Riding

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

> This page is a **WORK IN PROGRESS** and may contain inaccurate or placeholder information or links.

Introduction

Horses have expanded riding functionality including gaits, swimming and dual riding.

Requirements

- Tamed
- Trust status allows interaction
- Equipped with core tack items

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 (configurable). 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.

> Gait increase restrictions ("debuffs") may occur when a horse is in poor condition due to low hunger or thirst.

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 tack can use special combat moves if their affinity skill is high enough.

Default Key	Action	Affinity Level	Description	Area Of Effect	Damage
Unbound	Bite	Affinity VII	Horse bites out in front of them		2 ❤

`Unbound`	Kick	Affinity VIII	Horse kicks out behind them		4 ❤
`Unbound`	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` a **passive** or **neutral** 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.

Gait Restrictions

- Horses with `1/5` hunger or thirst are restricted to walking and experience `+30%` refusals.
- Horses with `2/5` hunger or thirst are restricted to canter, have `-20%` speed and `+20%` refusals.
- Horses with `3/5` hunger or thirst are not gait restricted but have `-10%` speed and `+10%` refusals.

Gallery



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`	`1.6.12`	Page established - Information prior to `1.6.12` is not specifically included and may differ significantly.
	`1.6.8`	**Bug Fix**: Crash on collision with any blocks in flight.
`1.20.1`	`1.6.5`	**Bug Fix:** Cannot lead a horse that has a mounted entity.
		Bug Fix: Cannot increase gait (speed) while in 1b water.
	`1.4.0`	**Tweak:** Flight launch height reduced from 11b to 7b.
		Bug Fix: Speedy reversing (back up) no longer occurs when pressing S.
		Bug Fix: Cannot dismount mid-air in flight as either primary or second rider.
	`1.3.2`	**Bug Fix:** Gait changes cannot be used in flight - no in-air refusal animations.
	`1.3.0`	**Feature:** Added Flight.
		Feature: Added swimming when in lava, protection requires Diamond+ armor.

Bug Fix: Horses get stuck in swimming animation.		
`1.18.2`	`1.3.0-15`	**Tweak:** Horses cannot suffocate in blocks. Resolves lag suffocation and foal deaths.

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