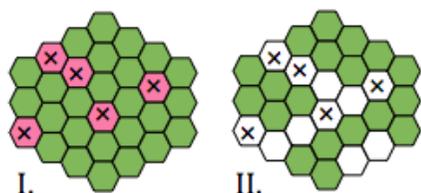


Menhirs dans le Brouillard The Amsterdamse way...

The difference is

- 1) The game is played with 5 instead of 7 Menhirs. (See "Build the board" below how it is done.)
- 2) The game always uses the Roundmarker.
- 3) The clearingfase starts in round 8 at the end of the turn of player 1.
- 4) If a player wins in the first round of moving fog he/she gets 21 points!

1. Build the Board



*Green = forest
Pink with X = menhir
White = fog (which is placed over the forest- or menhir- tile)*

Normally you don't see what's below the fog. But for explanatory purpose we've now put an X where there is a Menhir below the fog.

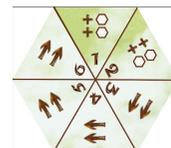
I. Turn all Forest and Menhir tiles up side down and shuffle them. Turn one open and place it in column1-position1. (Note: the board has 7 vertical columns. Column1 being the one on the westside of the board. Position1 is always the most Northern one.) Turn open a second tile and place it in column1-position2, then column1-position3, then column2-position1 etc etc

The 3rd and 5th Menhir you turn open, is placed face down on the board. Note: the backside shows a blend of fog and green. For the rest of the game this is now considered Forest.

II. Cover all Menhirs with fog and take turns in placing the remaining fogtiles. This is now done in rounds 1 up to 3!

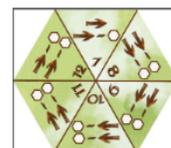
Menhirs dans le Brouillard The Amsterdamse way...

2. Roundmarker



The game has a max of 12 rounds. The moving of the fog now starts in round 4! (contrary to what is shown on the marker) In round 3 we're still placing fog.

3. Clearingfase



The clearingfase now starts at the end of the turn of player 1 in round 8 (contrary to what is shown on the marker)

4. Scoring System



When someone has won, the amount of fogtiles left in the game is the score of the winner.

If you manage to win in the first round in which fog is moved (which here is in turn 4) you'll get 21 points! The 1 on the marker can be used as 21.