

# MENHIRS - ADAM WAY



## Preparation:

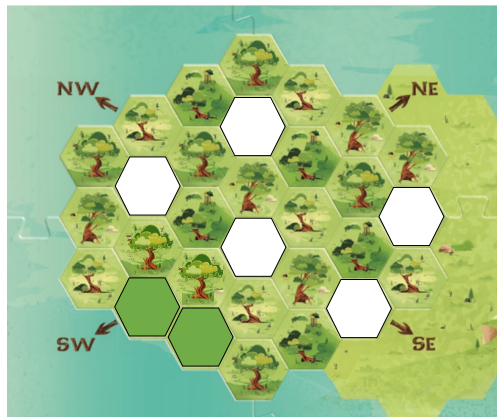


Build the board by randomly placing 7 Menhirs (standing stones) and 23 forest tiles.

One player sits at the North side of the board, the other one at the South side.

Then both players choose 1 Menhir, which they wanna flip up side down. This tile will for the rest of the game be seen as Forest. So in the end there's **5 Menhirs** and 25 forest tiles.

Beginning players are advised, in doing so, to prevent a lot of Menhirs being directly connected.



Subsequently cover the 5 Menhirs with fog. (See image 2)

Finally place the **Round Track** next to the board on the side of the startplayer. Use this to keep track of the rounds.

In this example the player on the south side is the startplayer



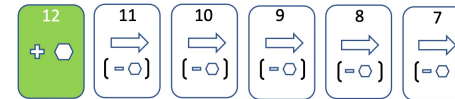
## Game Goal:

The goal is to clear all Menhirs of fog, by moving the fog. As soon as this happens the game is finished. However it is **not** a cooperative game. Only the player uncovering the last Menhir(s) wins.

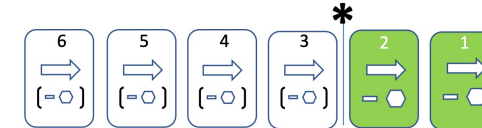
But the number of rounds in which to achieve this goal is limited. If neither player manages to win within the available rounds, then nobody wins.

## Round Track:

The game is played in rounds, beginning with round 12 and counting down to round 1. On [www.nrpgames.com](http://www.nrpgames.com) (on the Menhirs page) a free hand-out can be downloaded, which has all rules of this ADAM-WAY summarised and a Round Track at the bottom of the page. If you print this hand-out on A4 you can easily keep track of the rounds.



In round 12 both players take turns in placing the remaining 6 fog tiles. The one starting we'll call the startplayer. *In all other rounds the players only have one turn each: Always starting with player 1 (the startplayer) and then player 2.*



In rounds 11 to 3 both players move the fog and in 3 of these rounds they can, after having moved, also take away a fog tile. If both players have taken away 3 fog tiles before round 3, the current round is finished, and then we move to the **decision moment(\*)**.

In rounds 2 & 1 both players, after having moved fog, have to take away a fog tile.

**\* DECISION MOMENT:** The Asterix (\*) between rounds 3 & 2 indicates the Decision Moment. Here the players can decide to prolong the game by going back to round 12. This is only allowed once per game. If you're going back to round 12, players only add as many fog tiles as they've taken away. After that you're going to round 11 etc. etc. However, if at the Decision Moment, one of the players wants to go on to rounds 2 & 1, the game goes on to rounds 2 & 1. But if then (at the end of round 1) it becomes a tie, the player who wanted to go on loses! If you arrive at the Decision Moment for a second time, you just go on to rounds 2 & 1. If it then becomes a tie, a tie it is.

## Moving the Fog:

The rules for moving can be found on the game board.  
Note: A Menhir that was already uncovered, can be covered again.

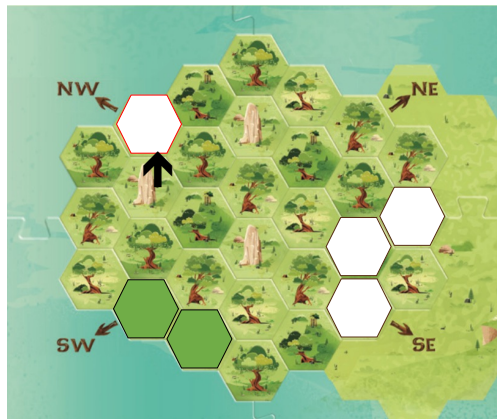
## EXTRA

### Taking away a fog tile:

Like mentioned on the previous page, in three of the rounds from round 11 to 3, the players can, after having moved, take away a fog tile. In rounds 2 & 1 they must, after having moved, take away a fog tile.

It's always up to the player which fog tile he/she wants to take away. There's only one restriction: You cannot take away the fog tile that covers the last Menhir. Winning like that would be too easy. You have to win by moving the fog.

And there's one situation in which someone is not allowed to take away fog at all. This is when his/her opponent **claims victory**.



○ Fog just moved by your opponent

↑ Direction of the movement

You can now claim victory. When you do this, your opponent isn't allowed to remove any fog anymore.

This is helpful, because otherwise your opponent could still take away a fog tile, that would prevent you from winning. Do you see which one?

*Note: set up of the board is the same as on previous page.*

**CLAIMING VICTORY:** Also pay attention in your opponent's turn, because if he/she moves the fog in a way, that you can win by making one move, you can claim victory. Note: when you do this, your opponent isn't allowed to take away any fog anymore.

Note: Claiming can only be done from the moment your opponent moved the fog until the end of his/her turn. Normally a 3-seconds leniency is used here. Meaning: after someone says their turn is over, or they've taken away a tile, their opponent has 3 more (but not more than 3!) seconds to claim. Note: if someone claims within those 3 seconds and a tile was taken away, this tile has to be placed back.

If the claim turns out to be unjust, the one claiming loses the game. Note: you're not allowed to claim in rounds 12 & 1.

### Scoring system

A scoring system is not needed. After all it's all about uncovering the last Menhir. But e.g. during a tournament it can be handy to make a distinction between players who have won the same amount of times. The score of the winner of a game is then determined by the round in which it was won.

Simply put: If you win in round 9, your score is 9 points. However the Decision Moment can prolong the game once, so some rounds can be passed twice. And one can never win in round 12. This is why without prolonging the game you play for 22 to 12 points (the round number + 11) and after prolonging the game you play for 11 to 1 point. If after that it becomes a tie, both players score 0 points.

- If the game is won by someone claiming victory, the score is determined by the round in which the claim was made.

- If someone wins because of a tie in a game that wasn't prolonged, round 1 is seen as the round in which the game was won. And the winner thus gets 12 points.

*Example: Player 1 wins in round 4 in a game that hasn't reached the Decision Moment yet. His/Her score then becomes:  $4+11=15$ .*

### Tip

Let's take another look at the picture on the previous page. Is there another/better move your opponent could have made, instead of moving the separate fog tile North? Not really is there? Your opponent was already trapped ☺ More on setting traps in the strategy document on [www.nrpgames.com](http://www.nrpgames.com)