."

If the horse dies, the screen will go black and you'll see the following text: (horse name) 号は けんさのけっか 予後不良と しんだんされ。。。 あんらくのしよちが とられました "After inspecting (horse name), it was determined that he would be unable to recuperate. He had to be euthanized."

Strategy

Success in this game is contingent upon 4 factors:

1. Money - You need to make money so you can buy high pedigree horses.
2. Breeding - You need to breed and/or purchase high pedigree horses.
3. Training - You need to train your horses by listening to and following the trainer's advice.
4. Racing - You need to use grade A jockeys and good racing strategy.

Furthermore, you can approach this game from two different angles. One angle is to reset the game when the outcome of a race is not in your favor and retry until the outcome is what you want. The other approach is to do it the way it was meant, which is to continue playing no matter what the outcome and deal with the added frustration and difficulty. I will give advice for whichever approach you decide to use. Keep in mind that if you play Derby Stallion: Zegokuban (the sequel to this game), you won't be able to reset the game and try again after a race because the game auto saves the result of the race before it shows it to you.

Making Money

There are two ways to make money: gambling and winning races with your horses. I discuss each option below.

Gambling:

Trying to make money by gambling is probably only a good idea if you are willing to reset the game often to get the outcome you desire. To win by gambling, you can watch a race, then reset the game and bet on the result you just witnessed. It is not guaranteed to happen again, but there is a good chance it will. Read the "Randomness in the Races" section of this FAQ for details about the variability in race outcomes. You can stand to make a lot of money by using this cheesy tactic, but it depends on which horse wins (horses with long odds will give you a lot more money when they win than horses that are the favorite).

If you don't want to reset after each race to get the desired result, then you'll just be relying on luck to win your bets. It's probably not going to net you much money in the long run, so I recommend against trying to earn money this way.

Making Money By Winning Races With Your Horses:

Winning races with your own horses is a good way to make money, especially if you're not willing to reset the game often to make money by betting. At the start, you won't be able to afford good horses. So buy a horse you can afford. Perhaps a horse in the 1000 万円 range, but even less (such as 500 万円) is probably fine too. You need to make sure you leave a good amount of reserve money since you have to pay to support your horses (100000 yen per month per horse). When purchasing a horse from the market, it will be two years old. They can't race until they're three years old, and three year old races don't start until July. So you need reserve money to support your horses while you wait for a horse to get old enough to race and finally start making you some money.

To maximize the money you make with a horse, you want to have it race as often as possible. Even losing badly is better than not racing since you get money from the race. And if you do badly, your horse will drop in class, which means you can have it race in easier races that you might have a better chance of winning. But you don't want to make your horse race if it is sick or injured. Listen to the trainer's advice and refer to the tables in this FAQ for guidance about what to do based on what the trainer says. Your horse will be sick constantly, so you'll have to have patience and wait before racing it.

If your horse gets injured, it may be a major setback for you. A horse with an injured hoof won't be able to race for a very very long time. If you are poor, you may not be able to save your business since you won't be able to make money by racing for an extended period of time. You will want to reset immediately when the trainer says *なんか ようすが へんです* ("Something seems wrong") after training, because it means your horse is injured.

Breeding a Championship Horse

You can get great racing horses in two ways. The first is to buy expensive male horses from the market. When viewing a male horse at the market, look for horses that make the trainer say *かなりの けっとうです* ("Quite a pedigree"). Those around 9000 万円 are probably the price range you will want to shoot for in order to win GI races consistently, but cheaper horses can certainly do well in those races on occasion.

Buying expensive female horses will help even more. If you have one, you can just breed it with a studhorse every year and continually produce high pedigree racing horses for a relatively small cost. But buying female horses in the first place can be expensive. Eventually, you want to aim for females that cost 30000 万円 or more. When you can afford it, you will want to buy several so you can pump out several race horses per year and give yourself a good chance to win a lot of GI races. There seems to be randomness in the foals produced from breeding. Breeding the same female with the same studhorse seems to produce both great horses and mediocre horses. So expect a range of results, mostly good though.

When breeding, you want to choose studhorses with high grades, mostly A's. The most expensive studhorse is Northern Taste (ノーザンテースト), with a fee of 2000 万円 required to breed with him. Since he has an A in all categories, he seems the best choice. But note that his distance range is reported to be 1600-2000 meters. If this is true, then you might want to use other studhorses sometimes to get horses that will be good at racing in other distances. Also, some horses might be better at racing in dirt or grass than Northern Taste. I can't tell what the symbols under the "Dirt" stat represent, so I can't say for sure. But I found that using Northern Taste gave good results in races outside the 1600-2000 meter range, and both in grass and in dirt. I was using expensive female horses, so perhaps the combination overcame Northern Taste's weaknesses.

Training a Championship Horse

When you first start training a horse, it will be fat. The trainer will say *だいぶ おもいようです かなり しぼらないと レースには つかえませんね* ("He is quite fat. He won't be able to race for awhile"). You need to make the horse lose weight. Train, and select the option *強め* ("Strengthen") from the third column. It doesn't matter what you choose from the first two columns, but try to mix it up. You want to choose the *強め* option because it will cause the horse to lose 2 to 4 pounds, while the first option usually produces no weight gain. The third option can produce even more weight gain, but it can tend to cause the horse to get injured, so avoid it unless you're desperate to make the horse lose weight quickly.

After losing some weight, the trainer will start to say *まだ ちょっと ふとめです もうひとたつき ひつようですね* ("He is still a bit fat. He needs to be worked harder"). Keep training the horse to lose more weight.

Eventually, the trainer will start telling you about the horse's condition (energetic, tired, etc.). At this point, the horse's weight is acceptable. You can start running in races, but only do so if the trainer tells you that the horse is healthy. See the table in the **Stable Screen** section of this FAQ for help determining when you can race your horse. If the horse is not completely healthy, it will usually perform poorly in the race no matter what. After racing one time, the horse's racing weight will be recorded. A number below the horse's weight on the stat screen will tell you how much weight the horse has gained or lost since its last race. Try to keep this number around zero, although shaving a couple kilograms off the horse here and there might help so you can try that too.

Racing Advice

When racing, you need to choose a strategy for your jockey to use during the race (i.e. making the horse sprint from start to finish, holding the horse back to conserve energy until the end, etc.). The best strategy will likely depend on the length of the race. See the **Racing Strategy** section of this FAQ for a table showing the options and approximate race lengths that I found them to be best for. However, the guidelines in the table are only a rough estimate of the best strategy to use. Due to randomness, the best strategy for a particular race can be anything. For best results, reset the game if you lose and try again with a different strategy. Furthermore, if you are unable to win with all the strategies, you might want to change jockeys and try again. If that still doesn't help, try having the horse lose weight and retry again. If all of these don't seem to help you win a particular race, you probably won't be able to win no matter what you do, so give up on the race and try it again next year.

A way to improve your odds in races is to enter two of your horses in the race at the same time. If both of your horses are good, it will give you two chances to win, obviously. But even if one of the horses is weak, it will take the place of an opposing horse, so you have one less horse to defeat.

Randomness in the Races:

During each horse race, not all outcomes are possible. In fact, only three outcomes are possible per race. What does this mean? Well, if you watch a race, you will see the top five finishers listed on a score board. For example: 6, 2, 1, 8, 3. Here, horse #6 finished in first place, horse #2 finished in second place, and so on. If you reset the game and re-watch the same race, you might see a different result. For example: 2, 6, 4, 1, 5. If you continue to reset and watch it more times, you might see a third result. For example: 3, 2, 6, 5, 8.

After resetting and re-watching the same race dozens of times, you will eventually realize that these three results are the only ones you see. You will never see any other order of finishing horses. If you count the occurrence of each outcome, you will find that one of these results happens the most often, around 60% of the time. The other two outcomes are more rare, each occurring around 20% of the time.

So if you are rooting for a particular horse to win (because it's your own horse, or maybe because you want to bet on it and get a huge payout), it is possible you will never get the result you want. The three possible outcomes don't necessarily correlate with the odds of each horse winning according to the betting odds.

List of GI Races

Race	Date	Distance	Age Range
朝日杯3歳S - Asahi Hai 3 Year Old Stakes	Month 12 - Week 2	1600 m	3
皐月賞 - Satsuki Sho	Month 4 - Week 4	2000 m	4
日本ダービー - Japanese Derby	Month 6 - Week 2	2400 m	4
菊花賞 - Kikuka Sho	Month 11 - Week 1	3000 m	4
天皇賞・春 - Tenno Sho (Spring)	Month 5 - Week 1	3200 m	5 and up
天皇賞・秋 - Tenno Sho (Autumn)	Month 10 - Week 4	2000 m	4 and up
安田記念 - Yasuda Kinen	Month 5 - Week 4	1600 m	5 and up
マイルCS - Mile Championship	Month 11 - Week 3	1600 m	4 and up
スプリンターズS - Sprinters Stakes	Month 12 - Week 3	1200 m	4 and up
ジャパンカップ - Japan Cup	Month 11 - Week 4	2400 m	4 and up
宝塚記念 - Takarazuka Kinen	Month 6 - Week 4	2200 m	4 and up
有馬記念 - Arima Kinen	Month 12 - Week 4	2500 m	4 and up

Conclusion

I hope you manage to get through Best Keiba. Even with this FAQ, it will take a lot of patience and luck. If you have questions, suggestions, or something to contribute, please email me at lastbosskiller@gmail.com.

Thanks to the NES FAQ Completion Project contributors and followers for motivation to write these FAQs and a lot of fun.

Special thanks to GForce645 for inspiration to tackle this game!

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