

AMSTERDAM WAY MENHIRS

1) The game is played with 5 instead of 7 Menhirs. After building the board, both players flip one Menhir-tile. For the rest of the game these tiles will be seen as Forest. All remaining Menhirs are covered with fog.

2) Just like the basicgame there are 12 rounds, but now we're counting from 12 to 1. With the exception of round 12, each round both players have one turn each. Always player 1 first and the player 2.

What happens in each round can be seen at the bottom of this paper. So the order of the round marker which is in the basicgame is not used. However you can use this round marker (but this could just as well be any coin) to place below this piece of paper to mark the round you're in.

Explanation of each round: In round 12 both players take turns in placing the remaining fog tiles. 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, but 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:** After round 3 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. And after that they go on with round 11 etc etc. If however at the Decision Moment, one of the players wants to continue to rounds 2 & 1, this happens. But if it then becomes a tie, after round 1, the player that wanted to continue loses!

If you arrive at the decision moment for a second time, you just continue to rounds 2 & 1. And if then becomes a tie, it really is a tie.

3) The rules for moving fog have not changed (see gameboard)

4) Just as in the basicgame there is the restriction, that you may not win by taking away a fog tile, that covers the last Menhir. Winning like that would be too easy. But now: You're also not allowed to take away a tile if your opponent **claims victory**.

CLAIMING VICTORY: Also pay attention in your opponents turn, cause if he/she moves the fog in a way, that you can win by making one move, you can claim victory. Which disallows your opponent to take away any fog. 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.

5) The score of the winner is determined by the round in which the game is won. You can never win in round 12. And you go max 2 times along the track at the bottom of this page.

The first time along the track you play for 22-12 points (the round number + 11) and the last time for 11-1 points. If after that it becomes a tie, both players score 0 points.

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