Greyhound Manager 2 quick start tutorial

Covering some of the basics. Entering a dog in a race, simple betting and proceeding to the race.

Greyhound Manager 2 is an in-depth dog racing management simulation and some time may be required to become familiar with the workings of the various game modes. The game presumes some understanding of dog racing and it's terminology.

1. Troubleshooting.
2. Options.
3. The main Training/Home menu.
4. Entering a dog in a race.
5. Race day. Betting, form and viewing the race.

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1. Troubleshooting.

Q. *Greyhound Manager will not launch.*

A. Some people have reported issues on Windows 10 relating to privileges. If you purchased via Steam open Steam and right click on GREYHOUND MANAGER 2. Select PROPERTES. Now click the LOCAL FILES tab. Now select the BROWSE LOCAL FILES option.
Now (in explorer) right click on SO6.EXE and select PROPERTIES. Select the COMPATABILITY tab and make sure the RUN AS ADMINISTRATOR check box is ticked.

Q. *I have an old system. The video card does not support DirectX11.*

A. You can force the renderer to DirectX9. Browse the games files (there is an option in Steam to do this). Open the forcescreenmode.txt file and edit it to force DirectX9. Instructions are inside the file.

2. Options.

When you launch the game you will arrive at the main game menu. Top right is a quick start tutorial web link.



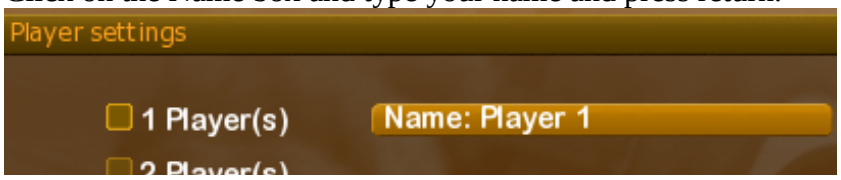
Greyhound Manager 2 runs in 1024x768. Windowed mode is default. You may change to full screen via the bullet at the bottom of the screen.

Click the Start Game option to start a new game:



Choose one to the ten save game slots to start your new game in by clicking on the Disk icon to the right of the screen.  You will then arrive at the new game settings page.

Click on the Name box and type your name and press return.

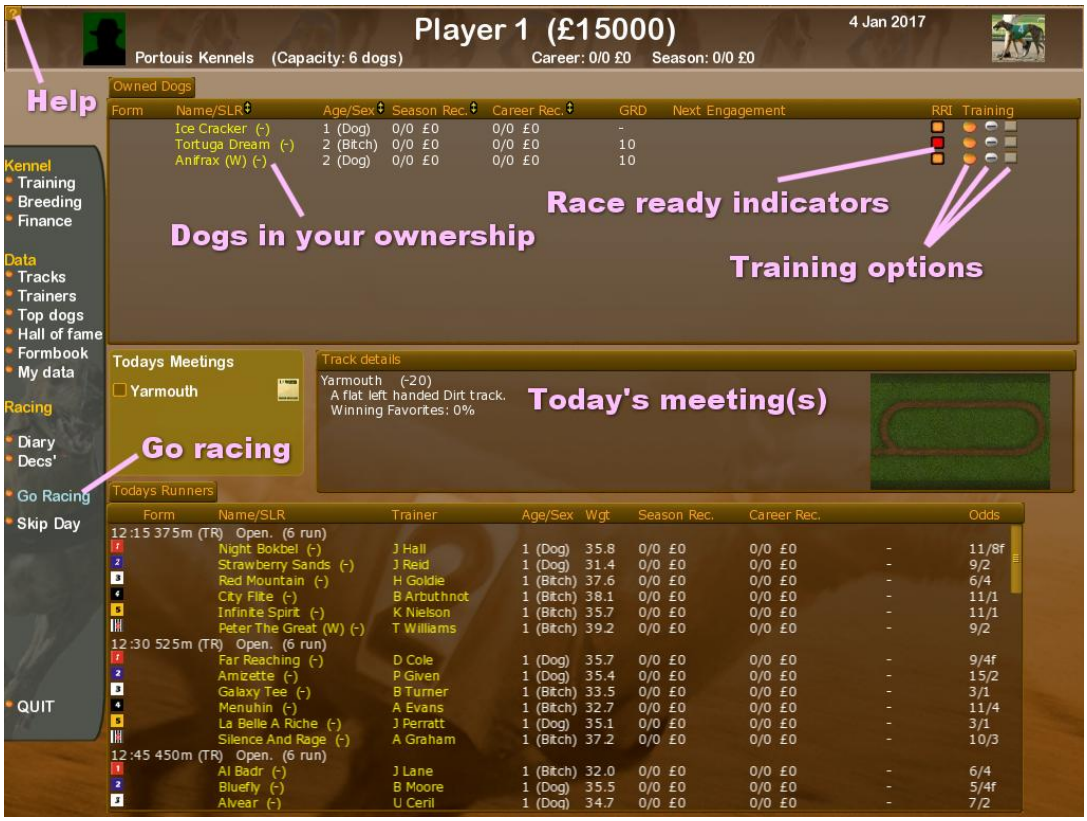


Choose the Simple Training mode if you wish to play with your dogs always primed to race.

Click on the Starters game to begin.

The first screen you will see is the Pre-Season puppy auction. For now hit escape or click the quit button to skip this. 

3. The main Training/Home menu.



This is the main hub screen where you return after a day's racing. From here you can manage your dogs, stable and finances and enter your dogs in upcoming races.

Note the left menu bar which contains a number of links including the option to **Quit and Save** the game (quit will automatically save your progress).
The **Go Racing** option takes us to the race track.

The top windows lists the dog(s) currently in your Stable. Clicking on a dog will open up the dogs data screen.

The **Race Ready indicators** can be used to judge the readiness of your dog(s) to race. Red means not ready, Green means ready to race.

To the right are three **training icons/buttons**. These change the emphasis and training intensity for each dog. See the main instructions document for more information. *These buttons will not be present in Simple training mode*.

Below the owned dogs table are the details of the current days racing. You may click on the yellow items to expand.

So first of all let's enter one of your dogs into an upcoming race. **Click the Dec's option on the left vertical pane**. Dec's stands for Declarations.

4. Entering a dog in a race. Declarations.

This screen is where you enter you dog in a future race. The dog must first be selected (step 1 below) by clicking on the red circle next to one of your dogs.



The races that appear in the Future Meeting table (bottom-right) will be filtered to the current active dog. Look at the breeding indicator (distance) and the **dog's grade** in the dog table. **Select a race** of around this distance that suits your dog's grade by clicking on the races yellow text. *If the dog does not have a grade you need to enter a trial race to get one*. More on grading in the main Instructions document.

Note that grades range from 10 (poorest rating) to 1 (highest rating). A dog graded 1 will be top class and should be targeting the feature races. A dog graded 10 is performing poorly and should target grade 10 races or maybe handicaps (where the dog will be given a head start based on it's grade relative to the other dog's grades). *It may be possible to manipulate a dog's grade by running it unfit or over the wrong distance in order to make money betting by exploiting it's low grade later on!*

If the dog is very young it may not have matured to this distance yet so choose a shorter distance. Handicap races are open to all dogs. Lower grade dog's basically get a head start based on their grade.

When a race has been selected the current race field will be displayed bottom-left of screen. Note that the race has not yet filled up.

An ENTER DOG button will also appear (if the dog is eligible) in the top-right status panel (left of the dog portrait). **Click the ENTER DOG button.**

When you return to the main menu you should now see the declaration listed next to your dog. If you view the dogs data screen (click on the dog name text) then the declaration will also be listed here:



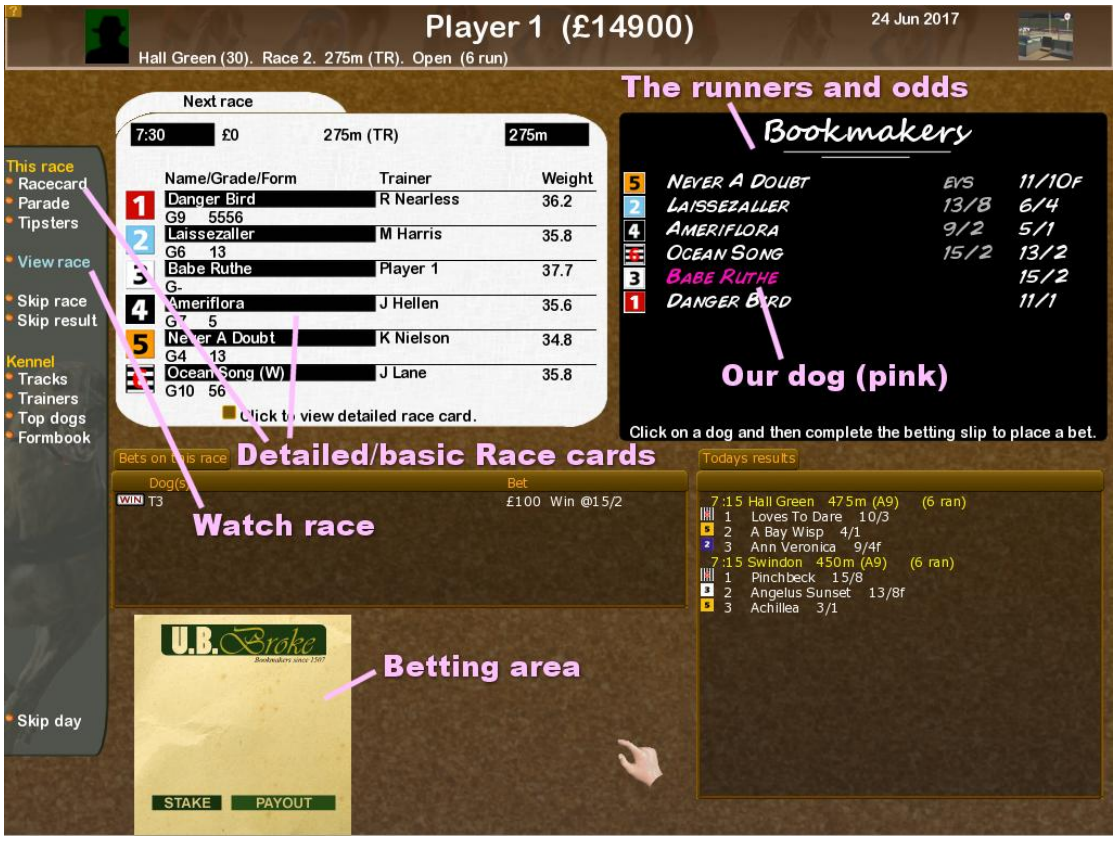
Note that feature races consist of heats (six races), semi finals and a final. You must win the heat to progress. Non feature races do not have heats.

For the sake of this tutorial let's skip right to your race. **Click the Skip next text** (on the left pane). When you arrive at the preceding day to the race **Click the Skip next text** one more time. The declaration text (next to the dog) should now be highlighted in pink:



Lets now go to the race track screen. **Click the blue Go Racing text** in the left pane.

7. Race day. Betting, form and viewing the race.



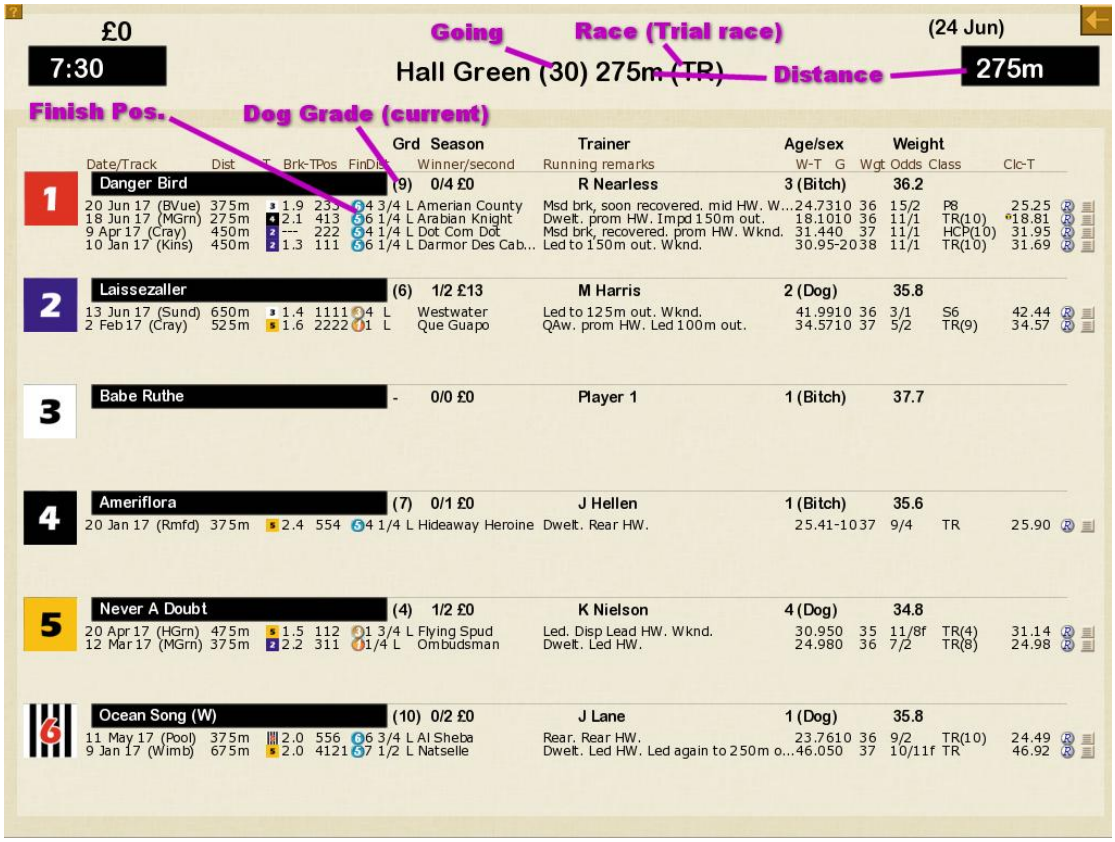
If your runner is not in the current race **click the Skip race text** in the left pane until your runner appears (in pink text on the bookmakers list - top-right).

Before placing a bet on our dog let's check out the form.

Firstly you may want to view some race **tips click the Tipsters text** on the left pane. Return back to the Race menu by pressing Escape or clicking the back button.

The mini race card (the white window top-left of the screen) gives us some information on the runners. Check out previous form by clicking on the form string or the dogs names. Studying the form is a key part of the game and improves the players chances of making money by betting on the dogs. The contents of the race card and form cards is explained in the main instruction document.

Click on the Race card text in the left pane to view the detailed race card:



Some key items are marked above in Pink. Note that this is a trial race. Trial races do not have any restrictions in terms of grades and are usually used to get a grade for your unraced dog. The other dogs all have form. There are two previous winners in the field and out dog has a breeding indicator that suggests this distance may be too short. So we are unlikely to win this one and should look at betting on another dog or keeping the stakes small on ours.

Note that it is possible to test your dogs against each other on the training track (accessed via the home/training screen). This would at least give us some indication as to the quality of our unraced dogs.

Se the main instruction document for more help.

Let's return to the race screen and place a small bet. **Click the back button or press escape.**

Betting.

Let's place an each way bet at 15/2. That way we get some money back if the dog comes second.
Click on the dogs name on the black betting board (in Pink).
The name should appear on the betting slip (bottom-left of screen).
You can now fill in the betting slip or press one of the quick bet buttons.
Click on the MAX E/W button (next to the betting slip). This will place as much as the on course bookmaker will allow in a single bet on your dog.

Once place your bet will appear in a window above the betting slip. See the main instructions for more details on betting. Betting is a great way to raise more funds for buying better dogs.

We are now ready to watch the race. **Click the View Race text in the left pane**.



Keyboard race controls:

SPACE will skip to the final stages of the race.
ESCAPE will quit the race.

Once the race is over any bets will be paid out and the game will move onto the next race or the next day.

Any questions regarding this tutorial or game play in general please post on the Steam game forums.