

Greyhounds

Components

- 1 Gameboard
- 4 sets of cards (4 different colors, numbered 1 to 20)
- 8 dogs (2 of each color)
- 1 block of bet sheets
- Money (denominations of \$5000's, \$1000's, \$500's, & \$100's)
- Rules in German

Basic Game (for 4 players)

The goal of the game

Win the most money!

Each player controls a racing dog. He tries to earn the most money by placing bets on the dogs within 3 races. The winner is the player with the most money after the 3rd race.

Preparations

Choose two dogs of the same color, and place one behind the Start/Ziel-line. Each player receives the cards (1-20) for his dog. Each player receives \$6000 money.

Setting the race cards together

Each player separates his cards into two decks, one containing the cards from 1 to 10, the other deck containing the cards 11 to 20. Shuffle both decks separately and draw 3 times 3 cards out of each deck without looking at them. You have six sets now, containing three cards. Form three sets by combining one "high" set with a "low" set. These 3 sets of 6 cards are the race cards for your dog for the three races. You will not need the two remaining cards for the rest of the game.

Turn Sequence

The game consists of three races of different lengths. The first race takes one turn on the board, the second takes two turns and the third one takes three turns.

The first race

1) Each player selects a set of racecards and reveals them by laying them on the table. Determine the sum of the numbers on the cards. This is the ranking of the dogs, with the dog with the highest sum going first, the 2nd highest going 2nd and so on (if two dogs have the same sum, the one with the highest card is first, if that's the same too, take the 2nd highest card etc.). Place them in the ranked order in the center of the gameboard, the highest ranked dog being "Hund 1", and so on. You can see the odds for each dog on the chart next to the dogs on the center of the gameboard.

2) Now you can place either one, two or three bets, but only one of the three types:

- Winner (Sieg) - Which dog wins the race?
- Place (Platz) - Which dog is first or 2nd?
- Double (Einlauf) - Which two dogs are first?

Each player can place three bets, but only one of each kind. In each race each player has to place bets for at least \$500, but not more than \$2000. Bets are placed secretly, and are written down on each player's sheet. They are revealed at the end of the 1st race.

3) Now the race begins: Each player takes his race cards. Each player has to put one of his cards aside. He will not use it during this race. The remaining five cards are used to move the dog during the first race. When they are all used up, you get them back and replay the same cards. Now, every player selects one of his cards secretly. Since all dogs are on the same space, all cards are turned over simultaneously.

IMPORTANT: The only dog, that is moved, is the one with the highest card! It is moved the difference of spaces to the 2nd highest card.

Example:

- Red plays 7 - does not move
- Blue plays 10 - does not move
- Brown plays 10 - does not move
- Green plays 13 - moves 3 spaces (his 13 minus Browns 10 = 3 spaces)

If the highest cards have the same value, both dogs move the difference to the next highest card. If all cards are the same, no dog moves. If the dog with the highest card moved, the next cards are played.

(Admittance: In the original game by Hans im Glück, this rule was slightly different. If two dogs had the same highest card, they were not counted. Instead, the next highest card moved the difference to the lowest card.)

For the rest of the game, the following rules apply:

- The leader plays his card first.
- The others follow, as they follow on the track, 2nd playing his card after the leader and so on.
- If two or more dogs occupy the same space, they play their cards simultaneously.
- In the first race only the dog with the highest card moves.

The race is over, when the first three dogs cross the finish line. A dog, that finished the race does not play any further cards. He is placed on the first space of the incoming section of the chart in the center of the mapboard.

Paying out bets and revenues

The owner of the first dog earns \$1500, the 2nd earns \$1000 and the third earns \$500. Then each player reveals his bet sheet, and pays his bets to the bank. Then the bets are paid out, according to the chart in the center of the gameboard.

The second race

Put the dogs on the starting position. They have to run two turns on the track now. The players take the next stack of cards, sum up the numbers,

determine the odds as described for the first race. Then they place their bets, put aside one card and play a card, as it was in the first race. The difference is, that in the 2nd race, the two highest cards move the difference of spaces to the third highest card. If two or three of the highest cards are the same, they are moved the difference of spaces to the lowest card.

If the leading dog passes the last dog, the last dog is out of this race immediately and has lost. This is also valid for the third race.

The third race

Same as second race, but the race takes three turns, and the three highest dogs move the difference of spaces to the lowest card.

End of the game

After the third race, the revenues and bets are paid. The winner is the player with the most money.

Odds

Look at the table on the game board. If you put a \$500 win-bet on the 1st dog, and it won, you earn \$1000 (you pay \$500 and receive \$1500 because the odds for winning on Dog 1 is 3:1). The double-bets are shown on the table labeled Einlaufquoten. If dog 1 and 2 win the game, no matter which one came first, you receive \$1500 for a \$500 bet. You still have to pay these \$500 first.

Basic Greyhounds for 3 players

With three players, one dog runs as a dummy. The dummy always plays a 10 card. It does not have any other card than a 10. Bets can be placed on the dummy as well.

Advanced Version

The goal

Make the most money! One player is the bookie. He pays the won bets and receives the money placed.

Preparations (for 4 players)

One player is announced the bookie. He receives \$24000. He does also control a dog like a normal player.

■ The bookie

The bookie receives the bet sheets of each player, after the players have written down their bets. He receives the money, the other players invested. He has to pay out, what the other players won as well as the revenues. In addition he decides, which dog is ranked first, 2nd and so on, before the other players write down their bets.

■ Race cards

The race cards for each race are determined in a different way. Each player divides his deck of 20 cards into two stacks 1-10 and 11-20. Then he shuffles them and draws three cards out of each deck. These six cards are used for the third race. Of the remaining cards, each player selects 5 cards for the first race and 5 cards for the 2nd race. The sum of the numbers on the cards for each race may not exceed 50! Each player does now have two sets of five cards for the first and 2nd race, and one set of 6 cards for the 3rd race. The four remaining cards are placed aside, and are not used.

Game turn

The same as the basic game: Three races, the first one over one lap, 2nd two laps third one three laps.

■ First race

Players reveal their cards for the first race. The bookie ranks the dogs on the chart with the odds. He may place them like he thinks he should. No sums are calculated. No dogs may occupy the same rank on the chart. Now the three other players place their bets, and give their sheets to the bookie. They pay their bets. Everything else is as in the basic game. The bookie has to influence the game with his dog, to prevent himself from paying out to much money, as he knows the bets of all players. The bookie also pays revenues for won races.

■ The 2nd race

As the first race, but two laps and the two highest cards move first.

■ The 3rd race

After the bets are written down, and the bookie received the money, each player puts one of his six cards aside facedown, which is not used during this race. Race takes three laps.

■ End of the game

The player with the most money. Could be the bookie too. If the bookie goes bankrupt before the last race, the game is over. However, bets are paid out for the last race to determine the winner.

Advanced Greyhounds for 3 players

Again a dummy is placed as in the basic game. The bookie receives only \$18000.

Translation on Board: Hund(e) = dog(s); Sieg = winner; Sieg Quoten = winning odds; Platz Quoten = place odds; Einlauf Quoten = incoming odds