

Strategy Amsterdam Way

4 ways to win:

- 1) Move the fog in a way that uncovers the last standing stone or stones.
We'll call this: **Clearing the last stone(s)**.
- 2) Rightfully claim you can do so.
We'll call this: **Claiming Victory**.
- 3) Your opponent wrongfully claims victory, or
- 4) When it becomes a tie, after your opponent wanted to go on to rounds 2 & 1.

For more info about the above, see game rules.

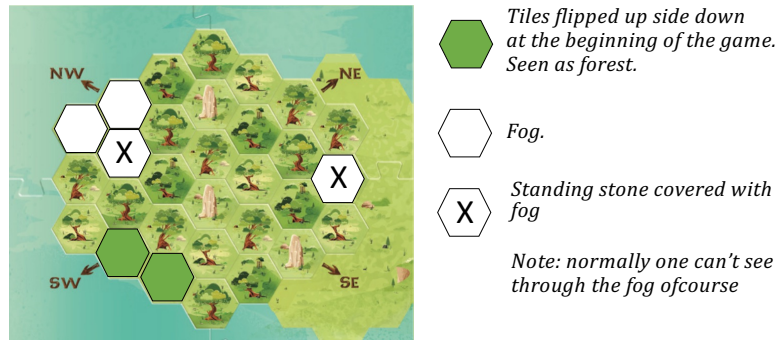
You don't have a lot of influence on ways number 3 & 4. And number 2 is actually saying: you're gonna win through number 1. That's why in this document we'll start out by focussing on number 1: Clearing the last stone(s).

1. Attacking, Creating confusion, or defending:

Once you clear the last standing stone(s) you win. However, if in your turn, you can't win immediately you want to try to make sure you'll win in your next turn. This you can do by: **attacking** (a.k.a. setting traps), or **creating confusion** (a.k.a. clustering). And if you don't see how, you can always defend.

Defending

Defending = creating two clusters of fog, both covering at least one standing stone.



The example shows how player 1 could end his/her turn. This is a defensive action. He/she will not win by making this move, but neither will the other player.

Creating Confusion

This you do by **clustering**. (For this you need a lot of fog tiles to still be in the game.)

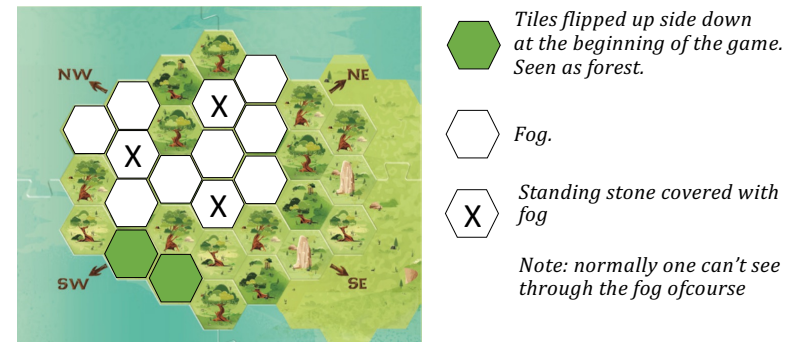
Clustering = Is connecting several fog tiles.

In round 12 this can be done by placing tiles.

From round 11 this can be done by moving tiles.

By doing this, you hope your opponent will "fog up". ;) So afterwards you can win, by clearing the last stone(s).

Of course clustering is also possible with less fog tiles left in the game, but the chance of your opponent then making a mistake, will be lots smaller.



This example shows you how to finish your turn with lots of fog tiles being connected. It is of course important that you do so in a way that makes it impossible for your opponent to win by immediately uncovering the last stone(s). Instead you hope he/she will make a mistake, so that you then can uncover the last stone(s). Suppose your opponent moves the three fogtiles on the right South-West. Then you could win! Do you see how? (answer at the bottom of the page)

Tip: if you see your opponent making this move, it's good to claim victory, because if your opponent sees the mistake as well, he/she could still take away a tile to fix the mistake.

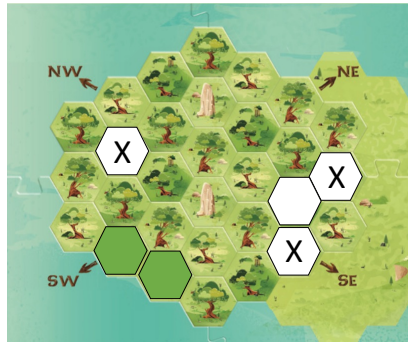
Attacking




This you do by **setting traps**. A trap is a situation in which it does not matter what your opponent does, you'll win anyway. You're actually limiting the options of your opponent in a way, that he/she has no other option but to help you towards victory. So where clustering didn't guaranty a win, setting a trap does.

Answer: by moving all the other tiles North-East.

II.4 kinds of traps:

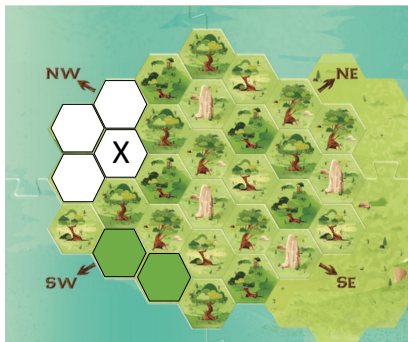
A-trap) Create 2 clusters, in a way, that whatever move your opponent makes, he/she has to expose the standingstone(s) underneath one of the 2 clusters. After which you can move the other cluster and expose the last standingstone(s).






-  Tiles flipped up side down at the beginning of the game. Seen as forest.
-  Fog.
-  Standing stone covered with fog
- A4** Note: We call this an **A4** trap. A for it's kind and 4 for the number of fog tiles, used to make the trap.

When setting a trap (like in the example above) it's important to realise that you're doing so. Cause now there's a big chance that, after the next move of your opponent, you might have to claim victory. Do you see why? (answer at the bottom of the page)

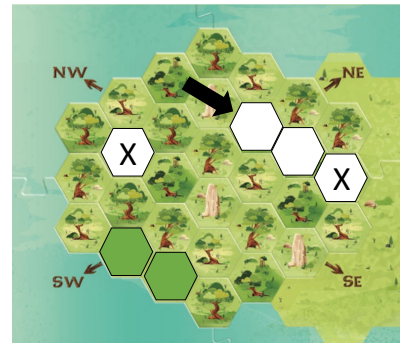
B-trap) Create 1 cluster that cannot expose all menhirs underneath in one move, but will do so in 2 moves.






-  Tiles flipped up side down at the beginning of the game. Seen as forest.
-  Fog.
-  Standing stone covered with fog
- B4** Note: We call this an **B4** trap. B for it's kind and 4 for the number of fog tiles, used to make the trap.

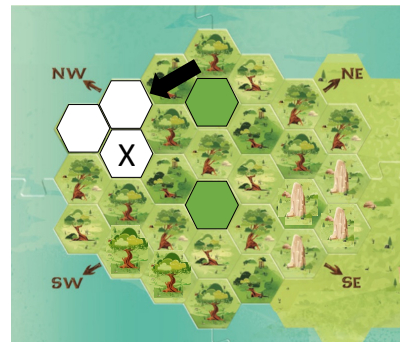
Answer: The most likely move of your opponent is: moving the solo fog tile and removing the middle fog tile of the other cluster. In doing so he/she prevents you from winning. Unless of course you claim victory.




C-trap) This is an extension of the A-trap. By using the rule that one cannot move back the exact same cluster, to the exact same position it just came from.



-  The arrow shows us the direction of the just moved cluster
-  Fog.
-  Standing stone covered with fog
- C4** Note: We call this an **C4** trap. C for it's kind and 4 for the number of fog tiles, used to make the trap.

D-trap) This is an extension of the B-trap. By using the rule that one cannot move back the exact same cluster, to the exact same position it just came from.



-  The arrow shows us the direction of the just moved cluster
-  Fog.
-  Standing stone covered with fog
- D3** Note: We call this an **D3** trap. D for it's kind and 4 for the number of fog tiles, used to make the trap.

It's good to realise that the player, that just moved the cluster, took away a fog tile somewhere else on the board. Because if he/she had taken a tile from the cluster that just moved it would not be the exact same cluster anymore and then it would be allowed to move it back in the direction North-East.

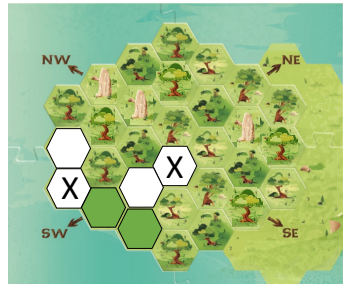
By the way, in the example show above there's only one place the tile (that was taken away) could have come from. Do you see where? (answer at the bottom of the page)

Note: All examples of traps sofar had only 3 or 4 tiles. This is because they are easier to spot. Traps can however consist of 3 to 11 fog tiles. More in the next chapter, but first some exercises.

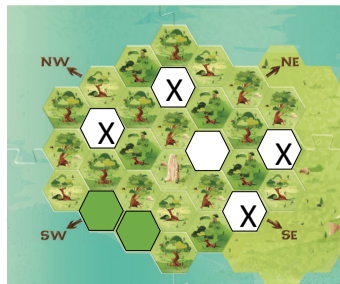
Answer: column 7 position 3.

Exercises Chapter II:

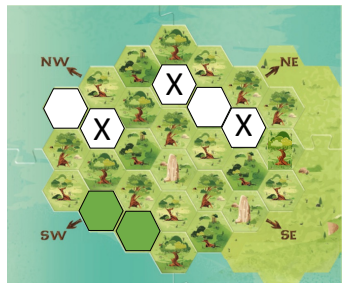
With each image below, think of a move to make which will create a trap. (please read legend below!)



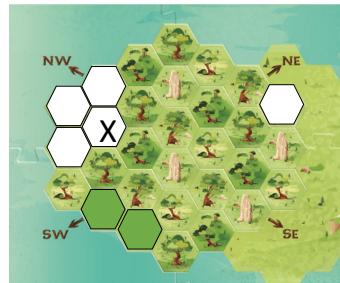
R2



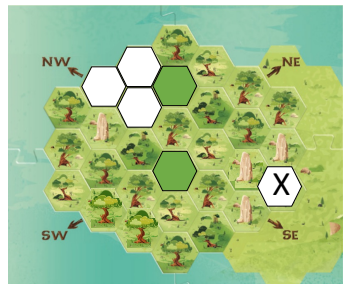
R2



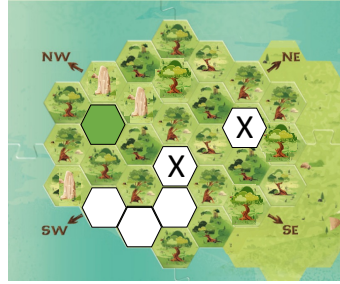
R2




R2





R2



R2

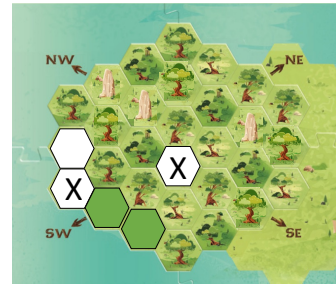
 Tiles flipped up side down at the beginning of the game. Seen as forest.

 Fog.

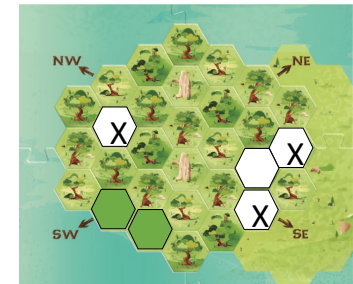
 Standing stone covered with fog

R2 R2 means Round 2: The end game. Here, after having moved a cluster, one also has to take away a fog tile.

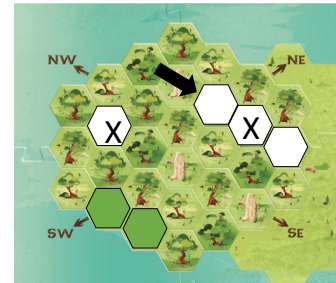
Answers Chapter II:



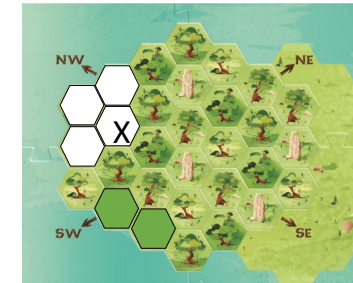
A3



A4



C4



B4



D3



B4

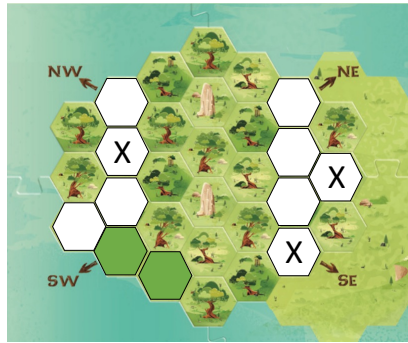
With the A3 you first move the cluster on the right and then take away a tile from that same cluster.

The A4 is underlined, cause here, after your opponents next move, you'll probably have to claim victory. See also bottom of page 3.

With the C4 the bigger cluster of the 2 could also have been moved North-West.

With the C & D traps it's important that the tile you've taken away does not come from the cluster you just moved. Cause if it did, your opponent would be able to move back the cluster in the direction it came from.

III. Traps with bigger clusters:



Tiles flipped up side down at the beginning of the game. Seen as forest.



Fog.



Standing stone covered with fog

A9

Note: We call this an **A9** trap. A for it's kind and 9 for the number of fog tiles, used to make the trap.

In the example of the A9-trap shown above, it's again good to realise that this is indeed a trap and therefore, after the next move of your opponent, you might have to claim victory. Do you see why? (answer at the bottom of the page)



Tiles flipped up side down at the beginning of the game. Seen as forest.



Fog.



Standing stone covered with fog

A10

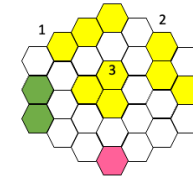
Note: We call this an **A10** trap. A for it's kind and 10 for the number of fog tiles, used to make the trap.

Again it's good to realise that this is indeed a trap and therefore, after the next move of your opponent, you might have to claim victory.

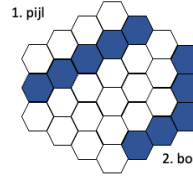
Note: Clusters with 1 to 5 fog tiles are very suitable for traps, cause these you're not allowed to break. However there are bigger clusters you can't break: "**The Unbreakable 6**" and "**Magis 7**". More in the next chapter, but first all possible shapes of clusters uptil 5 fog tiles and of course some exercises. ☺

Answer: The most likely move of your opponent is: moving the cluster on the left and removing the fog tile from column 6 position 3. In doing so he/she prevents you from winning. Unless of course you claim victory.

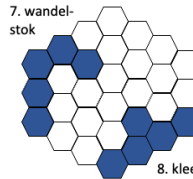
All possible clusters with 1 to 5 fog tiles:



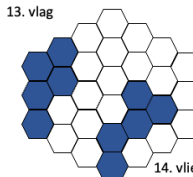
1. pijl



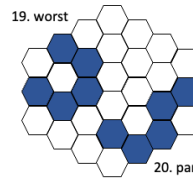
2. boog



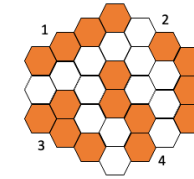
7. wandelstok



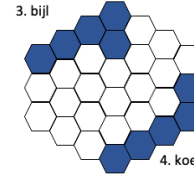
14. vlieger



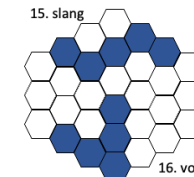
20. pan



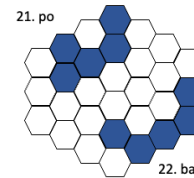
3. bijl



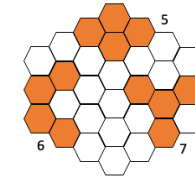
9. stropdas



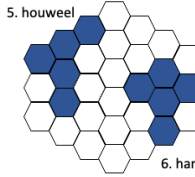
15. slang



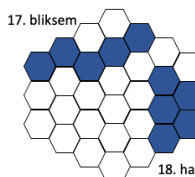
21. po



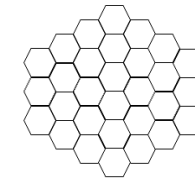
5. houweel



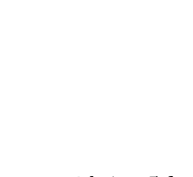
11. koptelefoon



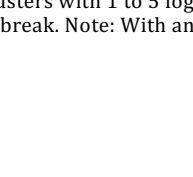
17. bliksem



18. halve maan



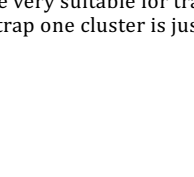
13. vlag



19. worst



16. vogels

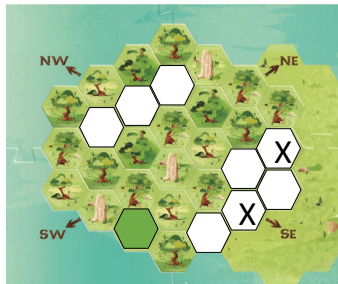
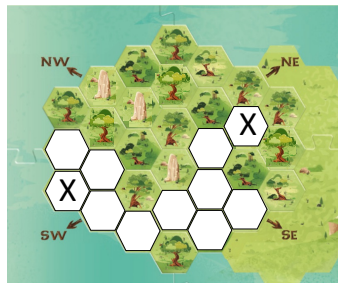
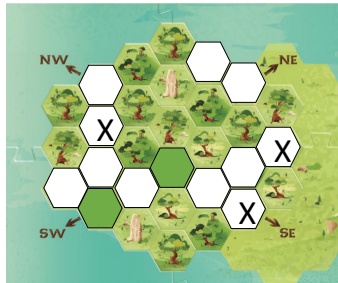


16. bad

Clusters with 1 to 5 fog tiles are very suitable for traps, cause these you're not allowed to break. Note: With an A or C trap one cluster is just half the trap.

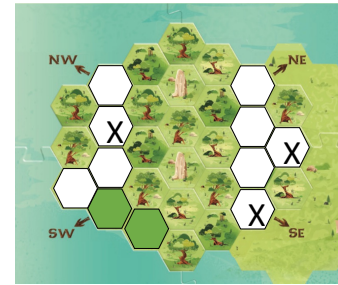
Exercises Chapter III:

With each image below, think of a move to make which will create a trap.

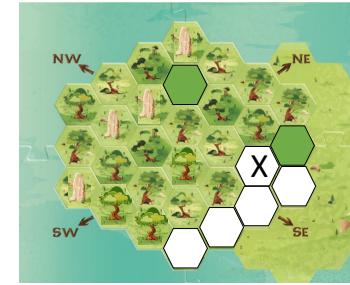


Tip: Thusfar we only spoke of clusters with a maximum of 5 fog tiles, so the biggest traps you'll have to look for is a trap consisting of 10 fog tiles. Meaning that in the middle two exercises, after having moved, you'll also have to take away a tile.
 Note: The traps of this chapter will be the ones you'll see the most.

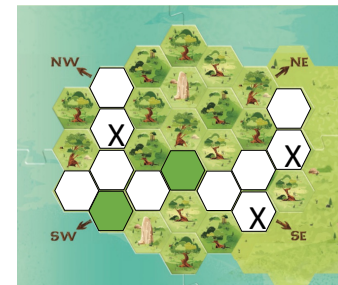
Answers Chapter III:



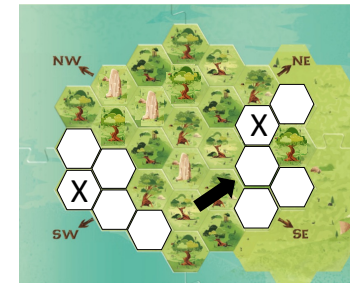
A9



B5



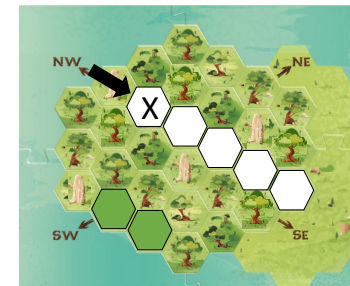
A10



C10



TES



D5

The A9 & A10 are underlined, cause after your opponents next move, you'll probably have to claim victory.

Let op: Maakt Speler2 de D5 val, dan ga je direct daarna naar het keuzemoment. Waarbij Speler2 door wil naar R2. Immers: Speler1 moet in R2 na het verplaatsen een mist wegpakken, waarna Speler2 wint. Echter, maakt Speler1 (vóór R2) deze val, dan kan Speler2 het hele cluster nog naar Noord schuiven, zonder dat hij/zij iets weg hoeft te halen en ga je pas daarna naar het keuzemoment. Maar dan wil Speler1 ook door naar R2, want hij/zij kan dan het cluster dan naar Zuid-West schuiven en de meest oosterlijke misttegel wegpakken. Waarna het een B4 val is.

Exercise 5 was a test to see how sharp you are. Sometimes you're so busy setting traps, that you'll fail to see victory © However a C7 trap was possible, by moving the most northern cluster North-East and removing the tile from column 7 position 3. But then you'll win one turn later and you'll probably have to claim.

IV. The Unbreakable 6 & Magic 7



Tiles flipped up side down at the beginning of the game. Seen as forest.



Fog.

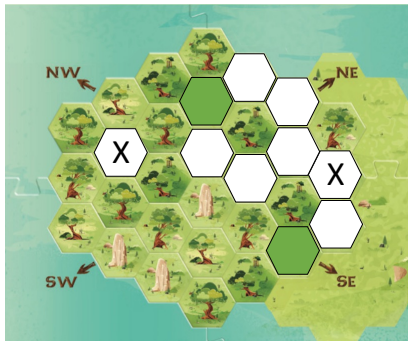


Standing stone covered with fog

A9

Note: We call this an **A9** trap. A for it's kind and 9 for the number of fog tiles, used to make the trap.

The cluster with six fog tiles shown above is not allowed to be broken, cause it cannot be broken in a way that each new cluster will consist of at least 3 fog tiles. We call such a cluster: **an unbreakable six**.



Tiles flipped up side down at the beginning of the game. Seen as forest.



Fog.



Standing stone covered with fog

A8

Note: We call this an **A8** trap. A for it's kind and 8 for the number of fog tiles, used to make the trap.

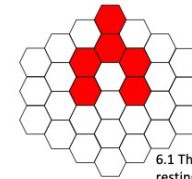
The cluster with seven fog tiles shown above is not allowed to be broken, cause it cannot be broken in a way that each new cluster will consist of at least 3 fog tiles. We call such a cluster: **a magic seven**

Here again it's good to realise that this is indeed a trap and therefore, after the next move of your opponent, you might have to claim victory. Do you see why? (answer at the bottom of the page)

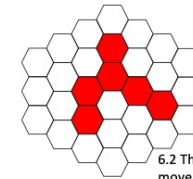
All clusters with more that 7 fog tiles can be broken.

Answer: A likely move of your opponent is: moving the big cluster South-West and then removing the fog tile from column 3 position 3. In doing so he/she prevents you from winning. Unless of course you claim victory.

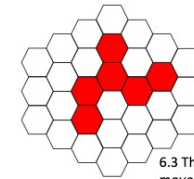
All possible shapes of: The Unbreakable 6 & Magic 7:



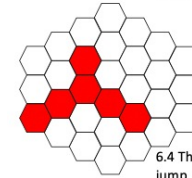
6.1 The Dancer resting pose



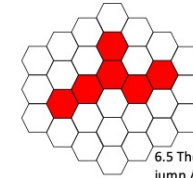
6.2 The Dancer move 1 leg



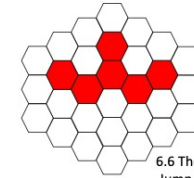
6.3 The Dancer move 1 leg up



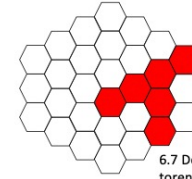
6.4 The Dancer jump



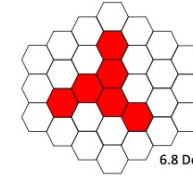
6.5 The Dancer jump /w 1 leg up



6.6 The Dancer Jump /w 2 legs up

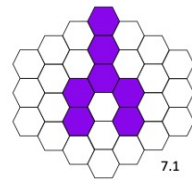


6.7 De scheve toren

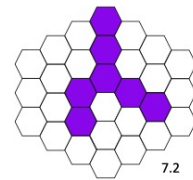


6.8 De molen

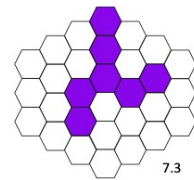
Je zou in bovenste tegeltje van The Dancer een gezichtje kunnen tekenen 😊



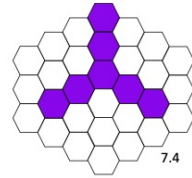
7.1



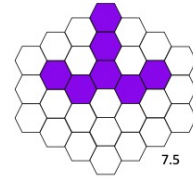
7.2



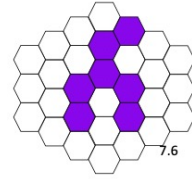
7.3



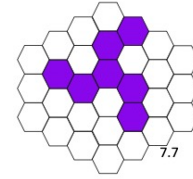
7.4



7.5



7.6



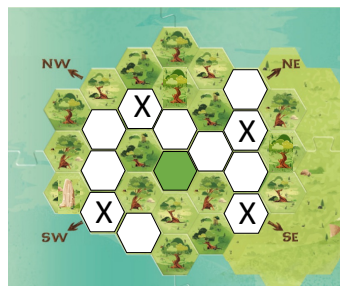
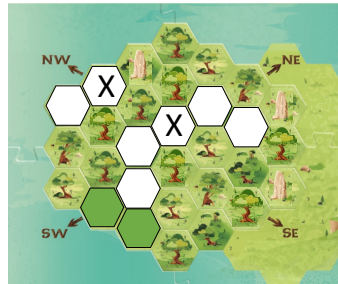
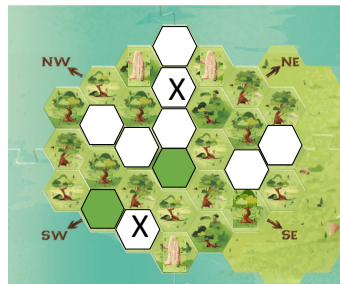
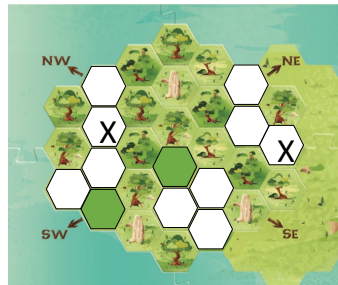
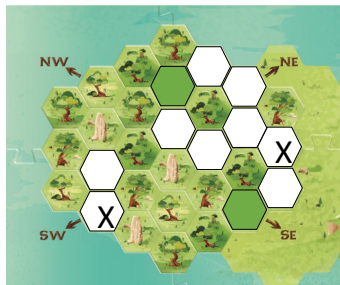
7.7

7.1 t/m 7.5 zijn vergelijkbaar met The Dancer, maar dan met extra hoofd erop. Één 'Dancer' valt, want 6.2 en 6.5 met extra hoofd worden dezelfde figuur. Bovenstaande maakt 7.6 The Dancer met extra hoofd, maar dan hangend. En 7.7 zit meer in de molen categorie: de schroef van een schip?

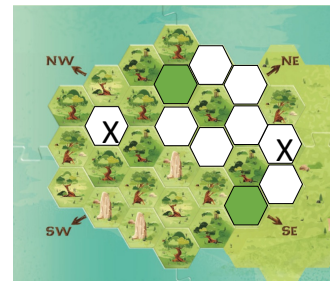
These clusters are usable for traps cause they are not allowed to be broken.

Exercises Chapter IV:

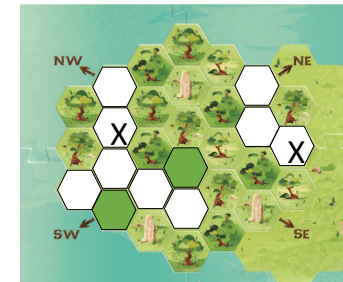
With each image below, think of a move to make which will create a trap.



Answers Chapter IV:



A8



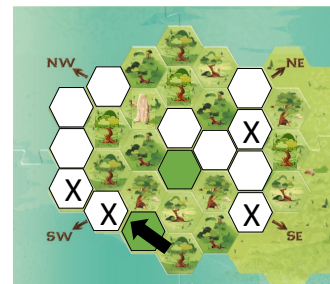
A9



B7



B6



C11



A11

Tip: All traps make use of an **Unbreakable 6** or **Magic 7!**

Note: These traps are less likely than the ones from the chapter before, but still nice to know them, right?

The A8, C11 & A11 are underlined, cause after your opponents next move, you'll probably have to claim victory.

V. Winning by claiming victory

Just before chapter one we said there are four ways to win and that we would focus on the first way: Clearing the last stone(s).

About way 2 (Claiming Victory) we said: It's just saying you're gonna win by way 1. While this is linguistically right, it doesn't fully do justice to this way. Cause the big advantage of winning by claiming victory, is that your opponent isn't allowed to take away a fog tile anymore!

And as we've seen thusfar, there are a lot of traps where it's good to claim victory, cause otherwise your opponent could still escape. In other words: Claiming Victory enlarges the chance to win quite significantly.

Please check again the previous chapters (*not exercises*): Which traps wouldn't be traps if one couldn't claim? (answer at the bottom of the page)

Later more about...

- How to provoke clustering, in a way that will make you win
- The E-trap
- Traps that use breakable clusters
- The position of a cluster
- The position of the Standingstones

Answer: the A4 trap on page 3, the A9 & A10 on page 7 and the A8 on page 11, wouldn't be traps if we couldn't claim victory. To make a clear distinction we've underlined these traps.

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