Greyhound Manager 2 Instructions

1. Installation and system requirements

2. General
- 2.1. Introduction
- 2.2. Menu navigation
- 2.3. Saving and loading
- 2.4. Racing rules and simulation notes

3. Game Modes and the Options

4. The game menus
- 4.1. Kennel/Home menu options
  - 4.1.1. TRAINING
  - 4.1.2. BREEDING
  - 4.1.3. FINANCE/KENNEL ADD-ONS
  - 4.1.4. TRACKS
  - 4.1.5. TRAINERS
  - 4.1.6. TOP DOGS
  - 4.1.7. HALL OF FAME
  - 4.1.8. FORMBOOK (cards and replays)
  - 4.1.9. MY DATA
  - 4.1.10. NEWS
  - 4.1.11. DIARY
  - 4.1.12. DECLARATIONS
  - 4.1.13. PRE MEETING/MULTIPLE BETS
  - 4.1.14. GO RACING
  - 4.1.15. SKIP DAY
  - 4.1.16. SKIP – NEXT DECLARATION
  - 4.1.17. SAVE/QUIT

- 4.2. Track menu options & betting
  - 4.2.1. BETTING AT THE TRACK
  - 4.2.2. THE RACECARD
  - 4.2.3. TIPSTERS
  - 4.2.4. VIEW RACE
  - 4.2.5. PARADE RING
  - 4.2.6. SKIP RACE
  - 4.2.7. SKIP DAY

Continued…

5. Other screens
- 5.1. The Auction
- 5.2. Dog data screen
  - 5.2.1. Exporting Dogs
  - 5.2.2. Dog Lineage screen
  - 5.2.3. Sickness and Injuries
  - 5.2.4. Younger dogs training considerations
- 5.3. Trainer data screen

6. The Race Construction Kit
- 6.1. Constructing races
- 6.2. Viewing a ‘league’ or exported replay race
- 6.3. Viewing exported dog files

7. Appendix
- 7.1. Race categories and entry fees
- 7.2. Bet Types
- 7.3. Tactics/Tips
- 7.4. Reading and understanding form comments
- 7.5. Links / Online Help

1. Installation

The greyhound manager 2 download comes with two applications. A demo and the full version. The full version requires the user to pay before it is unlocked. To run the DEMO double click the GM DEMO icon on your desktop. To run (or pay for) the full version double click on the GM icon on your desktop.

It is recommended you install the game to the default destination that appears when you run the installer.

System Requirements

Greyhound manager 2 requires DirectX9 or above to run correctly. You are likely to have a compatible version of directx already installed on your machine. If you do not have download it from Microsoft's website. Go to: http://www.microsoft.com and search for 'directx'.

If your system does not support DirectX11 you may force the game to run in DirectX 9. Browse the install folder and edit the forcescreenmode.txt file. Instructions are within that file.

greyhound manager 2 has been designed to run on a range of hardware. The minimum spec very much depends on the Graphics card your machine has installed and **it is recommended you try the demo and view a few races before you purchase the full version**. The following is a rough minimum spec:

Windows VISTA/WIN 7, Win8, Win10.
Pentium4 1ghz
64 meg graphics card minimum.
512mb ram minimum
At least 500mb free hard drive space.

2. General

2.1. Introduction

greyhound manager 2 is intended to be a fun and realistic greyhound management and betting game. The aim of the game is to maintain a successful kennel of racing dogs and hopefully top the trainers championship table!

Race prize money in UK greyhound racing is quite low. Generally you can expect to take home less than £100 if your dog wins a race. Feature races pay considerably more (by far the richest race in the calendar is the Derby at Wimbledon that pays £100000 to the winner) but feature races are highly competitive and to begin with you may struggle to even qualify for the finals. In order to pay your kennels monthly bills you will almost certainly have to resort to gambling. Your job will be made more difficult by the 'skinny' odds offered by on course bookmakers. The key to early success in the game is to develop an eye for a value bet (where the odds appear to be overestimated). Obviously the canny trainer may carefully 'manipulate' his dogs entries to provide attractive betting opportunities!

Once you have attained enough funds you can begin looking out for promising dogs in the sales. You may also want to purchase kennel add-ons which will allow you to breed dogs and improve your training (see section 4.1.3).

2.2. Menu Navigation

Note that there are in-game help pages available for most menu screens. Move the mouse over the small help icon (question mark) that appears at the top-left corner of the screen. greyhound manager 2 uses real life race card layouts and some items may be confusing to the player who is not familiar with UK greyhound racing. Be sure to use the help icons and the rollovers to get help (rollovers are text help items that appear when you run the mouse over an item on the screen).

Much of the game is based around two main menus. The KENNEL/HOME menu and the TRACK menu. The Kennel menu allows the player to deal with training, finances, dog race planning and entries and form analysis. The Track menu is arrived at when the race day starts and allows the player to view current race details, entries, stats, analyse the current form and place bets. Finally settling down to watch the race unfold!

To scroll data within a Window use the mouse-wheel or drag the slider bar that may appear to the right of the window. You may also use the ARROW UP and DOWN keys and the PAGE UP and PAGE DOWN keys to scroll window contents.

The dog data, formcards, Trainer and track data screens are designed to be readily accessible. Whenever an item of text appears in YELLOW it can be clicked to reveal more information. The player can build a branch of sub-screens in this way by clicking as many times as is desired. This is ideal for form analysis where the player may wish to view a dogs for card, then access another dogs data from that card, then access another formcard from that screen and so on. As the list of sub-screens is built up a 'stack' of back buttons (top-right screen) will appear indicating the size of the path. At any time the player can press escape or click on the small cross icon next to the branch icons to go straight back to the branch top.

2.3. Saving and Loading

There are ten available save game slots.

During a game the player must exit using the SAVE/EXIT button on the main Kennel/Home menu. Each time the player exits the game is saved.

To continue the Last saved game click the NEW GAME button on the main menu and then click the LOAD (disk) icon for the required game.

2.4. Racing rules and simulation notes

Playing

Unlike horse racing dog racing pays very little in terms of prize money. It is extremely unlikely you can make a living through dog racing (although it is possible). You will need to become a successful gambler to stay in credit. If you have some very good dogs check the race calendar (diary) and target the races with big prize money.

Grading

Dogs start their racing career ungraded. The only race an ungraded dog may enter is a trial race. Following the trial race the grader/handicapper will allocate your dog a grade (between 1 and ten, with 1 being the best grade) depending on it's performance in the race.

Once a dog is graded it may enter either: a race for it's specific grade (eg. A7 for dogs graded 7), a handicap race (handicap races have a staggered start depending on the dogs grading), an open race or a trial race. The grader may reassess your dog (and change it's grading) after every race. The grader tends to reassess dogs on their position in the race rather than their finishing time.

Races

Each dog is given a random draw with the exception of wide dogs (dogs known to be wide runners may have a '(W)' after their name). Wide runners are drawn on the outside of the field so they are less likely to cause interference to the other dogs. The once exception to this is handicap races where the lowest graded dog (eg. 10) starts from the lowest trap number (and has the biggest advantage from the staggered start).

Hurdles: Races over greater than 275m may be hurdle races. Some dogs are more suited to hurdle races than others. Check your dogs stats and experiment!

Age

Dogs can be race from the age of 1, from which point they are likely to improve during the first year or so. You may continue to race a dog as long as you like but it is likely your dogs will deteriorate badly around the 4 or 5yo point. You may retire dog(s) from the game at any point. You may also retire your dogs to the breeding kennel (if you have purchased the breeding facilities). Eventually dogs will die through natural causes.

Exporting dogs

If you wish to export your dogs for the purposes of entering any online leagues that may be in progress (see section 6.) be sure to export them at the point they are fully fit and ready to race.

3. Game Modes and the Options

Click on START GAME from the main menu and the LOAD/CREATE GAME screen is displayed.
Click on a game slot's right hand icon to start a new game and reveal more game options:

Game mode

There are two game modes:

- Standard Training game (single and multi-player)
- Punter Match (single and multi-player)

Punter Match

Select the number of players and enter their names. In Punter-Match there are no player-owned/trained dogs. Players take it in turns to view forthcoming meeting details then view race details and place bets. After the last player has finished the race can be viewed or skipped and payouts are made. The first player to win a million wins the game.

Trainer Game (standard)

The player begins with £15 000 and three dogs to train. By careful planning and betting the player must try to accumulate funds while climbing the Trainers Championship table.

Trainer Game (simple mode)

Select SIMPLE MODE (under GAME SETTINGS).

This mode is the same as the standard Training Mode except the player need pay no attention to the training of his/her dogs as this is done automatically.

Auto Days

Selecting Autodays results in a number of day's races being automatically run before the game starts. The only real benefit of this option is that dogs have previous form at game start. Note that in Trainer mode, weekly deductions (kennel bills etc.) are still made during Auto Days resulting in the player starting the game with less funds.

4. The game Menus

4.1. Kennel/Home menu options

The Kennel/Home menu consists of four windows.

Owned dogs
The top window contains details of any dogs the current trainer may own. As usual, by clicking on the yellow dog name the player can access more detailed dog data. Note that in Punter-Match mode this window does not exist. If one of your dogs is currently injured a small  icon will appear to the right of it's name. From left to right the fields are:

FORM – The dogs past performances (click to view detailed formcards/replays).
NAME/(W)ide/SLR – The name of the dog, a 'W'ide indicator (if the dog is considered a wide runner) and the number of days Since Last Run. Click to view the dogs data screen.
AGE/SEX – The dogs age/sex.
SEASON REC – the dogs strike rate and earnings for the current season.
CAREER REC – The dogs lifetime strike rate and earnings.
GRADE – The dogs current grading (if graded). *Tip: If your dog is not yet graded run it in a trial race.*
NEXT ENGAGEMENT – details of the dogs next engagement (if any).
RRI (Race Readiness Indicator) – Red:  not ready to race. Amber: Can be raced but needs more work. Green: Fully fit and ready to perform! Note: More detailed dog stats are available on the dogs data screen. NOTE: A red icon containing the letter 'S' indicates the dog has symtoms. A letter 'I' Indicates a diagnosed injury.
TRAINING – Three icons. Clicking on these icons changes the dogs training regime. See next section (4.1.1.) for more details and tips on training.

Race meeting(s) details
The Centre two windows describe the coming days meeting(s) and track details. If a feature race is listed in yellow you may click for the specific feature races history screen. There is a small betting slip icon next to the meeting(s) (under the header 'Today's Meetings'). Click on this icon to place a pre meeting bet (see section 4.1.13.).

Runners (for selected meeting)
The bottom window contains a full list of runners for the selected meeting. This window can be scrolled and many of the fields can be clicked to provide further data. You may notice a gold cup  icon next to the dogs name. This indicates the dog has previously won a feature race (final). If a red cup  appears next to the dogs name this indicates the dog is the current years championship leader. A red cup next to a trainers name also indicates the trainer is the current leader of the trainers championship. These icons are used frequently throughout the game.

4. Training

This screen allows the player to adjust training options, trial (gallop) dogs and view dog stats.

These options are not available in Punter Match. Some training options are not available in simple training mode.

Trialling dogs:

You can trial your dogs and watch them run against each other. There are two benefits to doing this. Firstly you can get a good idea of how your dogs compare against each other over different distances without racing them. Secondly trialling boosts your dogs fitness. It is wise to trial your dog close to a race to ensure the dogs fitness is as high as possible.

To select a dog to run in a trial click the LIGHT BLUE CIRCLE button to the right of the dogs details. Once highlighted the dog has been selected. When ready click the VIEW TRIAL button (the small brown binoculars icon) in the GALLOP TRIAL SETTINGS box.

Training options:

There are three icons next to each owned dog (on the main training menu – section 4.1.). These icons can be clicked.

Intensity.

The first icon indicates the intensity of the training. Click the icon to change to one of the following:

 Blue = Rest. While resting a dog will slowly lose it's Fitness. However, it will gain Condition. A dog should be rested when condition gets low or when your staff report that the dog has become jaded. Jaded dogs have either been racing without enough rest for a long period or simply need resting. In this case you should rest the dog for a longer period.

 Amber = Light training. Light training should be used to raise a dogs fitness levels that for one reason or another have got very low) possibly after injury or a long rest).

 Red = Intensive training. Intensive training should be employed to bring the dogs fitness to 100% and race readiness. Do not simply leave your dogs set to intensive training for the duration of the season. They will become jaded quicker than if you had rested your dog occasionally. Plan your dogs training depending on your expectations for the dog and any feature races you may wish to target.

Race readiness:

For your dog to perform at it's peak during a race you should aim to have both Fitness and Condition as high as possible (you can check these parameters by viewing the dogs data screen 5.2). These are the two parameters that are immediately affected by training. You can improve areas such as trapping and jumping but these areas must be improved slowly (and are discussed below).

Emphasis.

You can choose to emphasise stamina or speed in your training. Click to change the icon to one of the following:

 Flat = no emphasis. Normal mix of speed and stamina training.

 Uphill = Slight stamina emphasis.

 Downhill = Slight speed emphasis.

Note: These settings are intended to be employed long term to have any effect.

Special training:

You can concentrate solely on trapping, railing or jumping. While a dog is being trained under one of these areas it's regular training suffers so it is unlikely to maintain a high level of fitness (selecting one of these icons will revert your **Intensity** icon to Amber (light)). To revert to intensive training you must finish your special training (set icon to blank). You can return to it later and any progress the dog made in it's last special training cycle will not be lost. It can take some time (many days) before you notice any progress on your dogs data screen parameters and some dogs may simply not be capable of improving in the specified area.

 **Blank** = No special training.

 **Railing**. This is the ability of the dog to go around the bend and not run wide. If you notice you dog has a tendency to drift wide in or exiting a bend this training may help. You may also use this training if you have a dog that is classed as a wide runner (A 'W' will appear next to the dogs name to denote a wide runner). Wide runners can lose a lot of ground on bends by staying close to the outside rail. The only advantage a wide runner has is that they may be less prone to getting bumped or meeting trouble. Should you wish to try to 'persuade' you wide runner to run close to the inside rail select this option. It may take some time to work and may not work at all! The dogs railing ability is displayed on the stats bar on the dogs data screen.

 **Trapping**. If your dog has a tendency to be slow out of the traps try this option.

 **Jumping**. greyhound manager 2 includes hurdle races. Dogs that jump poorly will be disadvantaged. Also, some dogs just don't do as well as others over jumps. If your dog makes frequent mistakes you may wish to use this options. Note that you

can check the dogs jumping record (percentage of hurdles jumped correctly) from the dogs data screen. This screen also includes a stats bar indicating your dogs jumping general ability.

Note: The effectiveness of special training can be increased considerably by purchasing kennel add-ons: Training circuit, hurdles and traps.

Head lad (kennel hand) feedback

When running the mouse cursor over the (I)info icon some basic data on the dog is displayed. This box may contain Head Lad Feedback. Take notice of this feedback it gives a general indicator of the dogs readiness and also may reveal any symptoms the dog is displaying. Symptoms usual indicate an illness or conditions. Conditions range from mild to severe. See 'Sickness and Injuries' section 5.2.3.

Prepping a dog (end of season)
Trainers can choose to have dogs prepped for early season fitness by making sure the dog is set to Intensive training on the last day *of the year.*.

4.1.2. Breeding

The Breeding Kennel
Players will be able to retire their dogs to a breeding kennel. Once retired to the breeding kennel a dog may never race again. The dog will remain in the barn until it is retired from the game or dies. The dogs within your breeding kennel are displayed in the top window. Clicking on a dog name displays some dog data and also selects this dog for possible breeding.

Lineage
Players can view Lineage details for every player bred dog. This is a separate screen that is accessed via the DOG DATA or the BREEDING KENNEL screens LINEAGE button that lists the dogs ancestors up to three generations. For ancestors that are current (still in the game) the player can then access their full details via the ancestors DOG DATA screen. For dogs that are no longer in the game the player can still view some basic data on the ancestor plus a list of the ancestors FEATURE RACE WINS. The list of the dogs FEATURE WINS never expires. For feature wins that are less than 100 years old the player can view the full form card.

Breeding
To select a breeding pair select an eligible male and female dog from the list boxes or by clicking on the dog names. Click CONFIRM. In this game, each breeding 'session' lasts for a period of fourteen days. By clicking on either name of the pair the selected dog details will be displayed to the right of the screen.

Important: Make sure you have the (main) kennel capacity to accommodate the new dog otherwise it will immediately be sold!

When a session is complete the BREEDING button on the KENNEL/HOME menu will flash. Click on the BREEDING button to find out is the pairing has been successful. If successful the female will be listed in the PREGNANT BITCHES box at the bottom-left of the screen.

In this game, any dog 'in-foal' will give birth after the end of the season. At the beginning of the next season an UN-NAMED PUPPY (1yr old) will appear in the NEW PUPPYS box. The puppy is cared for automatically by kennel staff/vets and cannot be raced or named until the beginning of next season.

At the beginning of the next season the puppy is ready to race. Name the dog by accessing it's DOG DATA screen (click on the dogs name to access this screen). To name, simply click on the dogs name box and type a new name.

4.1.3. Finance

The player can view weekly deductions, purchase kennel add-ons or modify some kennel related settings here. Kennel add-ons are detailed at the bottom of the screen. Each Kennel add-on provides a benefit that will improve you dogs performance in some way:

Kennel Add-ons:

Breeding Facilities
Enables the player to breed new dogs.
Training circuit
Allows home trials (via training menu). Improves dogs familiarity with circuit racing Helps improve railing.
Training Hurdles
Allows trialling at home using hurdles and may help improve your dogs jumping (must have purchased the TRAINING CIRCUIT to trial your dogs).
Training Traps
May help improve your dogs trapping ability.
Increase Kennel Capacity
Increases capacity for one more dog (main kennel). Capacity for the breeding kennel increases automatically.

Kennel deductions (including staff wages etc.) are made weekly. Note that there are no deductions in Punter-Match mode.

Settings (kennel)
You can choose to adjust a number of kennel related settings. These will have an effect on your weekly outgoings. Although the effect of these settings may be very small you should endeavour to reach a level of income where you can set them all to their highest setting.

Staff Level: The number of staff you employ. To view the PARADE information at the racetrack you must have this set to at least MID.

Staff Wages: The level of wages you pay your staff.

Feed quality: Grade of feed you use for your dogs (the higher the more expensive).

4.1.4. Tracks

This screen provides access to track data for all tracks in the game. The entire list of tracks appears on the left.

Top right is the course data for the selected track.

Track records
The TRACK RECORDS window lists current records for the selected track for all available distances. You may click on the dog name to access the dogs data screen. Checking the ‘puppy records only’ will list records for puppies only (dogs less than 2 years of age).

Overall Distance records
This table lists record holders for a specific distance at any track. Checking the ‘puppy records only’ will list records for puppies only (dogs less than 2 years of age).

Future meetings at selected track
This table lists any imminent meetings at the selected track.

Records note: Handicap races are not taken into account due to the staggered start.

4.1.5. Trainers

This lists all trainers (computer controlled and players) in championship order, based on current season's wins. By clicking on any trainer's name the player can view the selected trainers Data screen.

A small red cup  *icon next to the trainer indicates this trainer is leading the trainers championship.*

4.1.6. Top 100 Dogs

Here are listed the TOP 100 dogs. Set the filters at the bottom of the screen as desired.

A small gold cup  *icon next to the dog indicates this dog has won a feature race.*

A small gold cup  *icon next to the dog indicates this dog is leading the dogs championship.*

4.1.7. **Hall of fame**

This screen lists the top 100 dogs from all games you have played on the computer.

You may select between the top 100 all comers or the top 100 player owned dogs.

Click the dogs name to view a small dog data panel and to view a summary of the dogs feature race win record.

4.1.8. Formbook (cards and replays)

Click the BROWSE button to browse the entire formbook in last-first order.

The formbook stores roughly 3 years of races and will be mostly accessed by clicking on form strings next to the dogs name. However, the player can browse the entire formbook by clicking the FORMBOOK button from either the Kennel/Home menu or the Track menu and then clicking the BROWSE button. Note that the order of card display is last-race-first.

To search for a dog by name type in the SEARCH ON DOG NAME box. You can then select a dog to view by clicking on it's name in the small box that appears under the FORM BOOK QUERY OPTIONS box. Selecting a dog will display both the dogs details and the dogs form summary box (a list of all the dogs races). You may then browse the full details of these races by simply clicking on a race.

Note: whenever you see the FORM SUMMARY BOX (a list of all the dogs races) you can move the mouse over a specific race description (without clicking) to view the dogs actual race form description string describing the dogs run.

The Formcard
The player can view the entire replay of the race by clicking the 'R' button in the bottom right of the screen..

Each formcard contains the following data:

The race header: The header at the top of the screen details the race type and conditions. The WINNING TIME is displayed along with a comparison to the tracks STANDARD TIME.

FinPos/DRAW/	The dogs finishing position and Trap No.
NAME	The dogs Name. Click on this field to access the DOG DATA SCREEN.

To the right of the name at the top of the dogs panel are the following items:

AGE/SEX	A female dog is refered to as a 'bitch' and a male a 'dog'.
TRAINER	The dogs Trainer.
ODDS	The odds (or staring price) of the dog.
GRD	The grading of the dog at the time of the race. This field may Not be visible if the conditions of the race dictate all dogs are Of the same grade.
HCP	This field is only visible if the race was a Handicap race. In A handicap race dogs are given a staggered start depending On their current grading.
BTN	The Distance BEHIND the dog that finished in front (if any).

The next line in the individual dogs panel (the centre line) contains the following information:

BRK-T Break time. This is an indicator of the early speed of the dog. It Is the time (measured in seconds) to a certain point on the track. A lower break time indicates a dog with faster early pace.

POS Positions during race. The dogs position in the field is recorded At intervals during the race. So '644' indicates the dog was 6th, Then 4th and then 4th again. The last item is not the final Finishing position of the dog

CLC-T Calculated Time. If the dog won then this time will be the same as the winning time. Otherwise it will indicate the calculated time that it took for this dog to pass the post.

WGT The dogs weight may fluctuate.

The Form Description line

The final line in the dogs panel contains the race commentary (or comments during a race). These are made up of abbreviated words such as 'Qaw' meaning 'quickly away'. See the appendix (section 7.4) for more information.

This description is VITAL to form analysis as it gives clues to many things including:

- Did the dog have the 'run of the race'?
- Was the dog 'slowly away'?
- Did the dog appear to be suited by the distance? Was the dog outpaced or did it weaken in the closing stages?
- Did the dog appear to run unusually below form? And why?
- Is the dog showing improved form? One to note next time out?
- Did the dog get hampered, bumped or impeded.
- Did the dog jump badly (if hurdles race)

4.1.9. My Data

This screen is simply the TRAINER DATA screen for the current player (see section 5.3.).

4.1.10 **News**

This screen lists and daily reports on events of note within the games world (with appropriate links).

The table on the left lists news items (items expire after seven days). Click on an item to display the news page (right of the screen). There may be links available towards the bottom of the news page to relevant screens.

Note: The icons next to the news items are simply to allow identification of news categories (for example Winners of a feature race or Dog changing ownership etc.).

4.1.11. **Diary**

The DIARY screen lists all the current seasons remaining meetings complete with details of showcase races. You may click on the yellow highlighted FINALS row for details on past results for this race.

Diary settings
You can choose to interrupt the SKIP DAYS process by checking one of the bullet points.

4.1.12. Declarations

This screen is Key to planning campaigns for your dogs. You browse and enter you're your dogs in races here.

Selecting your dog
To enter a dog in a forthcoming race it must first be selected. You can select a dog by either clicking on the Select  button in the OWNED DOGS table or by viewing the dogs data screen by clicking on the dogs name within the OWNED DOGS table.

Once a dog is selected the list of races (FUTURE MEETINGS table) will now be updated to list only the races your dog is eligible to enter.

You may apply further filters to this list by setting the other list boxes in the RACE FILTERS window. This feature is invaluable for quickly locating the correct race for your dog.

A blue 'H'  icon next to a race indicates a hurdle race.
A dimmed out cup  icon next to a race indicates a feature race heat or semi-final.
A cup  icon next to a race indicates a feature race final.
A small 'P'  icon at the end of the race description indicate a player-owned dog is already entered in this race.

Note that you should make use of the dog readiness indicator in the OWNED DOGS table. A square icon either green  (ready to race), amber (almost ready) or red  (not ready) is displayed before the 'Next engagement' field.

Selecting a race
Next, select the desired race by clicking on its description in the large Declarations window. Note that you should plan to declare your dogs around a week in advance or your preferred race may quickly fill up. A CURRENTLY DECLARED window will appear listing the current declared dogs for the selected race.

Entering your dog for the selected race
The next step is to enter your dog for the selected race. Click on the ENTER DOG button in the DOG ENTRY SELECTIONS box.

Note that after successfully ENTERING your dog for a race the CURRENT DECLARATIONS window will be updated and your dog will appear.

Note: If one of your dogs is currently injured a small 'I'  icon will appear to the right of it's name in the owned dogs table (top-left of screen). Do not race an injured dog!.

4.1.13. Pre Meeting/multiple bets

You can place a single bet or a multiple bet (an ‘accumulator’ bet including more than one dog) from the Kennel/Home menu before you go to the track.

Click the small betting slip (white) icon in the ‘Today’s Meeting’ box next to the desired meeting. You can place single (win or each way) bets here or right before the race.

You can place multiple bets from two to six dogs (one in each race). There are two multiple bets available: WIN ACCUMULATOR and PLACE ACCUMULATOR. A win accumulator requires that ALL of your selections win. The returns from the first winner are automatically placed onto the second runner and so on. The place accumulator requires that all your selections are placed (the number of places varies from 2 to 4 depending on the number of runners and the race type – see section7.3).

To select a dog for inclusion in the bet click on the blue  Select button to the right of the ’Today’s runners’ table and complete the betting slip. For multiple bets click on all your selections before completing the bet.

4.1.14. Go Racing.

Clicking this button takes the player to the RACE MENU.

In Punter-Match mode this button may be replaced by the NEXT PLAYER button that ends the current players turn.

4.1.15. Skip Day

Clicking this day skips the entire days racing. View the day's results by clicking on the FORMBOOK button.

In Punter-Match mode this button may be replaced by the NEXT PLAYER button that ends the current players turn.

4.1.16. Skip to next declaration

If you have declared on of your dogs to run at a future date this button will be visible from the Kennel/Home menu. Clicking this button will skip all days until the day before your next dog is due to run. You should then check the going prediction for the next day suits your dog (via the DECLARATIONS screen), if not you may withdraw your dog from the race.

4.1.17. Save/Quit

Clicking this button will save you game and return you to the main game menu. Please note that the save game process may take some time.

4.2. Track menu options & betting

The Track menu represents the arrival of the player at the current race meeting. As the meetings races are run the results will appear in a small window in the bottom-right of the screen. Clicking on the race title will reveal the detailed FORMCARD for the selected race.

Betting

Any bets (single or multiple) for the current race will be displayed in the 'Bets on this race' table (centre of screen).

The current list of runners is displayed to the top of the screen (on the mini race card), along with the odds on offer and the last odds (greyed out) to the right of the screen on the Bookmakers Blackboard. It is important you have studied the form via the RACECARD and the FORMBOOK before you place a bet!

Towards the bottom of the screen is a blank betting slip. To place a bet the player simple clicks on the selected dogs name on the blackboard (Note that this is one time where clicking a dogs name does NOT take us to the dogs DATA screen).
Once clicked the dogs name will appear on the betting slip. Next enter the STAKE (the amount the player wishes to bet).

Next select the BET TYPE. The bets available for a single dog are either WIN or Each Way.
A WIN bet will pay the STAKE * ODDS. The players STAKE is also returned in the event of a win.
An EACH-WAY bet will pay if the dog WINS or is PLACED. See the appendix for further information on this bet.
The player may also place two further bets. Both bets require TWO dogs to be selected. To select a second dog click on another dog. Two names will now appear on the betting slip. If an error has been made click on another dog name to erase the current selections.

The two MULTIPLE bets are Straight Forecast (SF) or Reverse Forecast (RF). SF requires the first selected dog finishes first and the second selected dog finished second. RF costs double the stake but the two selected dogs can finish in either of the first two finishing positions. See Appendix for more details on these bets.

Once the dogs have been selected, the STAKE set and the BET TYPE selected. Click SUBMIT to place the bet.

The player can place more than one bet on each race. Once placed the bets will appear in the 'BETS ON THIS RACE' window.

Continued…

Dog preferences

One of the most important priorities for a trainer is to satisfy himself to the dog's key preferences. Tactics, going and distance preference, are the most important. The only way a player can really judge tactic preference is by experimentation.

Menu Buttons

Note that the TRACKS, TRAINERS, TOP DOGS and FORMBOOK buttons have already been detailed in section 4.1.

The following pages detail the screens accessed via the buttons on the left of the screen.

4.2.1. The Race card

This screen is central to analysing the current race for betting purposes. As usual, YELLOW fields can be clicked. Each race card contains a box for each dog in the race. These boxes contain some basic information on the dog plus details of the dogs last six runs.

The first line contains the following data:

Trap No	The trap the dog runs from.
Name + (W)ide ind.	The dogs name. If the dog has a tendency to run wide it may Have a '(W)' next to it's name.
Grade	The current grading of the dog (not displayed if race is for a Specific grade (eg A9 means dogs graded 9 only).
Season	The dogs strike rate and winnings this season.
Trainer	The trainer of this dog.
Age/Sex	
Weight	The dogs weight.
Handicap	If a handicap race, this is the dogs advantage (in length's). 'scratch' means the dog starts from the back..

There then follows details of up to six previous races. The fields are as follows (from left to right):

Date/Track	The date of the run plus the track (abbreviation).
Dist	The distance the race was run over in meters. A  indicates a Hurdle race.
T	The trap the dog ran from.
Brk-T	Break time. This is an indicator of the early speed of the dog. It Is the time (measured in seconds) to a certain point on the track. A lower break time indicates a dog with faster early pace.
POS	Positions during race. The dogs position in the field is recorded At intervals during the race. So '644' indicates the dog was 6th, Then 4th and then 4th again. The last item is not the final Finishing position of the dog.
Fin	Finishing position.
Dist	Distance won or beaten by.
Winner/second	The name of the winning dog, or if the winner, then the second.
Running remarks	Description of the dogs run (see 7.4).
W-T	The winners time.
G	Going. From –30 (slow) to +30 (fast).
Wgt	The dogs weight.
Odds	**The odds (or starting price) for the dog.**
Class	The class of race. eg. Graded race, trial etc. If this race was a Feature race final a small cup icon will be displayed. If this Race was a feature heat or semi-final the cup will be dimmed. Note: if a number in brackets follows this indicates the dogs Grade at the time of the race. A 'H' in brackets indicates a hurdle race.

CLC-T Calculated Time. If the dog won then this time will be the same as the winning time. Otherwise it will indicate the calculated time that it took for this dog to pass the post. A icon indicates this time is the fastest of all the dogs in the current race at the specific distance (of the current race). Handicap race times are not taken into account (due to the staggered start). For flat races, hurdle race times are not taken into account and for hurdle races flat race times are not taken into account (due to hurdle races taking slightly longer to complete).

Replay button Click to view the replay of this race.

Form card button Click to view the form card for this race.

View Race

The Race

The race is played out in the top half of the screen. The dog names for the current race are displayed in the window at the bottom left of the screen. Also in this window is the current track map which allows the player to track the progress of the field around the track.

During the race press SPACE to quit to the end of the race

Pay close attention to the race. Especially watch for dogs appearing to run 'wrong' (possibly not fit or running over the wrong conditions) as they may be available at a price that does not reflect their ability next time out. These are not always picked up by the form book compilers or bookmakers!

4.2.3. Skip Race

Skip the race. The result will appear in a small window on the next race menu or can be viewed by clicking the FORMBOOK icon.

In Punter-Match mode this button may be replaced by the NEXT PLAYER button that ends the current players turn.

4.2.4. Skip Day

Skip the rest of the days racing.

In Punter-Match mode this button may be replaced by the NEXT PLAYER button that ends the current players turn.

4.2.5. PARADE RING

Note: To access parade ring data you must have set staff to at least MID (in the FINANCE menu).

The pre race parade can be vital indicator of the individual dogs chance of winning. Does the dog look fit or is the dog exhibiting any unusual behaviour?

5. Other screens

5.1. The Auction

An Auction takes place at the end of every race day unless there are no dogs for sale. Note that if the player chooses to Skip the whole day (from the Trainer/Home menu only) the player will not have access to the Auction.

Today's Lots

To the top-right of the screen is a list of dogs for sale. Each dog is auctioned individually in turn. Before starting the Auction it makes sense to study the dogs form and data. To do this move the mouse cursor over a dogs name (without clicking). After a brief moment the dogs details will appear including the 'Form Summary' table that includes all the dogs for (up to three years!). You can view a textual description of the dogs run by simply moving the mouse (without clicking) over the desired 'race description' field in this table. Click on the dogs name to view the selected dogs data screen.

Breeding indicator

For un-raced dogs there is a breeding indicator that provides the player with some indication of the dogs Potential, likely preferred distance and going. This indicator is displayed on the DOG DATA screen (for un-raced dogs only) and also towards the centre of the screen once the auction starts.

Bidding

Click the BEGIN button to start bidding on the next lot.

Note that during an auction the player may click the SKIP LOT button to jump to the next lot or the QUIT AUCTION button to quit the entire auction.

The AUCTION IN PROGRESS window contains details of the:

Lot number
Current Bid
Auction Status
The Last/current bidder
The current owner

There are three buttons available to place a bid (in increments) for the current dog:

+£10
+£100
+£1000

Keep an eye on the LAST BIDDER field in case another Trainer outbids you. The auction ends after a short period of bidding inactivity.

5.2 Dog Data Screen

This screen displays the following details and stats for the selected dog and is a key screen that you will frequently visit during the game:

Trainers dog data
Details only available to the dog's current trainer that provides information on the dog fitness and general wellbeing. These parameters are displayed as graphic 'bars', the higher the red bar the better! This panel is displayed in the top-left of the screen. For information on training see section 4.1.1.

FITness	The dog's current fitness level. This can usually be improved by Training.
CONDition	The dog's current condition. This can usually be improved by rest.
SPEED	The dogs basic speed. A higher speed means the dog is likely to be suited by sprint distances.
STAM	The dogs STAMINA levels. A higher Stamina rating means the dog may prefer Staying trips.
ACCEL	Acceleration.
JUMPing	The dogs jumping ability. This can sometime be improved by training. You should also note the JUMPING parameter (in the dogs box). This Percentage figure indicates the number of hurdles the dog has jumped Correctly.
RAILing	The ability of the dog to go around bends quickly. Again, there are Training options to help improve this area.
TRAPS	The dogs ability to exit the traps quickly. Again, see training (4.1.1.).

NOTE: The jumping, railing and trapping abilities are only displayed if you have purchased the relevant 'kennel add-ons' You can purchase these add-ons by going to the FINANCE menu (click the FINANCE button on the left of the screen from the main kennel/home menu).

Kennel Lad feedback
Pay attention to your staff! This feedback is right at the bottom of the screen.

General dog data
General dog data is displayed in the dog data panel to the right of the dogs stats bar chart panel.

The dogs age, sex, weight, grading, career record etc.

A 'LINEAGE' button will be visible if the dog is player-bred. Click this button to view the dogs lineage.

The EXPORT button opens up the dog export screen.

Note: If the dog is unraced a breeding indicator text description will appear in PURPLE text in this window.

Race and grading progression chart
This chart appears (only after your dogs has raced) right below the dog data panel.

This chart plots rises and falls in your dogs grading (up to three years). The chart provides a great was of viewing your dogs career wins/runs at a glance and will also help reveal if your dog tends to peak at certain times of the year.

Race History (form summary)
The bottom window lists every race the dog has taken part in along with the race type, the dog grading at the time of the race and it's finishing position.

Using the FILTERS (directly above this window) the player can view the dogs level of form and progression over specific distances, race types or finishing position.

You can view the dogs textual description of it's race by simply moving (not clicking) the mouse over the yellow race description field.

Replay button  Click to view the replay of this race.
Form card button  Click to view the form card for this race.

Dogs declarations
This table is at the top-right of the screen under the heading 'Future race declared for this dog'.
If the dog is currently entered for any forthcoming race the race description will appear in the Declarations window. This is the small window at the top-right of the screen. Click on a race description to view the current field and weights for this race. As usual, clicking on the yellow highlights in this box will reveal further data.

Career feature race win summary
Dogs and trainers all have a career feature race win summary table on their respective data screen. This table details all of their feature race wins and (unlike some other data) this data never expires. For feature races that occurred within the last 50 years you can view the full form card by clicking on the race description.

Retirement options
You can retire your dog to your breeding kennel by checking the 'Retire to stud' check box. The dog will be retired at the end of the current *day (you must have purchased breeding facilities via the finance menu!)*.
To retire your dog from the game check the 'Retire from game' check box. The selected dog will be retired at the end of the current season and will leave the game. Any money from the retirement will be automatically credited to the players balance.

5.2.1. Exporting Dogs

You may export an owned dog at any time. The dog is exported along with it's current state of fitness/condition etc. Dogs may not be re-imported into a game but they may used later in 'constructed' races (including possible online competitions). See section 6.

An exported dog is saved along with your chosen tactics so be sure to set them before clicking the EXPORT button. For example. You may wish to email you dog file (the resulting files are very small) to a league master for who would then import you dog along with other users dogs and race them. He would then make available the replay file so all competing trainers could watch the race

Exported dog files are stored in the .\EXPORTS\DOGS folder. All dog files have the .dog extension and are names using the trainers (players) name followed by an underscore and then the dogs name. For example: 'dave_mark of zorro.dog' is a valid dog file name. These files can be copied or emailed as you wish.

Note that greyhound manager 2 exports folder is located in a folder allocated by your operating system. This folder is displayed on the Construction Kit main menu. You will need to browse this folder to locate your exported dogs or to copy a league race to the 'leagueraces' folder.

5.2.2. Dog Lineage

Player bred dog will have a ‘Lineage’ screen available for viewing (via the dogs data screen ‘Lineage’ button). Clicking on this button will reveal the dogs ancestors (up to three generations). Even if these ancestors have long since left the game or are deceased you will still have access to their records (if the dog has left the game however this data will be provided in a cut-down form). For feature wins that are less than 50 years old the player can view the full form card by clicking on the race description within the table.

Click on the ancestors button (a small question mark next to it’s name) to reveal the ancestors basic data panel and a summary of the ancestors feature race wins.

For ancestors that are current (still in the game) the player can then access their full details via the ancestors DOG DATA screen by clicking on the DOG DATA button.

5.2.3. Sickness and Injuries.

The first sign a player has of any injuries or sicknesses are symptoms. A small red/pink icons containing the letter 'S' will appear next to the dog on the main home menu. To find details of the symptoms click on the dogs name to view the DOG DATA SCREEN.

Right at the bottom screen is the HEAD LAD/KENNEL HAND report. Any symptoms will be described here. Some conditions are more serious than others. It is possible to race a dog with a mild condition but not recommended.

The player has two options. Firstly he may use his experience to judge the dogs illness based on the symptoms provided and guess how long recovery will take. Secondly the player may request a VET VISIT. This visit must be purchased via the FINANCE menu and will take place imminently. The Vet will attempt to diagnose the dogs illness or condition. If successful the 'S'ymptoms icon (on the main HOME menu) will be replaced by a 'I'njury icon. The estimate number of weeks recovery will also be displayed (in red). The head lad feedback will no longer display the symptoms but the injury or condition name.

Viral Infections

If one of your dogs is diagnosed with a Viral Infection then your entire kennel is in danger of being infected. The solution is to purchase the Quarantine cage (via the FINANCE MENU). This add-on only needs to be purchased once and is a worthwhile purchase as viral infections can easily spread around your kennel and can some times be difficult to get rid of once the infection takes a hold.

Injuries and racing

You may race your sick or injured dogs. Each condition has varying severity. Most will affect your dogs performance and racing a sick dog will likely make the dogs condition worse and increase the recovery time.

Injuries and dogs health

Injured dogs will tend to lose condition and fitness. It will be important to rest your dog for a period following health problems and then adjust training to get your dogs fitness and condition back.

5.2.4. Younger dogs training considerations

Puppies and young dogs (under the age of two) may require extra attention to get them to race to their potential. Pay attention to the HEAD LAD FEEDBACK.

Occasional you may have a dog that shows little enthusiasm for chasing the lure (hare). Such as dog will run way below it's potential. Luckily training and racing can usual eradicate this problem. Keep trailing the dog at home and check the HEAD LAD FEEDBACK for notice that the problem has cleared up. It is also possible to request a SPECIALIST VISIT (do this via the FINANACE menu). The specialist will work with you dog and help up speed the process of improvement.

Inexperience. You may get a younger dog that shows general signs of inexperience. Not railing, running wide etc. This again often improves with racing and training (although some dogs will have a preference for running wide and will never lose it!).

5.3. Trainer Data Screen

This screen displays the following details and stats for the selected Trainer:

General Data
The data panel is at the top-left of the screen.
Includes the Trainers Name, Kennel, Kennel details, Staff and Record etc.

Dogs in training
The main window (centre of screen) displays all the Trainers dogs along with some data and the dogs NEXT declared race. Click on the race description for the full race field to be displayed in the third window (Top-Right). Again, click on the dogs name to view the dogs data screen.

Career feature race win summary
Dogs and trainers all have a career feature race win summary table on their respective data screen. This table details all of their feature race wins and (unlike some other data) this data never expires. If you play the game for 100 years this data will remain complete. You may click on the race to reveal the full form card.

6. The Race Construction Kit

The construction kit can be used to create 'trial' races using dogs that you have exported from the main game. You may also enter your dogs you have exported in an online league (to check if any leagues are being run visit the forums (from the website - greyhoundmanager.com).

How online leagues work

At any time there may be on online league for owners of greyhound manager 2 in progress. Visit the website for details on how to find and join these leagues. Online leagues work in the following way.

1. You export your best dogs from your game to disk via the dog DATA SCREEN in the game (note that you should always export your dogs when they are in form and their fitness and condition are at maximum).
2. You email your dog files to the 'league moderator' who will be responsible for creating race schedules and creating the actual race replay files which you will later download.
3. After the league moderator has run the races he will make REPLAY files available for players to download. You download these replay files and view them (including race card, race replay and form cards) on your PC.

Please note that league moderators will have access to software that enables them to create replay files for you to view that will also include all of the dogs past performance form cards, and lineage details and the replay.

Note: Player owned dogs can be exported from the main game at any point from the DOG DATA screen (see section 5.2.). Exported dogs are stored in the folder: '.\EXPORTS\DOGS.dog' and must exist in this folder in order to be imported into a constructed race.*

Note that greyhound manager 2 exports folder is located in a folder allocated by your operating system. This folder is displayed on the Construction Kit main menu. You will need to browse this folder to locate your exported dogs or to copy a league race to the 'leagueraces' folder.

6.1. Constructing a 'trial' race

To construct a race using previously exported dogs follow these steps:

1. Make sure all the required dog files exist in the '.\EXPORTS\DOGS' folder.
2. Click the RACE CONSTRUCTION KIT button from the main menu.
3. Click the CREATE A RACE button.
4. The top box contains general race setting such as going and distance. To begin with these will be set to default vales. It's a good idea to set these before moving on to importing dogs.
5. Next you need to choose the runners for the race. All dogs in the '.\EXPORTS\DOGS' appear in the box to the right of the screen along with the dogs name, the players (trainers name), the dogs age/sex and dogs grading (at the time of exporting).
6. To enter an individual dog click on it's name (highlighted in yellow). If the dog is eligible to enter the race it will be moved into the race FIELD window to the left of the screen.
7. To select ALL eligible dogs from the list for the race click the SELECT ALL ELIGIBLE RUNNERS button. To clear ALL the selected runners click on the small 'C' button below the race FIELD box.
8. When the race field has been constructed satisfactorily then it's time to run the race. Click the VIEW RACE button.
9. When the race is over the formcard will be displayed. On exiting this screen the user will be returned to the main menu.

Note that greyhound manager 2 exports folder is located in a folder allocated by your operating system. This folder is displayed on the Construction Kit main menu. You will need to browse this folder to locate your exported dogs or to copy a league race to the 'leagueraces' folder.

6.2. Viewing a ‘league’ replay race

Click on the VIEW A RACE button from the construction kit menu.

Note: If you are emailing or transferring league race files you will have to manually copy the file into the correct folder.

To view a league race replay make sure you have placed the replay file(s) in the ‘.\exports\leagueraces\’ folder (in the folder you installed greyhound manager 2).

Select a race to view by clicking on it’s title in the STORED RACE FILES table.

The selected races race card will now be displayed in the SELECTED RACE FIELD. The race card is a similar format to race cards within the game. League races can include past performances for the runners. If so you will be able to click on the FORM field to reveal the selected dogs form cards. League races may also include the dogs Lineage (if the dog was player bred) – if the dog has a small red ‘L’ icon preceding it’s name you may click this to reveal the dogs lineage details.

Note: league races may have trainer comments attached. A small white ‘N’ icon next to the race file name in the STORED RACE FILES table indicates there are trainer comments for this race. To view these comments you simply move the mouse over the trainers name in the SELECTED RACE FIELD table and the comments will appear.

Click the VIEW RACE button to watch the race or to just view the form card click the VIEW FORMCARD button.

Note that greyhound manager 2 exports folder is located in a folder allocated by your operating system. This folder is displayed on the Construction Kit main menu. You will need to browse this folder to locate your exported dogs or to copy a league race to the ‘leagueraces’ folder.

6.3. Viewing Dog files

By selecting the DOG FILES button from the RACE CONSTRUCTION menu you can access a screen that displays details of exported dog files.

Note that exported dogs must be in the '.\EXPORTS\DOGS' folder.

The box along the left hand side of the screen lists all the different trainer names that are associated with the dog files found. You can select the *LIST ALL* item to view all dog files or click on an individual trainer name to list only dogs associated with this trainer.

The main dog window lists the dogs and some of their performance record details and parameters. You can sort this table by clicking on the headers.

A small red 'L'  icon preceding the dogs name indicates that the dog is a PLAYER BRED dog as opposed to a game dog and you can view the lineage details by clicking the icon.

You may want to adjust the dogs handicap grading. Click the yellow grading column for the selected dog and enter the new grading (from 1-10). Entering 0 will reset the dog to a maiden and clear it's performance record (note that this will not affect the dog of the same name that may exist in an actual game!).

Note that greyhound manager 2 exports folder is located in a folder allocated by your operating system. This folder is displayed on the Construction Kit main menu. You will need to browse this folder to locate your exported dogs or to copy a league race to the 'leagueraces' folder.

7. APPENDIX

7.1. Race Categories and entry fees

Trial races (entry fee: £0)

Trial races are used to get your dog a grading. Your dog must be graded to race in any other race. Depending on how your dog performs it will be graded from 10 (poorest grading) to 1 (highest). You may still enter a trial race with a dog that has a rating. *As with all races the grader will adjust your dogs grade depending on it's performance.*

Graded races (entry fee: £10)

These races are open to dogs of a specific grading. For example, an A7 is open only to dogs graded 7. The proceeding letter (in this case 'A') depends on this distance range: P = up top 375m. A = from 400m to 525m. S = from 550m to 750m and M is for distances greater than 750m . *As with all races the grader will adjust your dogs grade depending on it's performance*

Open races (entry fee: £20)

Open races tend to be high class affairs (all of the feature races or open races). They are open to any (graded) dog and tend to be competitive and difficult to win. The feature open races consist of six heats. The first two dogs from each heat go through to the semi-finals. The first three dogs home from each semi go on to the grand finals (where the big prize money is). *As with all races the grader will adjust your dogs grade depending on it's performance so take care entering your lowly graded dog in a race full of highly graded dogs as it may well end up with a grading that does not match it's ability.*

Handicap races (entry fee: £10)

Open to all graded dogs. The dogs are handicapped via their grade. The best dog (grading wise) runs off scratch. The rest of the field are given a 'head start' depending on their grade and the distance sop the start is effectively staggered. *Note that track records do not include winning times for handicap races.*

GRADING SIMULATION NOTE: When a new game starts, NO dogs in the game have ever run a race whatever their age. Autoraces can build up form, but in order to simulate the fact that older dogs would have raced at some point these dogs start the game with a estimated. The exception to this is puppies, which are presumed to be unraced and therefore do not begin the game with a grading. An unraced dog receives a grading after it's first run. Until a dog has a grading it will not be eligible to run in Handicap races.

7.2. Bet Types

WIN
The selected dog must finish first and winnings are STAKE x ODDS.

EACH WAY
An each way bet is two separate bets. £10 e/w means that the bet costs 2 x £10 = £20. The first part of the bet is the win part. If the dog wins, the odds are calculated as a WIN bet (odds * stake). The second part of the bet is the PLACE part which only pays if the dog is placed. The place terms depend on the race type and field size:

Less than 5 runners
No Places
5 or 6 runners
1/4 odds, 1,2

STRAIGHT FORECAST (or SF) - This bet requires that the first two finishers of a race are predicted in the CORRECT order. This bet is not allowed on fields of less than 5 dogs.

REVERSE FORECAST (or RF) - This bet requires that the first two finishers are predicted in EITHER order. The cost of this bet is always STAKE x 2.

WIN ACCUMULATOR - A win accumulator requires that ALL of your selections win. The returns from the first winner are automatically placed onto the second runner and so on.

PLACE ACCUMULATOR - The place accumulator requires that all your selections are placed (the number of places varies from 2 to 4 depending on the number of runners and the race type).

7.3. Tactics/Tips

- *Quickly find your dogs optimum distance and going conditions*

  Once the trainer has identified these key preferences he will find the process of campaign planning much more straightforward. The dogs preferred going is indicated through the training process on the dogs Data Screen. Unfortunately the player must experiment to some degree, especially when attempting to identify the dogs preferred distance. Does your dog always fail to 'get home' over a trip? Then it's probably too far. Does your dog always get outpaced over a trip? Then the trip is probably too short.
  Also take care with puppies (below two years of age). Dogs may start racing at 12 months (1yo) but are likely to be at a disadvantage against older dogs at this age.

- *Find your dogs 'level'*

  Few dogs have the potential to be world beaters. Estimate your dogs potential and then 'target' a suitable race. Make sure the dog is fit and is running over its optimum distance/going conditions.

- *Play to form 'patterns'*

  Attempting to keep a dog at its maximum fitness for the entire season will not work. Dogs need periods of rest. And realistically, from a grading point of view they need periods performing below their potential! Every dog has different resistance to racing. Some appear to thrive on racing while others become jaded more quickly. Also some dogs may appear to thrive at different stages throughout the year for no particular reason! As the game progresses, the astute trainer will begin to understand each of his dogs and know when, and under what conditions, the dog will hit peak form.

- *Look for value when betting*

  An odds on favourite may be more likely to win than a 10/1 shot but are the odds really a true reflection of the dogs chances? Keep an eye out for dogs that appear to have been running over unsuitable conditions. There recent poor form may result in a falsely inflated price when returning to a race under more suitable conditions.

- *Make use of the form book!*

  The formbook is a goldmine of information and will reward the player who studies it with winners.

7.4. Reading and understanding form comments

The ‘form comments’ give a textual summary of how a dog ran in a race and is a very useful tool for evaluating form. These comments are made up partly of abbreviations and here is a full explanation of those abbreviations used in the game:

EP	Early Pace.
Qaw	Quickly away.
Saw	Slowly away.
Msd brk	Missed the break.
Outpcd	Outpaced.
Prmnt	Prominent.
Aprmnt	Always prominent.
HW	Half way.
Clr	Clear.
LstGrnd	Lost ground.
FinWell	Finished well.
Wknd	Weakened.
RanOn	Ran on.
Crwdd	Crowded.
Bmpd	Bumped.
Impd	Impeded.
FcdToCk	Forced to check.
NotJumpWell	Not jumped well.
NeverFactor	Never a factor.

An example of a dogs comments follows:

‘Saw.Last HW. Crwdd 200m out. RanOn.’

This means the dog was ‘slowly away and last at half way'. The dog was then crowded 200m from the finish before 'running on’.

7.5. Links/Online help

The main greyhound manager 2 website is at: http://www.greyhoundmanager.com

There are a number of Forums for our games available. Go to the above website and click the FORUMS link.

Our sister product, the horse racing management sim Starters Orders 4. The website is at: http://www.startersorders.com

If you cannot find the information you need on the forums you can email support@greyhoundmanager.com.

Manual by Mark Loveday 2010
www.greyhoundmanager.com
www.strategicdesigns.co.uk