Riding

> Information targets the latest **supported** release. For legacy (older) versions and bug fixes, read the changelogs.

Introduction

Horses can be tamed, equipped with a range of cosmetics and ridden with expanded functionality.

Taming

> Fatal "buck offs" can occur if one horse kicks another, who kicks back etc. It's not an "intentional" risk but it can happen!

> It is recommended to tame horses in safely enclosed area, away from other players, pets or animals.

`Right Click` any untamed horse with an empty hand to mount it.

- Taming attempts will prompt the horse to buck or rear.
- Horses will dismount the rider and emit gray particles if unsuccessful.
- Horses may harm nearby entities and players with bucks - back up quickly to avoid taking damage!
- Every attempt reduces the (random) "temper" variable until it reaches 0.

Successful taming is indicated by heart particles and this time the rider remains mounted.

Tacking

`Shift` + `Right Click` a **tamed** horse with an empty hand to access the horse inventory.



There are four item slots:

1. Bridle
2. Saddle
3. Armor
4. Saddle Bag

> The last icon is a button to access the saddlebag storage.

Tack can be equipped in **any order** by dropping a compatible item into the slot. If an item is already equipped, it can be removed from the slot in the same menu, or "hot swapped" using `Shift` + `Right Click` on the horse while holding a replacement tack item.

Riding

> Keybinds can conflict with other functions or mods. If you experience issues controlling a horse, check your controls.

Horses require both bridle and saddle to control direction and speed. There are two control types - standard or tank controls.

Standard (Default)

`W` to move forward and mouse controls direction. `A/D` keys control lateral left and right movement without affecting camera angle.
`S` resets the gait to walk.

Tank Controls `N TO TOGGLE`

`W` to move forward, and `A/D` to turn smoothly left or right. If held, the horse will make a perfect circle movement - the size depends on the current gait (faster gait, wider circle). Camera angle can be freely controlled using the mouse without affecting horse movement. Tank controls are great for precision riding with dressage or coordinated group routines.

> Enabling tank controls notifies the player over the hotbar, and highlights a small tank symbol in the horse inventory menu.

Gait (Speed)

Horse speed is determined by their current "gait" and speed skill. Use `G` to decrease (slower), and `H` to increase (faster).

- Walk
- Trot
- Canter
- Extended Canter
- Gallop

> Current gait displays next to hotbar if `gaitHudEnabled = true` in configs. Gait resets to walk if `S` is used, or `W` released.

Jumping

Horse jump height is determined by jump skill, and the jump "charge". Hold `space` to charge the meter, and release it to jump.

Swimming

Horses automatically begin swimming in 2B+ deep water. Swimming has a single speed, and uses normal `WASD` riding controls.

Flight

Horses must be equipped with a bridle, saddle and amethyst tier armor (any with wings) to allow flight.

Default Key	Action	Description
`J`	Launch	Initiate flight and launch horse `7B` into the air.
	Glide	Default state with no controls active - slow forward and downward motion towards the ground.
`W`	Accelerate	Increases speed (up to max) without increasing altitude.
`A`	Bank Left	Rotates the horse in a gradual left turn - altitude is decreased **unless** moving forward `W`

`D`	Bank Right	Rotates the horse in a gradual right turn - altitude is decreased **unless** moving forward `W`
`Space`	Elevate	Increases the altitude without forward movement.
`Space + W`	Rise	Increases the altitude while moving forward.
`LShift`	Flutter	Decreases the altitude without moving forward - useful for precise landings.
`LShift + W`	Dive	Decreases the altitude while moving forward.
`S`	Float	Decreases speed to a stop and holds position without losing altitude (hover).
	Land	Landing occurs when a horse touches a block. **This includes collision with blocks (terrain).**

> **Summary:** `J` Launch `W` Move `A/D` Steer `Space` Up `Shift` Down `S` Hover. *Think creative flying but no mouse steering!*

Combat Commands

Horses equipped with Adventure saddle **and** bridle can use special combat moves if their affinity skill is high enough.

Default Key	Action	Affinity Level	Description	Area Of Effect	Damage
	Bite	Affinity VII	Horse bites out in front of them		2
`X`	Kick	Affinity VIII	Horse kicks out behind them		4
`C`	Stomp	Affinity IX	Horse rears up and stomps with front legs		1

> `"You can't do that right now"` means wrong or partial equipment, inadequate level or using a gait above halt or walk.

Additional

Dual Riding

> If a player cannot mount your horse, check the Trust status allows them to interact.

Horses support two riders, with the primary rider (front) controlling the horse. If the primary dismounts, the secondary becomes primary rider.

Mounted Entities

> Mounting entities can be a bit temperamental, particularly entities with small hitboxes.

`[Sprint Key]` + `Right Click` an entity while riding to mount it on your horse.

- `Ctrl` is the default key, but this depends on your individual keybinding.
- Entities occupy the spot of a second rider behind the primary rider.
- Entities move into primary position when a rider dismounts, but automatically adjust when you remount.

`Shift` + `Right Click` an entity while dismounted to remove them from a horse, or use a lead on them.

Refusals

Horses may buck or rear when requesting gait changes or jumps. The frequency of refusals is determined by their affinity skill.

Frost Walk

Gold tier Horse Armor grants a horse "Frost Walk", turning nearby water to ice blocks, unless toggled with `Middle Mouse Button`

Lava Walk

Diamond tier Horse Armor grants "Lava Walk", turning nearby lava sources to magma blocks.

- Horses will not take damage from either the magma blocks, or lava if they are submerged.
- Riders will not be affected unless the horse is submerged in lava deeper than 1B.
- Horse Armor does **not** sustain damage, so a horse in lava will be safe indefinitely until rescued.

Known Issues

You can report any mod issues to our bugs forum on **Discord** - please check for duplicate reports first!

- Using the kick combat move will harm and potentially kill mounted entities. **Bug Report**
- Secondary rider mounting or dismounting the horse resets the gait to walk. **Bug Report**
- Pressing `S` accidentally will bring the horse to a sudden stop from any gait.
- Horses may fall through into water or lava when lag delays frost or lava walk.

Changelog

View Changes

> This is not a complete list of changes or features. It is a log of wiki-related version information and may be outdated.

MC Version	Release	Notes
`1.21.1`	`1.1.3`	**Bug Fix**: Crash on collision with any blocks in flight.
`1.20.1`	`1.1.1`	Page established - Information prior to `1.1.1` is not specifically included but is likely the same.

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