

Pocket Card Jockey™

1 Important Information

Getting Started

2 Information-Sharing Precautions

3 Parental Controls

General Information

4 What's This?

5 Controls

6 Playing the Game

7 Main Menu

8 Save-Data Management

At the Stables

9 Story

10 Stables

11 Characteristics

12 About Skills

13 Shop

14 Museum

15 Calendar

16 Tips

At the Races

17 Solitaire Rules 1

18 Solitaire Rules 2

19 Solitaire

20 Controls

21 Homestretch

22 Other Info

At the Farm

23 Breeding

24 QR Code

Breaking Records

25 StreetPass

Tips

26 Solitaire Tips

27 Racing Tips


Troubleshooting

28 Support Information

1

Important Information

Please read this manual carefully before using the software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please select  in the HOME Menu and carefully review content in "Health and Safety Information." It contains important information that will help you enjoy this software.

You should also thoroughly read your Operations Manual, including the "Health and Safety Information" section, before using this software.

Please note that except where otherwise stated, "Nintendo 3DS™" refers to all devices in the Nintendo 3DS family, including the New Nintendo 3DS, New Nintendo 3DS XL, Nintendo 3DS, Nintendo 3DS XL, and Nintendo 2DS™.

Important Information

Your Nintendo 3DS system and this software are not designed for use with any unauthorized device or unlicensed accessory. Such use may be illegal,

voids any warranty, and is a breach of your obligations under the User Agreement. Further, such use may lead to injury to yourself or others and may cause performance issues and/or damage to your Nintendo 3DS system and related services. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or unlicensed accessory. Except as authorized, copying of any Nintendo software is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized.

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2**Information-Sharing Precautions**

User-generated content, or UGC, is content created by users, such as messages, Mii™ characters, images, photos, video, audio, etc.

Information-Sharing Precautions

The extent of UGC exchange depends on the software.

- Nintendo bears no responsibility whatsoever for any problems that result from the use of the Internet (for example, the sending of content over the Internet, or the sending or receiving of content with others).

3

Parental Controls

You can restrict use of the following features by adjusting the options in Parental Controls.

- ◆ Access to this game (as well as other games) can also be restricted through the **Software Rating** item in Parental Controls.
- ◆ Refer to your Operations Manual for information on how to set up Parental Controls.
- **StreetPass**
Restricts the exchange of characters between users via StreetPass.

4

What's This?



Pocket Card Jockey is a racing game controlled by playing solitaire.




Aim to collect all of the trophies in the G1 races!






5 Controls

Pocket Card Jockey is mainly played using a stylus. Some button controls are used as well.

Stylus Commands

Confirm	
Cancel	
Forward	
Back	

Button Commands

Fast-forward races	
Radar zoom in/out	
Scroll radar	



6

Playing the Game

Tap the Touch Screen to begin.



The first time you play the game, begin by tapping Start.



Choose your character's gender and name to start the game.

- ◆ Your character's name will be used in StreetPass. Please do not use any important information that may put your or other people's privacy in jeopardy. Please also refrain from choosing offensive or hurtful words.
- ◆ Once your character's name is set, it cannot be changed.



7 Main Menu

As you make progress through the game, more options will be made available.



1 Growth Mode

A racing mode for horses that are two to three years old. This is where your horses can hone their skills.

2 Mature Mode

A racing mode for horses that are four years old and above. Mature horses will eventually retire, either over time or if they lose a total of three times in the races.

3 Farm

Retired horses can be sent here to breed. You can breed better racing horses by pairing strong horses together. The foals born here can be raced in Growth Mode (→23).

A QR Code® pattern can be made for each horse on the farm so you

can share your horses with other players. You can also receive other players' horses here (→24).

4 Training

Training allows you to practice your solitaire skills. Depending on the time it takes to score a perfect game, you will receive a comment.

To exit Training, either finish the game of solitaire or press START and tap the Back option.

5 Options

Change your StreetPass settings, delete your save data, and view gameplay tips here.



8

Save-Data Management



The game will automatically save before and after a race.

You can also save your game by tapping the Save icon on the Touch Screen during story scenes (→9).

The game will automatically save each time you leave the farm (→23) and return to the title screen as well.



You can delete all gameplay data in the Options menu, which you can access from the title screen.

- ◆ **Whenever you delete data, please make sure you are aware of what content you are deleting. Once data is deleted, it cannot be recovered.**

Data can be lost due to user action, such as repeatedly powering off and on the system or removing a Game Card or SD Card while saving. Data loss may also be caused by poor connectivity due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.



Prepping for the next race.



1 Stables

This is where you can check the current status of your horse (→10).

2 Shop

Only available when a peddler is visiting. Obtain useful items for the races as well as puzzle pieces here (→13).

3 Museum

Only available after making some progress in the game. View your collected trophies and puzzle pieces here (→14).

4 Calendar

View your racing schedule here (→15).

5 Save

Save your progress (→8).

6 Tips

Bits of advice to help you in the game (→16).

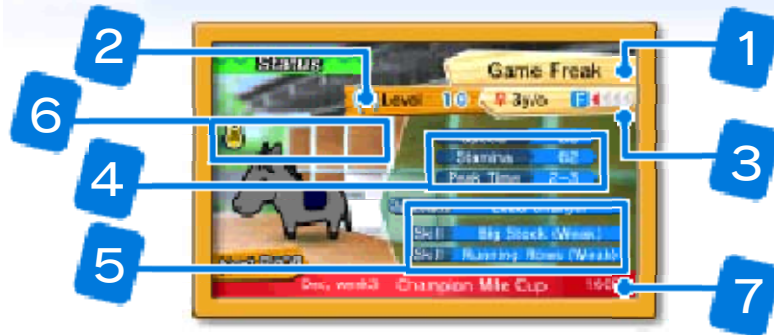
7 Next

Takes you to the next race.



10 Stables

View your horse's statistics here.



1 Name

The horse's name.

2 Level

The horse's level. Horses gain experience points from Special Cards (→18) and leftover Stamina after each race.

3 Gender / age / running style

The gender, age, and running style of the horse.

◆ About running style

Horses naturally run in a pack. Each horse has a different "Comfort zone" when they run in a race. In that zone, they are able to run at their full potential.

Front-runner (F)

Horses that prefer to run in the lead.

Stalker (S)	Horses that prefer to stay close behind the front-runner.
Mid-pack (M)	Horses that are comfortable running in the middle of the pack.
Closer (C)	Horses that prefer to stay far behind and race to the front in the homestretch.

4 Parameters

Speed tells you how fast the horse can run on straight lanes. Stamina tells you how far you can push your horse to run. Peak Time is when a game of solitaire is played using Charge cards, allowing the horse to stock up lots of Energy.

5 Characteristics/skills

Characteristics (→11) are traits horses are born with. Skills (→12) are ones horses learn by gaining experience. Both will be triggered during races to help you do well.

6 Mood / horse rank

The icon of the horse's face shows its temper. The more stars (★) there are, the higher the horse's rank is.

7 Next race

Shows the next race the horse is scheduled to run in and its distance.



11 Characteristics

Characteristics are traits horses are born with. These abilities will trigger when certain conditions are met.



Front Charger	Charges Energy when positioned just in front of a rival horse.
Back Charger	Charges Energy when positioned just behind a rival horse.
Front Unity	Increases Unity power when positioned just in front of a rival horse.
Back Unity	Increases Unity power when positioned just behind a rival horse.
Middle Charger	Charges Energy when the horse is between two horses.

Middle Unity	Increases Unity Power when the horse is between two horses.
Lead Charger	Charges Energy when the horse is running far in the lead.
Last Charger	Charges Energy when the horse is running last in the pack.
Better Turns	Stamina does not decrease, even when turning on the outside.
L Charger	Charges Energy each time a left turn is made.
TL Charger	Charges Energy each time a tight left turn is made.
WL Charger	Charges Energy each time a wide left turn is made.
R Charger	Charges Energy each time a right turn is made.

TR Charger	Charges Energy each time a tight right turn is made.
WR Charger	Charges Energy each time a wide right turn is made.
International Star	Charges Energy for each turn made in international races.



12 About Skills

As a horse grows and gains experience, it may develop new skills.



Auto-draw	Automatically draws from your stock pile until a card that can be played appears.
Advisor	Displays a guide for which cards you can take.
Anti-Oops	Prevents you from mistakenly drawing from your stock pile when there are still cards that can be played.
Dash Start	Decreases the number of cards in Start Solitaire.
Infinite Time	Disables the time limit.
Devil's Hand	Increases your luck.

Big Stock	Increases the number of cards in your stock.
Joker	Unlocks the joker card.
Good Tempered	Makes it harder for a horse to get in a bad mood.
Cool Rider	Prevents a horse from turning Runaway.
Happy Go Lucky	Permanently keeps the horse in a good mood.
Reset Button	Allows use of a reset button to redo your solitaire game.
Farseer	Gives the ability to see what cards are coming next in your stock pile.
Speed Draw	Increases the speed of drawing cards.
Big Hearted	Mistakes don't cause the horse to get in a bad mood.

Running Rows	Makes the bottom row of each Tableau pile stackable.
Tiny Solitaire	Solitaire Tableau piles are smaller.
Add Stamina +1	Adds +1 Stamina at the beginning of the race.
Add Stamina +3	Adds +3 Stamina at the beginning of the race.
Charger	Random Charge cards get mixed into the game.



13 Shop

Buy items and puzzle pieces here.



1 Items

Touch an item to select and acquire it. If you do not have enough in-game money for them, items cannot be obtained. Items can only be used once during a race and will trigger randomly. Once the race is over, items will disappear.

2 C.C.

Short for Capsule Computer. Essentially a capsule-toy vending machine. Touch C.C. to buy a random puzzle piece. Something good will happen when a jigsaw puzzle is completed.



14 Museum

View your trophies and accomplishments here.



1 Trophies

All G1 trophies you win are displayed here.

2 Puzzle

Touch the icon to view all puzzle pieces you have collected so far.

3 Record time

View all record times here.

- ◆ The time recorded is the total time used to finish the solitaire games. Time used in other areas of the race are not included. Note that only races you have won qualify for record time. If you lose a race, it will not be recorded.

4 Album

View past victories here.

Gotta Get 'Em All!

The first time you win each G1 race, a trophy will be added to your museum.



The main goal of the game is to collect all of the G1 trophies. You can view the trophies you have collected so far in the museum or on the calendar.



15 Calendar

Check your race schedule here.








1 Race data

Shows the distance and record time of the selected race.

2 Race icon

Touch the icon to display race data on the top screen. Races of higher grades are placed higher on the calendar. A trophy mark will appear on G1 races that you have won before.

The colored lines that connect the icons show you possible routes you may take after each race.

	<p>The red route is taken either when you win or when your placing meets the next race's requirements. If the next race requires you to win within a certain place, it will be written in the middle of the route.</p>
	<p>If you lose or were not able to meet the requirements of the next race your route will branch off this way.</p>
	<p>If you win certain races repeatedly, a more difficult secret route opens up.</p>
	<p>You will be given a choice to challenge harder races during the story scenes if you have already won the G1 trophy for the next race to come.</p>
	<p>Shows the past route you have taken.</p>

3 Calendar

Each month is divided into four

weeks. Touch and drag across the screen to view other areas of the calendar.

4 Next race

Shows the name and distance of the next race.



16 Tips

Some helpful information on how to play the game.



1 Explanation

Displays information for each helpful tip.

2 Tab menu

Touch here to open tips for each category.

3 Tip button

Touch to display tip information.

4 Auto-tips

When turned on, tips will be shown automatically during races.
Press **B** to switch this setting on/off.



17 Solitaire Rules 1

The basics of solitaire.

The Basic Rule

The goal is to use as many cards as possible from the Tableau piles.

Taking Cards



You may choose any open card at the bottom of each Tableau pile to begin your game of solitaire.

Cards taken from the Tableau pile or drawn from the stock pile are lined up in a row on the bottom of the screen. The objective is to take cards that are one value larger or smaller sequentially than the last card chosen.

The cards with letters count as follows:

- A → 1
- J → 1 1
- Q → 1 2
- K → 1 3

A (1) and K (13) connect to one another.

When no usable cards are left in the Tableau piles, you may draw a card from the stock pile. Cards can be drawn from the stock pile at any time.

Joker Card



When certain conditions are met, the joker card may appear on the table. This is an almighty card that can be used in place of any card you wish. Use it to your advantage!

Bonuses and Penalties

Taking all the cards from all the Tableau piles within the time limit results in a Perfect Score, which will grant bonus effects such as increased Energy or putting your horse in a better mood.

If you are unable to use all the cards within the time limit, your horse will become bad tempered. The more cards that are leftover at the end, the more bad tempered your horse will become!



18 Solitaire Rules 2

The basics of solitaire.

Start Solitaire

The first game of solitaire in the beginning of each race is a little different from the others. Try to take a "S · T · A · R · T · !" card as quickly as possible to gain the advantage during your start dash.



Peak Time

Peak Time is when your horse feels most energetic. All cards become Charge cards during Peak Time. When Peak Time is over, horses are prone to lose Stamina faster and the time limits for solitaire games become shorter. Each horse's Peak Time is different and can be checked at the stables (→10).

Special Cards

Taking special cards on the Control screen (→20) adds them into your next game of solitaire. Different special cards have different effects.

 Charge Card	Increases the horse's Energy.
 Stamina Card	Increases the horse's Stamina.
 Carrot Card	Puts the horse in a better mood.
 Boost Card	Allows the horse to use a special boost during the homestretch.
 Experience Card	The horse gains experience points to level up.
 Skill Card	Inspires horses to develop a new skill when a certain number are collected.
 Dung Card	Puts the horse in a bad mood if not cleared successfully.



19 Solitaire

Gain Unity Power by playing solitaire.



1 Tableau piles

Take cards from here to line up in your foundation row. The objective is to clear all of the cards from your Tableau piles. When you gain a Perfect Score by taking all cards from the Tableau piles, beneficial effects will occur depending on what Comfort zone level you are in.

2 Stock

Touch your stock pile to draw a card and place it on your foundation row. The remaining number of cards in your stock pile is listed above it. When the stock pile is depleted, the remaining cards in the Tableau piles are your leftovers. The more leftover cards there are, the worse your horse's mood will become.

3 Time limit

Your time is up when the horse silhouette on the bottom reaches the clock. The more cards you have on the table at this time, the worse your horse's mood will become.

4 Giddyap button

The color of your Giddyap button reflects your horse's mood. The worse your horse's mood is, the shorter your time limit is.



20 Controls

Control your horse using Unity Power.



1 Stamina

Shows your horse's leftover Stamina. If your horse does not have enough Stamina, it may get tired during the homestretch. Stamina also determines how many times you can use the whip.

2 Energy

The more Energy it has charged, the faster your horse will run in the homestretch. Rubbing your Giddyap button converts any leftover Unity Power you have to Energy. The top three horses with the most Energy charged are denoted by gold, silver, and bronze crown icons.

3 Boost

Up to two Boost Cards can be stocked in your games of solitaire. Boost Cards are extremely potent during the homestretch.

4 Status

Shows your horse's current status. Your horse's status may change if you win a perfect game of solitaire and depending on how you perform in the race.

Super Unity	The horse is able to knock away other horses in its way, and it also draws in all special cards around it.
No Stamina loss	No Stamina is lost during the turn.
Turning loss	The wider the horse runs at the turn, the more Stamina it loses.
Peak Over	More Stamina is lost after Peak Time.

Runaway

You lose control of your horse. Stamina is also easily lost.

5 Pace

Shows the pace of the race. Pace affects how easily the horse tires during the homestretch.

6 Course map

Shows your current position in the course and the leftover distance of the race. The number in the middle shows how many games of solitaire you have left.

7 Giddyap button

Shows your horse's mood. When the Giddyap button turns red, your horse turns Runaway. The number shows the amount of Unity Power you have. Unity Power is used to control your horse's course, and it also can be converted into Energy by rubbing the Giddyap button.

8 Comfort zone

The more opaque the color, the better your horse's position is in its Comfort zone. The higher the Comfort zone level, the easier it is to charge Energy--but solitaire games

also become harder.

9 Comfort zone forecast

Forecasts how your horse's Comfort zone may shift. As it is a forecast, it is not always perfectly accurate. The number of arrows denotes how far the Comfort zone will move.

10 Horse icon

Starting at your horse, draw a line in the direction you want it to run. Touching the horse icon will show the horse's data.

11 Special cards

Sometimes special cards are placed on the race course. They can be taken when your horse touches them, and they will be included in your next game of solitaire (→19). Touch these cards to see their descriptions.

12 Magnifying glass

Changes the size of your radar.



21 Homestretch

It's the final stretch! Run with all your might and beat them all!



1 Radar

Shows the remaining distance to the finish line and the horse's position.

2 Horse position

Horses in the front are marked with a ▲.

3 Stamina

Shows how many times you can use the whip. Each whip uses one card.

4 Go!

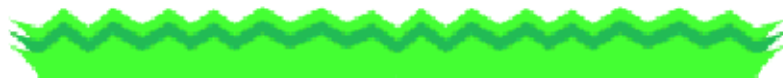
Touch the Go! button to use one Stamina Card and urge your horse onward. The Go! button cannot be used when there are no Stamina Cards left.

5 Move

Tap the move buttons to shift your horse's position in the lane or to slow it down. Using move buttons does not use Stamina.

6 Boost Card

Available if a Boost Card (→18) was acquired during a game of solitaire. Touch the Boost Card for a burst of speed.



22 Other Info

An explanation of other racing tidbits.

Race Card

Number	Popularity	Name	Gender/Age	Spots/Distance	Pop
1	3	Gold Black	f Oyo	50 50	10.000
2	15	Rain Sweep	f Oyo	50 100	12.000
3	10	Dark Star	f Oyo	50 100	12.000
4	4	Solo Gentle	f Oyo	75 50	10.000
5	4	Wanda Tessa	f Oyo	75 100	10.000
6	2	Daria Frost	f Oyo	50 50	10.000
7	2	Neon Nova	f Oyo	50 50	10.000
8	2	Shyden Mustang	f Oyo	75 100	10.000
9	1	Crystal Empire	f Oyo	50 50	10.000
10	1	Dark Sky Rainfall	f Oyo	50 50	10.000
11	1	Supra Express	f Oyo	75 50	10.000
12	1	Diana Zorro	f Oyo	75 100	10.000
13	1	Silk Fence	f Oyo	75 100	10.000
14	1	Slick Skies	f Oyo	75 50	10.000
15	1	Curl	f Oyo	50 100	10.000
16	1	Fant Circle	f Oyo	75 100	10.000

Your own horse's information is written in blue. Other horses with higher parameters than yours have their information displayed in red.

Spheres

The sphere effects you see in races each have a different meaning.



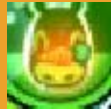
Charge spheres

Appear when you are in your horse's Comfort zone or when a Perfect Score is achieved in solitaire. These charge the horse's Energy.



Unity
spheres

Appear when you take a "S · T · A · R · T · !" card or when a Perfect Score is achieved in solitaire. These increase Unity Power.




Happy
spheres

Appear when a certain number of cards are taken consecutively. These put your horse in a better mood.



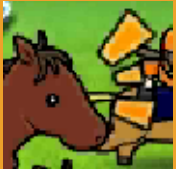


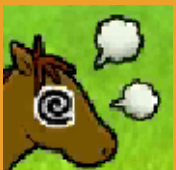
Grouchy
spheres

Appear when you make a mistake or when there are leftover cards on the table after a game of solitaire. These put the horse in a bad mood.

 <p>Extra-grouchy spheres</p>	<p>Appear when a Dung card (→19) is left on the table after a game of solitaire. These cause your horse to become very unhappy with you.</p>
--	--

 **Status** 

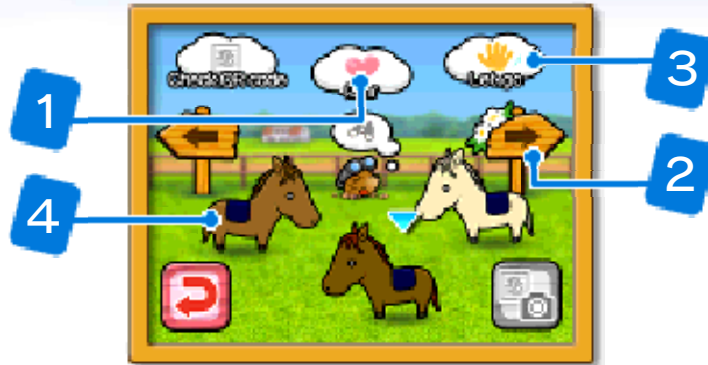
The icons above your horse show your horse's current status.

	<p>Shows no Stamina loss (→20).</p>
	<p>Appears when running outside of a turn and Stamina is easily lost.</p>
	<p>Appears when bumping into another horse.</p>
	<p>Appears on Runaway horses.</p>



23 Breeding

Pair horses together to breed them.



1 Pair

Select two horses to make them a pair. By the time a young horse graduates or an older horse retires, you will be able to ride the offspring of this pair.



2 Next lot

Shows other farm lots.

3 Let go

When the farm is full, it's time to let go of some of your horses. Without free space, newly retired horses or QR Code horses cannot be added.

When there is no space in the farm, a prompt will appear asking if you

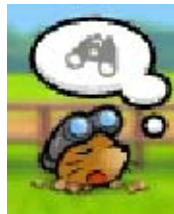
want to send away any horses.

4 Horse

Retired horses reside here. Touch the horse to see its stats.



The heart icon on the top left describes a horse's limit as a stallion/broodmare. Each time a foal is produced, the color will change. When the color turns gray, that means the horse cannot breed anymore.



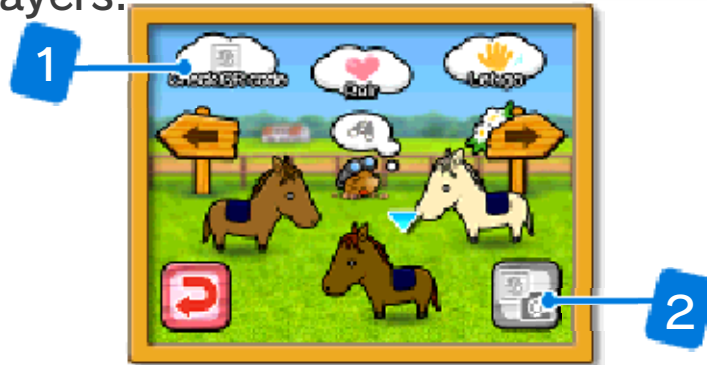
When the farm has enough horses, the Dream Mole will appear. Touch it to watch your horses race against each other.

If you have received any horses from other players via QR Code patterns (→24), you can watch your horses race against them too.



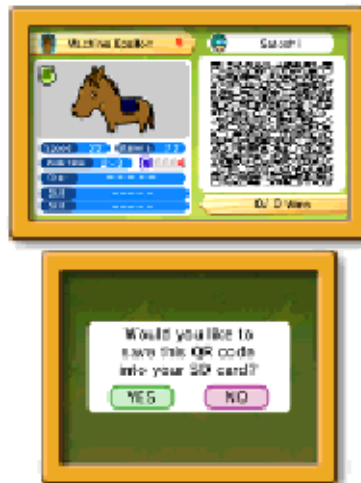
24 QR Code

Retired horses can be made into QR Code patterns to trade with other players.



1 Making a QR Code

Touch here to display a horse's QR Code. QR Code patterns can be saved to your SD Card.



- ◆ QR Code patterns are saved to the DCIM folder on your SD Card. QR Code patterns saved to your SD Card can be read with your Nintendo 3DS camera, which can be accessed from your HOME Menu.
- ◆ **Your player name and the name of your horse will also be sent through the QR Code patterns.**

Please do not use any important information that may put your privacy or other people's privacy in jeopardy. Please also refrain from choosing offensive or hurtful words.

- ◆ Please be aware that your player name and the name of your horse may be seen by third parties.

2 Reading a QR Code

You can receive other players' horse data (including their player name and horse name) by reading their QR Code.

Touch here to launch camera mode. Move the camera until the QR Code fits within the frame on the top screen to send that horse to your farm.

- ◆ Horses that have been received through QR Code patterns in the past cannot be immediately received again. When that happens, make progress in your game to receive the same horse again.



25 StreetPass

You can send your record times to other players via the StreetPass™ feature.



Order	Number	Name	Time
1st	8	Game Freak	2:06.3
2nd	1	Jack Up	+0.05
3rd	10	Power Strong	+0.01

Record Time: 2:00.00 (08:08:00) New Record! Satoshi

StreetPass records will update the record time in races if the record received is higher than the existing one.

- ◆ Record time is calculated from the total time taken for all solitaire games during the race. Record time only qualifies if you won the race.

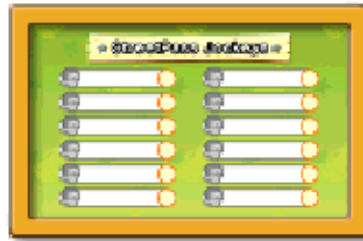


Players with StreetPass activated will automatically receive record times from each other.

- ◆ To receive this data from someone else, please make sure all parties have their StreetPass feature activated.



As you make progress in the game, the StreetPass feature will become available in the Options menu on the title screen. StreetPass settings can be changed here.



Overwriting Records

Whenever a new record is received, a prompt when you open your StreetPass settings will ask whether you want to update record times. Choose Yes to update your records.

Deleting Record Times

Touching this icon will delete all record times you have received so far.

- ◆ Whenever you delete data, please make sure you are aware of what content you are deleting. Once data is deleted, it cannot be recovered.

Deactivating StreetPass

StreetPass can be deactivated for this title in StreetPass Management, which can be found in System

Settings on the HOME Menu. Simply choose the Pocket Card Jockey icon and select Deactivate StreetPass.

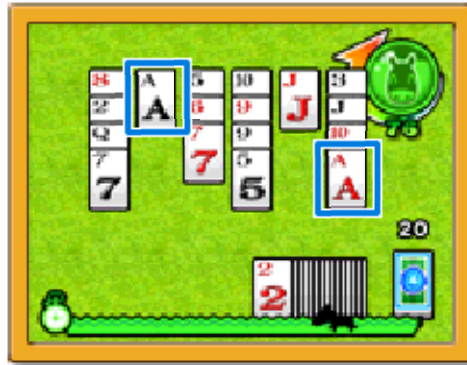


StreetPass can also be disabled using Parental Controls.

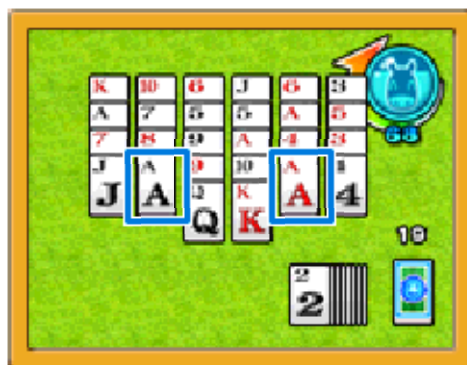
- ◆ Please read instructions on Parental Controls in your Nintendo 3DS Operations Manual.



26 Solitaire Tips



Taking all the cards from a single Tableau pile leaves you with fewer choices. Try to take cards equally from each Tableau pile to avoid getting stuck. Taking the picture above for example, it is better to take the A on the right than the A on the left.



If two cards of the same number are lined up side by side, look at the next card underneath each. Taking the picture above for example, the card underneath the right A is a 4.

But there is already a 4 available on another Tableau pile, so it is a better choice to take the A on the left, because it will leave you with more options.



27 Racing Tips



Start Solitaire (→18) determines what kind of advantage you'll have during the start dash. The faster you can take a "S · T · A · R · T · !" card, the better your position will be when the race starts.

Likewise, the more Unity spheres there are on the "S · T · A · R · T · !" card you take, the more Unity Power you will receive at the beginning of the race.



When your horse runs in its Comfort zone (→20), the higher the Comfort zone level is, the easier it is to gain Energy. However, lower-level Comfort zones make it easier to put your horse back in a good mood.



The farther you are on the outside when you make a turn, the more Stamina your horse will lose. Look out for the red lanes, which indicate areas that particularly cause Stamina loss.



Tip 4



If you find that you typically run out of Stamina during the homestretch (→21), try aiming for a Perfect Score solitaire game within a Comfort zone of Lv. 2 or above. Stamina will not decrease after Perfect Score turns.



Tip 5



If you find yourself surrounded in the homestretch (→21), try using the Go! button to urge your horse onward or a Boost Card to push your opponents away. It is also effective to position yourself in open areas beforehand to prevent getting surrounded.



Tip 6



Only horses up to three years of age will increase in ability. Make the most of it! In fact, sometimes it might even be worth it to lose on purpose...



Tip 7



Once you're more experienced with the game, try breeding (→23) your own horses.

Offspring of horses that share the

same Peak Time may be stronger. On the other hand, inbreeding may result in more temperamental offspring.



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