

HUND



The smartest dogs in the world get together for game night!

Each dog tries to be the strongest dog, the one with the advantage, and avoid being the one with the disadvantage. Now you have to keep an eye on which dogs will play which roles and make the right choices.

Who will be the best dog?



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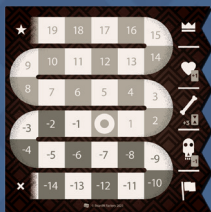
75 Game Cards (5 kinds, Each 1–15)



15 Designation Cards (1–15)



5 Dog Tiles (5 kinds)



1 Score/Designation Board



5 Player Markers (5 colors)



1 First Player Marker



5 Wooden discs (5 colors)

SUMMARY OF THE GAME:

Players try to collect as many positive points and as few negative points as possible with their tricks. However, at the beginning of the game the players face the challenge that nobody knows which suit will generate positive or negative points.

At the beginning of each game round 5 cards are designated that will tip the scales during this round. As soon as these cards are played their suits become trump, plus, hund, minus or lead, depending on the instant they are played. Thus the secret is revealed bit by bit and each player tries to determine the suits in their own favor. At the end of each round the points are recorded on the score track. The foremost player at the end of the game is the winner!

The rules of the basic game will be explained first for easy learning. At the end of the rules you will find two variants which can be combined with the basic game any way you want.

Hund [hont] means 'Dog' in German.

NOTE: Score/Designation board and all Dog tiles are double sided. You can use them vertical or horizontal mode of your favor.

BASIC GAME

SETUP:

Of the 75 game cards you will need the following number depending on the number of players:

3 players: cards of each suit with values 1-6 (= 30 cards)

4 players: cards of each suit with values 1-8 (= 40 cards)

5 players: cards of each suit with values 1-10 (= 50 cards)

* Put remaining cards back into the game box, they will not be used.

Mix the cards thoroughly and deal each player the same number of cards.

Take the cards with values **1-5** of the 15 number designation cards and put 10 remaining cards card back into the game box. Shuffle 5 cards and place the pile face down in the playing area. Reveal the top card and place it face up next to the pile.

Each player chooses a player color and takes that wooden disc and player marker (bone-shape. To show your player color). All players place their disc on the starting space of the score track on Score/Designation board for use as their scoring marker.

The player who last played **Hund** is the starting player of the first game round. He takes the first player marker.



SEQUENCE OF PLAY

Hund is a trick taking card game and is played over a series of game rounds. During each game round 10 tricks will be taken. The starting player plays any card of their choice face up in the center of the playing area. Then, in clockwise direction and one after another, all other players must play one card only in the center of the playing area. This is the first trick.

RULES FOR PLAYING CARDS:

Follow suit: All cards played must be of the same suit as the first played card. If a player cannot comply with this rule they may play any other suit's card of their choice.

Trump: If the trump suit has been designated already during the course of this game round (see "designate Trump"), a player may trump (ONLY if they cannot serve the required suit). A trump outmatches all other suits and therefore the player who played the trump will win the trick. However, no player is obliged to trump, they may simply play a card instead.

After all player played their card, the player who had played the highest valued card of the same suit as the first played card is the winner of the trick, if no trumps had been played. In that case that the trick with trumps, the player of the highest valued trump will win the trick.

The winner of the trick takes played cards and keeps them face down in front of themselves and plays the first card of the next trick. Repeat this procedure until all cards have been played.

NOTE : Every player can check their gained card freely during the round.


DESIGNATE TRUMP, PLUS, HUND, MINUS, AND LEAD:

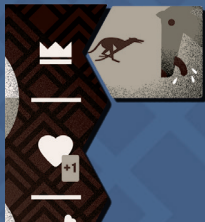
The order in which trump, plus, hund, minus and lead are designated is the same in each game round, going from **top to bottom** on the designation board:



The value of face up designation card designates which suits will become trump, plus, hund, minus, and lead for this complete game round.

I. DESIGNATE TRUMP:

As soon as the first card matching the value of the currently face up number designation card is played, the suit of this card is designated “trump” instantly for this complete game round. Place the corresponding dog tile next to the Trump space  of the designation board.



EXAMPLE: For the first game round the number designation card with value 1 was revealed. The first player plays the grey 10, followed by the next player with the grey 1. Thus, grey immediately is designated trump, because the grey 1 matches the number of the designation card. The grey dog tile (Greyhound) is placed next to the “trump” space of the designation board. From now on grey is trump for the remainder of this game round.

II. DESIGNATE PLUS:

After trump has been designated, the suit worth positive points is designated next. This may happen even during the same trick in which trump had been designated. As soon as the second card matching the value of the currently face up number designation card is played, the suit of this card is designated “plus” for this complete game round. Place the corresponding dog tile next to the Plus space ♥ of the designation board. Each card of this suit is worth one positive (+1) point at the end of this game round.



EXAMPLE: The winner of the last trick plays the pink 10 hoping that the pink 1 will be played, so all pink cards would be worth 1 point. However, the next player does not hold any pink cards and plays his purple 1. A purple dog tile (Bull Terrier) is placed next to the plus space of the designation board. At the end of this game round, each purple card is worth 1 positive point.


III. DESIGNATE HUND:

As soon as the third card matching the value of the currently face up number designation card is played, the suit of this card is designated “hund” for this complete game round. Place the corresponding dog tile next to the Hund space 🦷 of the designation board. At the end of this game round, the players having collected **the fewest and the most cards of this suit will gain no points** for these cards, while all other players gain 3 points!


NOTE : The fewest cards can be no cards at all!

*NOTE : You gain **exactly 3 points** with Hund for a round (Not 3 points for each Hund suit card you have).*

IV. DESIGNATE MINUS:

As soon as the fourth card matching the value of the currently face up number designation card is played, the suit of this card is designated “minus” for this complete game round. Place the corresponding dog tile next to the Minus space  of the designation board. Each card of this suit is worth one negative (-1) point at the end of this game round.

V. DESIGNATE LEAD:

Only one suit is left after the minus cards have been designated, thus this suit automatically is designated “lead” immediately; place the corresponding dog tile next to the Lead space  of the designation board. The player who had collected the most lead cards **decides who will be the first player** in the next game round. Ties are broken in favor of the single highest valued card of the lead suit.

NOTE: If in a trick several cards are played matching the value of the current number designation card, deal with them in the order they are played.



SCORING:

After the players have played all their cards, scoring takes place. Scoring is made easy if all players sort the cards of their collected tricks by suit:

Trump: Cards of the current trump suit are not worth any points.

Plus : Each card of the current plus suit is worth 1 positive point.

Hund : Players with the fewest and the most cards of this suit will gain no points for these cards (the fewest cards can be no cards at all), while all other players gain 3 points!

EXAMPLE: At the end of a game round in a 5 player game, the players have the following cards: Klaus and Haui have no cards of the hund suit, Jesko has 2 cards of the Hund suit, Bernhard has 3 cards, and Paul has 5 cards of that suit. Klaus and Haui have the fewest cards of the hund suit and therefore do not gain any points, same as Paul who has the most cards. Jesko and Bernhard earn 3 points each.

Minus: Each card of the current minus suit is worth 1 negative point.

Lead: The player who collected the most cards of the lead suit decides who will be the first player of the next game round. In case of a tie the tied player with the highest valued lead card decides. Taking the first player marker can be reminder of decision maker in the next round.

The positive and negative points of all players are recorded on the score track.

Scoring Example (4 players)

Tommy's hand (left to right):

- Crown (grey): 2, 5
- Heart (purple): 3, 5, 6 : 3
- Bone (pink): 3, 3 : 3
- Skull (green): 4 : -1
- Flag (yellow): 3, 6

Opponents' Hund suit:

- Red: 2, 6, 8 : 0
- Red: 5, 7 : 3
- Red: 4 : 0

Tommy has 3 Plus (purple) cards so he gets 3 point.
Also he has 1 Minus (green) card so he gets -1 point.
Fortunately he has 2 Hund (pink) cards which is not the most nor the least so he gets 3 points.

Tommy's total score for this round : 5

Trump (grey) cards are nothing during the scoring.
Tommy has 2 Lead (yellow) card and he is not the most. Other player who has the most lead card will decide the first player of the next round.

ALL SUBSEQUENT GAME ROUNDS:

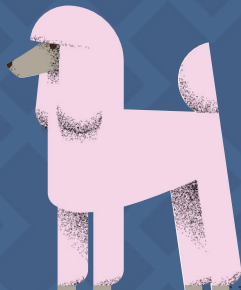
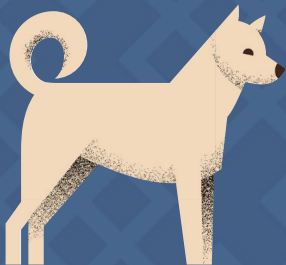
At the beginning of each subsequent game round the number designation card of the previous game round is put at the bottom of the number designation card pile. Then, the top card of that pile is revealed, being the new number designation card for this game round.

Keep the 5 dog tiles next to the score/designation board. The player sitting left to the last dealer shuffles all cards and deals them equally to all players.

After all players have looked at their cards, the player who had collected the most lead cards in the previous game round decides who (including himself) will be the first player of this game round. The first player takes the first player marker and starts the new game round by playing a card of their choice.

END OF THE GAME:

The game lasts for 5 game rounds; after all cards of the number designation cards pile have been used once. The player who is foremost on the score track is the winner of the game. Ties are possible.



RULES OF THE GAME FOR 2 PLAYERS:

You need the cards like in a **game for 3 players** (values 1–6 of all 5 suits). When dealing cards, the players must follow this order in clockwise direction:



Virtual Player



Second Player



Card Dealer

The virtual player is always sitting to the left of the card dealer

The virtual player's cards are put on display as follows:

The first 5 cards are placed face down next to each other, from left to right. The next 5 cards are placed face up on top of the face down cards, from left to right.

The usual rules for Hund apply; this means for the virtual third player:

- The suit of the first played card must be followed.
- If there is only one card of that suit in the virtual player's display, this is the card to follow with.
- If there are several cards of that suit in the virtual player's display, the leftmost of these is the card to follow with.
- If there are no cards of that suit in the virtual player's display, simply the leftmost face up card is the card to follow with.
- If there is a face down card in the virtual player's display after a trick ends, that card is flipped before the first card of the next trick is played.
- If the virtual player has won a trick, they always play their leftmost face up card as first card of the next trick.

Scoring is done like in a game with 3 players.

VARIANTS

VARIANT 1 “USE MORE CARDS”:

This variant simply introduces more cards. This adds some more excitement because usually it will take longer until the designation cards will be played. Thus players collect more cards without knowing what they are worth and face a larger risk.

Depending on the number of players use the following additional cards:

3 players: cards of each suit with values 7–9 (adding total 15 cards)

4 players: cards of each suit with values 9–12 (adding total 20 cards)

5 players: cards of each suit with values 11–15 (adding total 25 cards)

Use the same rules as for the basic game.

VARIANT 2 “SELECT DESIGNATION CARDS”:

When playing with this variant, the players select the number designation cards, other than in the basic game. By selecting the cards the players gain more influence on the development of the game round.

The rules of the basic game remain unchanged except the followings:

SETUP:

Take all number designation cards corresponding to the card values which the players are using during this game.

EXAMPLE: In a 3 player game using both variants, the players need the cards with values 1–9. So they also need the number designation cards 1–9.

Place all designation cards face up and dog tiles in the center of the playing area, in easy reach of all players.

SEQUENCE OF PLAY:

After dealing all cards, the player to the left of the first player selects one of the numbered designation cards and one of the dog tiles from the center of the playing area. Put chosen dog tile on top of selected designation card and place them in front of themselves clearly visible for all players. The player may select any cards of their choice; they must not necessarily match any of their hand cards.

EXAMPLE: The player to the left of the first player selects the number designation card 5 and the yellow dog tile (Chihuahua). This means that the yellow 5 will be one of the cards to designate trump, plus, hund, minus and lead during this game round.



Subsequently, the next player in clockwise direction selects number and dog tile from the center area. Continue this process until 5 sets of designation card/tile (suit) are on open display in front of the players.

NOTE: Depending on the number of players, they may have two selected sets in front of them.

After all 5 sets have been selected, the first player starts this game round by playing the first card.

DESIGNATION TRUMP, PLUS, HUND, MINUS AND LEAD:

As soon as the first card in a trick is played that matches one of the number/tile (suit) combinations selected by the players, this suit designates the trump for the remainder of this game round. Place that dog tile next to the trump space of the designation board and put the designation card aside, it is no longer used during this game round.

Likewise, the suits of plus, hund, minus and lead are designated in this order.

ALL SUBSEQUENT GAME ROUNDS:

Put all designation cards and dog tiles back into the center of the playing area, including all those used in the previous game round.

END OF THE GAME:

The game ends as soon as one of the following game end conditions is met:

a) A player's scoring marker reaches ★ space of the scoring track (next to 19) at the end of a game round

OR

b) a player's scoring marker reaches ✕ space of the scoring track (next to -14) at the end of a game round

OR

c) after the number of previously agreed game rounds (5 game rounds should be played at least) has been completed.



When the game was published first in 2013, a personal life dream was fulfilled for me. In the last 10 years absolute unbelievable things happened with the game, filling my heart with happiness, Things, I never ever expected. So what to say? Live your dreams!!

Klaus

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