The complete guide to

U.A.F. Ready Go! scenario

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Preface

This document is intended to serve as a detailed guide to the optimal strategies of playing the *U.A.F. Ready Go! scenario* (hereafter referred to as UAF) in the game Uma Musume: Pretty Derby.

Disclaimer: The document is written from a perspective of training umas with the intention of performing well in monthly PvP events. In practice this means that the strategies presented here will aim towards making the strongest possible umas reasonably often, at possibly the cost of lower average training. The advanced strategies are also mainly aimed towards players with reasonably strong support decks (at least MLB SR).

For the first days during which the document is being written, it may contain speculative information which will be updated live after better knowledge/strategies are obtained.

Other guides by me:
- Support card strength evaluation: Link
- Great Food Festival scenario master guide: Link
- Project L'Arc scenario master guide: Link
- Grand Masters scenario master guide: Link
- Gacha reviews: Link

Recent updates to the document:
- 29.1.2024: Doc created
- 23.2.2024: Pre-scenario update
- 24.2.2024: Ironing out the guide, but take it with a grain of salt still while advanced strategies are investigated
- 29.2.2024: Added **EXAMPLE VIDEO (UD WITH F2P DECK):** Link

Scenario summary

Stat caps: UAF has the following stat caps: 1700/1500/1500/1500/1300

The theme of UAF is to train your character to participate in various athletic tournaments, culminating in the U.A.F. (Uma Athletics Festival) final showdown.

Competition training

In UAF, normal training categories are replaced with **competition training**. These work mostly the same way as the normal training categories in each respective slot (speed,stam,etc...). The training in the wisdom slot will expend energy instead of recovering it as usual, but wisdom rainbows are generally cheaper due to wisdom cards having that energy discount stat. Competition trainings also come with some additional scenario effects.

Every turn each training category will have one randomly assigned **competition** to it (represented by an icon in the center of the button). There are a total of 15 different competitions, and one of your basic objectives in UAF is to raise all 15 **competition levels**. Simply speaking, competition levels will be raised when you click a training with the icon of that competition.

The training level of each button depends on the level of the competition in it:

Comp. Level	1-19	20-29	30-39	40-49	50+
Training Level	1	2	3	4	5

Link effect: Competitions come in three different genres (colors). The training slots they appear in are also fixed:

↓Genre/Slot →	Speed	Stamina	Power	Guts	Wisdom
Sphere					
Fight					
Free					

We will simply call these genres **Blue**, **Red**, and **Yellow**. Competition training has different base stats for each color:
- **Red** has more skill point gain at the cost of less stats
- **Yellow** gives bonus speed from every training category, so it is overall the strongest training but less useful if you don't care about speed
- **Blue** is balanced overall, and better than yellow if you don't need the +speed in yellow

Resting/dating/racing will increase the competition level gain for the next turn of training by +3 in each category (doesn't stack if you do multiple such turns in a row though).

The total competition level in each genre is displayed in the sidebar, and we will call these **genre levels**.

Each genre represents 5 different competitions, and when you click on a training category all the other categories with competitions in the same genre (color) are considered **linked** and will provide additional effects through **link training**:
- You'll gain some **bonus stats** in each linked category:
    - The main stat will get a boost based on how many links there are
    - The offstats will get a % of the main stat gain, the % scales based on the competition level in the respective offstat category (particularly, level 50+ categories gain a larger boost).

- You'll also gain **competition levels** in each linked category, meaning also that your genre level in that genre increases by a bunch at once.
    - Link training will consume more energy per amount of linked trainings.

Rainbow trainings are as desirable as always, as you'll gain vastly increased competition levels from them in addition to the usual rainbow stat boosts. There's also a summer training boost from which you gain increased stats in each linked category during summer camp turns (July-August).

Heat-up effect: When you cross certain level thresholds in each genre you will gain a corresponding **heat-up effect** for that genre. The side UI tells you how many levels are left until the next heat-up, but the thresholds are at 50, 100, 150, and so on. The heat-ups are additional training boosts which have **two uses** per activation:

Red: The more links you have in a training, the higher the main stat gain is in that training.
Yellow: Hints from supports in training are guaranteed: training gives two hints randomly from one of the supports in that training (bond is given only once).
Blue: Gives extra stats in all categories and skill points based on the **competition level gain** of each category. We explain this concept next:

The **competition level gain** is the +X on top of each training, which gets stronger with
- How many characters are in that training (extra boost for scenario linked characters)
- +3 for turns after a rest/race/date
- 2x multiplier for rainbows

One heat-up will be used up each time you press on a training of **any color**. You can have multiple colors of heat-up effects stacked at one time and they'll get used at the same time, and they won't get used up until you press a training so resting/dating or race objectives won't screw you over here. There's no cap to how many heat-ups you can have stored at one time, though being able to get 3 or even 4 of one color is not very common.

Consultation

Consultation is a powerful one-turn effect which lets you change the color (genre) of your trainings.

When consultation becomes available, you can activate it to change all trainings from **any color of your choosing** to **any of the other two**

colors. You can even use consultation twice during a single turn if you'd like to change two of three colors to be the third one.

Basically, this is a way for you to guarantee powerful link effects. For example, if you really want to do a blue training but you have 1 blue and 4 red trainings available, you might change all the red trainings to blue and get a 5 blue training to click on.

You can have up to 3 consultations available at once, and they fully restock after your Debut race and after each tournament you participate in during the scenario (so every 12 turns).

Tournaments and competition level

Throughout the scenario, you'll be participating in **tournaments** which you'll want to do well in to increase your **tournament bonus** which increases all of your stats gained from training. Each genre comes with its own contribution, and these gain increased effect as you grab wins in each competition during the tournaments:

Genre	1-4 wins	5-9 wins	10-14 wins	15-19 wins	20-25 wins
Blue	Training stats **+1%**	**+3%**	**+7%**	**+12%**	**+17%**
Red	Training stats **+1%**	**+3%**	**+7%**	**+12%**	**+17%**
Yellow	Training stats **+1%**	**+3%**	**+7%**	**+12%**	**+17%**

Each tournament features all of the 15 available competitions. To guarantee a win in each one, you'll have to raise the corresponding competition level to a predetermined number before the tournament. Aiming to get 15 wins in each one is **very important**, since it gives you a higher tournament bonus and more stats + energy restore after the tournament. If you miss out on 5 wins in even a single genre, you'll be left out of the next tier of tournament bonuses in that genre.

マシンガンレシーブ		Lv12/100
ヘルスイムシュート		Lv15/100
マウンテンダンク	優勝候補	Lv24/100
ムゲンリフティング	優勝候補	Lv28/100
スナイプボール	優勝候補	Lv26/100

Check the tournament UI to see if your competition level is adequate. This makes it desirable to raise your competition levels in a balanced way.

There are a total of five tournaments throughout training and they happen at set times, here are the details:

Tournament	Timing	No. levels needed per competition to win
UAF Test stage	End of Junior year	10
UAF Trials: First trial	Before the first summer	20
UAF Trials: Second trial	End of classic year	30
UAF Trials: Third trial	Before the second summer	40
UAF Showdown	End of senior year	50

In UAF, trained characters will follow their usual racing schedule, and after the UAF showdown at the end of senior year there will be URA Finals as usual. You'll have three training turns left, and three consultations for those three turns.

Scenario linked characters

The following characters are scenario linked for UAF:
- Winning Ticket
- Narita Top Road
- Mejiro Ryan
- Yaeno Muteki
- Tosen Jordan
- Tsurugi Ryoka (scenario friend)

For support cards having scenario link, it gives the following benefits:
- When training with scenario linked characters, you will gain more competition levels per training than usual when training with them. The value is pretty much +1 extra level per training, which does not get multiplied on rainbows.

   Out of curiosity, the exact formula for competition level gain per training is at least very close to:
   $$\lfloor (3.5 + N*0.75) * (2 \text{ if rainbow}) \rfloor + L + (3 \text{ if after rest/date/race})$$
   $$N = \text{\# in training}, L = \text{\# of links}$$

For trainable characters with scenario link, it gives the following benefits:
- +3 extra all stats for each tournament, for +15 all stats total

Scenario specific skills and evolution skills

With the introduction of the UAF scenario, each scenario will have their own set of gold skills which can be further evolved to scenario-specific pink skills. However, there is a limit to how many gold skills can be scenario-evolved. In UAF, the **total limit** is: 2?. You can still evolve your usual gold skills for a total of 4? pinks here.

We list here both the gold skills that can be obtained from playing UAF, and the gold skills which can be upgraded to pink skills inside UAF:

Scenario gold skills:

Sonon Elfie gives you the gold skill **Prepared to Die/決死の覚悟** during senior year fall. This is a fine mid distance final leg skill (not for runners though).

Doing well in the UAF Showdown at the end of the run gives the gold skill **Heart and Soul/全身全霊**. This is a decent final leg skill.

Winning the final race grants the gold skill: 爆熱のキラメキ！
This is a midleg skill for mile/mid which works on everyone. It's not super strong, but it's usable.

Scenario-specific pink skills:

The following gold skills can evolve to pink skills in UAF:

Now I'm Pumped!/アガッてきた！ -> Adds a bit more target speed to the effect, restricted to mile/mid

Heart and Soul/全身全霊 -> Adds a bit more target speed to the effect, restricted to mile/mid

Reckless/遮二無二 -> Adds a bit more target speed to the effect, and relaxes the order condition a bit (from order_rate <= 50 to <= 70)

Killer Tune/キラーチューン -> Adds a bit more target speed to the effect, and relaxes the order condition a bit (from order_rate <= 50 to <= 70)

Elation/高揚感 -> Adds a bit more target speed to the effect and relaxes the order condition a bit (from order_rate >= 50 to >= 25)

Unstoppable Force/破竹の勢い -> Adds a bit more target speed to the effect and relaxes the order condition a bit (from order_rate >= 50 to >= 25)

機先の勝負 (Obtained from Tsurugi Ryoka SSR) -> Adds a bit more target speed to the effect, restricted to mile/mid

Scenario gameplay strategy

Basic gameplay and goals

The basic idea about the different training colors/linked training is that clicking on the color that is represented the most is the desired outcome. But if your support cards aren't showing up in the trainings of that color, you might have to click somewhere else or use a consultation to get a better set of colors, more on this later.

You'll want to start off by bonding your supports as usual, since rainbows give increased stats and competition levels. Since link training adds up the competition level gains from each training category, rainbows contribute a bit to link training even if they're not on the training you click on.

Pay attention to the total competition levels so you're not lagging behind for the next tournament. You'll want to aim to win all 15 competitions every tournament to gain higher bonuses and stats after the tournaments, so check the UI often if you're short on some of them. If you miss out on 5 wins in even a single genre, you'll be cut out of the next tier of tournament bonuses in that genre and this will end up having a negative effect on your stats throughout the run. The end-of-scenario stats also go from +55 all stats to +30 all stats if you lose even one competition, so losing one is a run-ender.

One of the basic ways of using consultations is to take care of your missing competition levels for the next tournament. So if you see that you're missing levels on the blue stamina competition (water volleyball), try to force a blue training that includes the stamina slot at some point. You only have 3 consultations before each restock (every 12 turns, the upper left tells you how many turns are left in yellow), so make sure to use them wisely.

Consultation usage

Let's analyze the different ways of using consultations by first looking at all the "color patterns" for competition training, which should have the following probabilities:

Of course, the order and colors of each pattern can be permuted around. But when it comes to "link training sizes", these are all the options and their probabilities.

Keep in mind that there are always two ways to "join" two different colors with consultations: For example you can make a 1 red+3 blue either 4 red or 4 blue depending on what fits your needs at the moment.

1. 1.23%

2. 12.35%

3. 24.69%

4. 24.69%

5. 37.03%

When you're thinking about using a consultation to change colors, the strategy should be the following for each pattern:

1) The first pattern is very rare and already a 5 stack. There is usually no need to use a consultation here, but I suppose if it's the last turn before a tournament or something you might want to change colors if you're missing levels somewhere or need a different color heat-up.

2) Here you already have a 4 stack for free. The main reason for using a consultation here would be if you have a good training/rainbow on the singled out color and want to turn it into a 5 stack, or if you need a heat-up of a specific color.

3) Here you get the best value for a single consultation, going from a 2/3 stack to a 5 stack. But maybe you're already fine with a 3 stack if one of the three trainings is good, and would like to save your consultations for worse situations instead.
4) In a vacuum this is quite bad value for a single consultation, only going from a 3 stack to a 4 stack. But if you have a good training/rainbow on either of the singled out colors, you can turn it into a 4 stack link training as well.
5) The most common and most suspicious pattern. If you have a good training/rainbow on one of the dual stacks, you can turn it into a 4 stack link training instead. If you have a really good training on the single color, you could change it to a 3 stack or even a 5 stack with two consultations. But often you'll just have to bear these and click one of the 2 stacks, or just rest/date.

Early on as you're mainly after competition levels when you're deciding how to consult, you should really have a look at how many levels you're gaining from consulting in any given situation. If the colors you're linking together with your current ones only have small numbers like "4,4" then you're not really getting that much total value unless you need specifically those numbers for the next competition. The most value you'll get is when the numbers are high, such as after a rest/date/race. Especially in junior year when you don't have much rainbows around, you'll usually want to save consults for turns after a rest/date/race.

When competition levels aren't a problem, the **main way of getting value from consultations is through heat-ups**. More on this in the heat-up section.

Winning tournaments

As mentioned before, winning all 15 competitions in every tournament is essential for a successful run. To achieve this, plan your future turns accordingly. You should always be aware of which competitions you'll need to level up before the next tournament. Take a bit of extra effort to manage competitions in training slots which you don't have cards in the deck for.

For example, if you are playing without a stamina card it'll be harder to raise the competitions on stamina training since your supports won't bunch together there as often and they won't be having rainbows there either. It can be hard to find big enough swing turns to increase these competition levels, so keep this in mind when you're not pressed to chase after the biggest rainbow, like during bonding or off-turns.

Resting/dating/racing (objective races too) increase the competition level gains for the next turn after, so this could end up helping you find the swing you're looking for. Try not to chain a rest turn with a race turn as the bonus effect won't stack.

Also count ahead whether you'll be using Ryoka's dates, since they give +1 in each competition level when taken and therefore can end up barely saving your tournament success.

Heat-ups

Heat-ups are powerful two-turn effects that make or break a good run. The mark of a good run in UAF is when you're getting enough competition levels that you won't need to be worrying much about losing tournaments anymore, and can focus your consultation usage to achieve good stats via appropriately timed heat-ups.

In a vacuum, the **red heat-up effect is the strongest**. The ideal situation to have a red heat-up active is when you have multiple consultations available, because the effect gets stronger the more links you have in a training which lets you consult for absurdly powerful turns. The main

opportunities to do this are after each consultation restock, especially during summer turns (when your stats are boosted anyways) or during URA finals (when you've got a whole 3 consultations to burn on the last 3 turns). So if you can manage it, stacking a red heat-up for those timings is the ideal situation. They're also one of the best sources of stats that you don't normally get from cards in your deck, see the image.

Yellow heat-ups are mainly good for early bonding (and yoinking free +16 stats from welfare Urara), but since yellow training itself is pretty strong you'll end up getting these anyways. They're also your main source of hints, so you'll want to proc some of these anyway.

Blue heat-ups are decent for stats, but since they get stronger with competition level gain (recall the explanation in the heat-up section from the intro), there are particular opportunities to get maximum value out of them. Most notably, blue heat-ups are stronger after a rest/date/race, so they can be quite good to time with turns after objective races and dates to take advantage of the +3 bonus in each category. You don't need consultations to take advantage of this effect either, as the gain will be the same no matter the link amount. Blue heat-ups will also get stronger the more rainbows you have around (since these increase the competition level gain), so they are slightly stronger later in the run but don't scale as well as red. You can also try to stack blue and red together to fish for big rainbow stacks.

One of the things to remember about using heat-ups is that they don't get expended when you rest/date/race. And one of the main ways to gain a lot of competition levels is to rest/date/race first and then use a consultation to take advantage of the level boost you get from not clicking training for a turn. So earlier on if you can activate a good heat-up before a rest/date/race, then the next turn after will be a good opportunity to consult because you'll gain both good stats and a good amount of competition levels.

The maximum level of each competition is 100, so the total for each genre is 500. Since heat-ups activate for each 50 levels, the maximum heat-ups in a single color is 10 per run. But getting 10 is only possible if you get every single competition in that category to 100, which is not usually possible. So in practice you can do 8-9 heat-ups in one color at most, with 8 being commonly achievable and 9 being rare.

As mentioned before, the best value you'll get is from **red heat-ups** added together with **consultation**. Hence you'll want to aim for 8-9 red heat-ups on every run. If you complete too many of them early, you might just end up unable to complete any more for the crucial final turns. Keeping track of your red levels is important to maximize stats, and you'll usually want to either have a red heat-up active during each consultation restock (at least starting from the first summer), or be able to activate one on the next turns.

The fact that you've got a limited amount of times to take advantage of red heat-ups also means that you don't always want to be proccing them if you don't have consultations to take advantage of them afterwards.

Once you've activated a red heat-up you should think of color choice as well. Since blue and yellow give higher stats than red, the maximum short-term value you'll get is by switching to one of them. Yellow is good when you're still missing speed, but blue is better if it means you'll get a blue heat-up to take advantage of afterwards. Red training is the worst for stats, but you might still want to pick red to get a headstart on your red levels for the next red heat-up. It's a delicate

balance that you'll have to just get used to and adjust your strategy for every run. The key ingredient to getting good stats out of your runs is to plan multiple turns ahead and decide in advance when you'll be looking for opportunities to get big stats from heat-ups, and how you'll manage to stack up those big red heat-up effects for important turns, particularly summer/URA finals.

Deck choices and inheritance

The scenario-specific friend card Tsurugi Ryoka is expected to be quite necessary to include in all decks. She has very good cross-training bonuses (mainly at MLB), randomly gives +energy after training with her, has a unique bonus that increases the appearance rate of cards in their specialty trainings if she's at least 60 bond, and her scenario-link effect provides additional competition levels from each of her date events. You gain +1 in all competition levels for each date, and her energy recovery from dates and after-training events is quite useful since energy management in UAF is more important than usual.

Deckbuilding

One noteworthy thing about UAF is that training categories are weighted heavily towards giving stats in the **main stat** of the training and less in others. For example, speed training gives very little power. To balance your stats you'll have to bring a varied assortment of card types.

This section is very preliminary until we get to play the scenario, but basically:
-   Ryoka is an auto-include and takes up 1 slot.
-   You'll want at least 2 speed cards in pretty much every deck since the speed cap is 1700. If you've got very strong cards overall, 1 speed decks can work too.
-   Next, you'll need at least one int card. A good int card can solo carry easily.
-   Depending on distance, you'll want to invest either in guts or stam next. In shorter distances, you add a guts card in. If you have Orfevre SSR (guts), she can solo carry your guts. For longer distances, you add a stamina card. Stamina can be solo carried by a strong card like Sounds of Earth.
-   Finally add one flex card to fit your needs. In shorter distance builds, this would usually be another guts card. Power cards aren't completely out of the question in this scenario, but there are rather few good ones/ones that give useful skills. In longer distances, the flex is either guts or power. If you're a beginner or lack good speed cards, consider going 3 speed.

Here are some random deck ideas for each distance:

Short: (inherit full power if not using power cards, otherwise a healthy amount of guts genes)

Mile: (inherit full power if not using power cards, otherwise a healthy amount of guts genes)

Mid: (inherit pow/stam/guts depending on which card is missing)

Long: (inherit power/guts or stam but make sure you hit enough stamina)

Highlander decks (every card type is different) are a viable option if all your cards are super strong, but they are less consistent. You can even experiment with bringing a group card together with Ryoka, as the rainbows from the group card are quite useful in this scenario and you won't run out of the need to date even with two friend/group cards together.

Example builds:

Full power inheritance for pretty much all of these:

More f2p build:

Example video:

This Fuji run was done with a mostly F2P deck but still yielded very good stats due to some decent RNG and good decision making. Some notable moments:
- Funny part before classic summer where I prepare a consult for a blue switch and then get a straight blue flush
- On the second-to-last turn, I could've gone for a blue 5 flush instead of a yellow one to proc the last blue heat for the final turn. This would've been slightly better for stats but I was kind of good on stats already so I went for the hints instead since the deck lacks good hints (that's why real cards are better).

Youtube video: https://youtu.be/THHBeQBm-mY

Icons: