

Baken Hisshou Gaku: Gate In FAQ

by LastBossKiller

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Baken Hisshou Gaku: Gate In (Famicom) Guide by E. Phelps, ver. 1.0 AKA LastBossKiller

Game Data: Developer - Graphic Research
Publisher - K Amusement Leasing
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Introduction

Baken Hisshou Gaku: Gate In (or "Horse Betting Certain Victory School: Gate In") is a horse racing simulation game for the NES/Famicom. The idea is that there are a large number of parameters that you can adjust, such as how long a race is, where it is held, the lineage of the horses, the natural temperament of the horses, and so on. After setting as many parameters as you like, you can start the race and see which horse wins. There is no winning or losing from your perspective (none of the horses are "yours", and you don't get to place any bets or anything), you just change parameters and see what happens. The idea is that this game will teach you how to do well at betting on horse racing by letting you play with parameters and experiment to find what are considered the important conditions that determine what makes a horse do well in a race. There are no ending credits or anything, there is no condition to "beat the game". There are no seasons. It is simply adjust parameters and start the race, repeat ad nauseam.

Since there is no winning or losing in this "game", the point of this FAQ will simply be to roughly translate the Japanese so you can experiment with the parameters yourself.

Getting Started

On the title screen, you can choose:

- はじめから - "From the start". Start the game with all parameters set to default.
- つづき - "Continue". Keep all parameters from your previous race. There is no battery save.

After choosing to start a new game, you will be taken to a screen in which you are supposed to select the location where the race will take place. You can set this parameter now if you like, and the game will continue to take you to screens where you can adjust different parameters. However, if you press SELECT at any time, you will be taken to the main menu, where you can decide to input whatever parameters you like. See the Main Menu section of this FAQ below for an explanation.

Menu Controls

To apply a certain parameter to a horse, you need to place that horse's number in blank spaces within certain submenus. To do so, move the arrow to the blank space and press A. Then push UP/DOWN to cycle through the horse numbers, and press A again to fix the horse's number in that slot. Instead, you could press RIGHT to make this slot be blank again.

After setting a horse number in a slot, you can use the direction arrows to move to a different slot or press SELECT to go back to the main menu.

Submenus will have multiple blank spaces for you to place horse numbers in. Generally speaking, the first slot (labeled with a number 1) will give the horse the greatest boost for the corresponding parameters. Slot #2 will give the second largest boost, and so on.

Main Menu

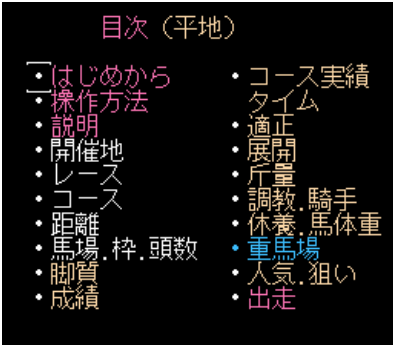
The main menu is depicted in the screenshot to the right. All of the parameters that you can adjust are listed here. Select as many or as few options as you like, then select 出走 ("Race") when you are ready to see how the horses fare with the parameters you selected.

Table of Contents

1. Disclaimer
2. Introduction
3. Getting Started
4. Menu Controls
5. Main Menu
 1. 開催地 - Meet location
 2. レース - Race
 3. コース - Course
 4. 距離 - Distance
 5. 馬場. 枠. 頭数 - Track Condition, Frame, Head Count
 6. 脚質 - Temperament
 7. 血統. 適正 - Pedigree, Suitability
 8. 成績 - Record
 9. コース実績タイム - Achieved Course Time
 10. 飛越. 実績 - Hurdle Jumping Achievement
 11. 適正 - Suitability
 12. 展開 - Development
 13. 斤量 - Weight
 14. 調教. 騎手 - Training, jockey
 15. 休養. 馬体重 - Rest, Horse Weight Health
 16. 人気. 狙い - Popularity, Aim
6. Conclusion

Each category is described in the bullet points below. Click on the link next to each bullet point to be taken to a small section describing the category in a little more detail.

- はじめから - "From the beginning". Return to the title screen.
- 操作方法 - "How to control". Explains the controls for the game, described in the **Menu Controls** section of this FAQ.
- 説明 - "Explanation". Explains the purpose of the game. Basically, to adjust parameters and see how it affects the speed of the horses.
- 開催地 - "**Meet location**". Select the location where the race will take place.
- レース - "**Race**". Select the type of race between flat race, steeplechase, and new horse race.
- コース - "**Course**". Choose to run on the inner grass track, the outer grass track, or dirt.
- 距離 - "**Distance**". Decide how long the race will be.
- 馬場. 枠. 頭数 - "**Track condition, frame, head count**". Set how dry/wet the track is, if you will use the Single Frame Designation system, and how many horses will race.
- 脚質 - "**Temperament**". Set the natural temperament of the horse, which determines how well it will adapt to particular racing strategies.
- 血統. 適正 - "**Pedigree, suitability**". Only available for "New Horse" races. Set the racing success of a horse's family lineage.
- 成績 - "**Record**". Set how well the horse has raced up until this point. Not available for "New Horse" races.
- コース実績タイム - "**Achieved course time**". Set which horses have displayed the fastest racing times in the past. Not available for "New Horse" races.
- 飛越. 実績 - "**Hurdle jumping achievement**". Only available for steeplechase races. Set how well the horse jumps hurdles and runs in the flat stretches.
- 適正 - "**Suitability**". Only available for "Flat Races". Set which horses have a family lineage that would make them do well or poorly in the current race distance.
- 展開 - "**Development**". Only available for "Flat Races". Set which horses have trained for the conditions of this race.
- 斤量 - "**Weight**". Only available for "Flat Races". Set which horses have a good weight for the race.
- 調教. 騎手 - "**Training, jockey**". Set horses that have had a lot of training and horses with a good jockey.
- 休養. 馬体重 - "**Rest, horse weight health**". Not available for "New Horse" races. Set which horses have had a period of rest and which horses have had a lot of fluctuation in their weight.
- 重馬場 - "Heavy going". It seems like no matter what I do, the game won't let me select this option. It is not available for "New Horse" races.
- 人気. 狙い - "Popularity, aim". Set which horses are popular and how ambitious the goals of the owners are.
- 出走 - "Race". Start the race.



目次 (平地)

• はじめから	• コース実績
• 操作方法	• タイム
• 説明	• 適正
• 開催地	• 展開
• レース	• 斤量
• コース	• 調教. 騎手
• 距離	• 休養. 馬体重
• 馬場. 枠. 頭数	• 重馬場
• 脚質	• 人気. 狙い
• 成績	• 出走

開催地 - Meet location

Select the race track you will race on. The options are:

- 東京競馬場 - Tokyo Racetrack
- 中山競馬場 - Nakayama Racetrack
- 福島競馬場 - Fukushima Racetrack
- 新潟競馬場 - Niigata Racetrack
- 札幌競馬場 - Sapporo Racetrack
- 函館競馬場 - Hakodate Racetrack
- 京都競馬場 - Kyoto Racetrack
- 阪神競馬場 - Hanshin Racetrack
- 中京競馬場 - Nagoya Racetrack
- 小倉競馬場 - Kokura Racetrack
- 地方競馬場 - Local Racetrack. If you select this option, you will see a huge list of 26 more race tracks to choose from.

レース - Race

Choose the style of race. Depending on which option you choose, the available options on the main menu will be different. The most options are available for the flat race, while the fewest options are available for the new horse race.

- 平地レース - Flat Race. A race on flat ground.
- 障害レース - Steeplechase. A race in which horses must jump over hurdles and ditches filled with water.
- 新馬レース - New Horse Race. Races between horses that have no racing experience.

コース - Course

Choose to run on dirt or grass.

- 芝コース - Grass course
 - 内廻り - Inner track
 - 外廻り - Outer track
- ダートコース - Dirt course

距離 - Distance

There are three options, labeled 1, 2, and 3. Choose 1 for a short distance, 2 for medium distance, and 3 for long distance.

馬場. 枠. 頭数 - Track Condition, Frame, Head Count

First, set the track condition, meaning how dry (fast) or wet (soft) the track is. The terms "Fast", "Good", etc. are all terms used in US horse racing to describe the track condition.

- 良 馬場 - Fast

- やや重 - Good
- 重 馬場 - Good to soft
- 不良馬場 - Soft

Next, you see a window in which you can set the number of horses to race at the top of the screen, next to the symbol 頭 ("Heads").

Below this, you can set if you are using the "single frame designation" system (単枠指定), which has something to do with gambling, but I don't understand it. Select 有 ("have") to use this system, or 無 ("not") to go without.

If you choose to have the single frame designation system, then you need to choose which horse goes in which frame (and again, I don't know what this means. Go to the Japanese wikipedia page <https://ja.wikipedia.org/wiki/%E5%8D%98%E6%9E%A0%E6%8C%87%E5%AE%9A%E5%88%B6%E5%BA%A6> if you want to try to understand this).

脚質 - Temperament

Set the temperament of the horse. It is how hard the horse naturally wants to race from start to finish. It might sprint right at the beginning, or stay closer to the back, then surge forward later in the race. Place a horse number in a blank slot with the corresponding temperament to apply this temperament to a horse.

- 逃げ - Run as fast as it can immediately from the start of the race.
- 先行 - Stay directly behind the lead horse and try to take the lead at an advantageous moment.
- 好位 - Remain in 3rd to 5th place during the race and surge to the front at the homestretch.
- 差し - Race toward the back of the pack for half of the race, then advance to the front at the midpoint.
- 追込 - Remain at the back of the pack, then exert maximum force at the homestretch.

血統. 適正 - Pedigree, Suitability

This option is only available for "New Horse" races.

In the top row of blank spaces, place horse numbers that will have a family lineage of successful race horses. The horse in slot #1 will have the best lineage, the horse in slot #2 will have the second best lineage, and so on.

In the bottom row of blank spaces, place horses that have a lineage that makes them suitable for a particular racing distance. The horse in slot #1 will have the best lineage, the horse in slot #2 will have the second best, and so on.

成績 - Record

This option is not available for "New Horse" races.

In the top row of blank spaces, place horse numbers that have raced well from their debut race until now.

In the bottom row of blank spaces, place horse numbers that have raced well in their previous 2 to 3 racing attempts.

コース実績タイム - Achieved Course Time

In the top row of blank spaces, place horse numbers that showed fast times in their debut race.

In the bottom row of blank spaces, place horse numbers that have shown the fastest racing time out of all their races.

飛越. 実績 - Hurdle Jumping Achievement

In the top row of blank spaces, place horse numbers that can jump over the hurdles the best.

In the bottom row of blank spaces, place horse numbers that run well in the flat stretches of the race.

適正 - Suitability

In the top row of blank spaces, place horse numbers whose family lineage would make them well suited for this race distance.

In the bottom row of blank spaces, place horse numbers whose family lineage would make them poorly suited for this race distance.

展開 - Development

In the top row of blank spaces, place horse numbers who have trained for the particular conditions of this race.

In the bottom row of blank spaces, place horse numbers who have not been trained for the particular conditions of this race.

斤量 - Weight

In the top row of blank spaces, place horse numbers that have a good weight for this race.

In the bottom row, put horses that don't have a good weight for this race.

調教. 騎手 - Training, jockey

In the top row of blank spaces, put horse numbers that have had a lot of training.

In the bottom row of blank spaces, put horse numbers that are being ridden by a good jockey.

休養. 馬体重 - Rest, Horse Weight Health

In the top row of blank spaces there are two sets of parenthesis. In the left parenthesis, put horse numbers that have rested for over 6 months. You can fit up to two horses in this space. In the right parenthesis, put horse numbers who have rested for over 1 year. Again, you can put two horses here.

In the bottom row of blank spaces there are two parenthesis. In the left set, put horse numbers who have had a weight fluctuation of over 10 kilograms. In the right set, put horse numbers that have had a weight fluctuation of over 20 kilograms.

人気. 狙い - Popularity, Aim

In the top set of blank spaces, place horse numbers that are popular amongst betters.

In the bottom row of blank spaces, place horse numbers that have owners with lofty goals.

Conclusion

I think this humble FAQ is all you will need to get started with this game. If you have questions or suggestions, please email me at [lastbosskiller\[at\]gmail\[dot\]com](mailto:lastbosskiller[at]gmail[dot]com).

Thanks to the NES FAQ Completion Project contributors and followers for motivation to tackle these games, and especially to GForce645 who had this game on his "to beat" list, but now he'll see that it was pretty easy all along.

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