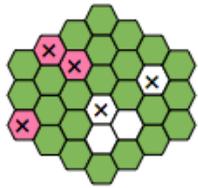


Strategy: The Amsterdams Way (of playing Menhirs)

If in your turn you can't win, the best thing you can try and do, is make sure you'll win in your next turn. This can be done by "clustering" or "setting a trap". Both we call playing offensive. If you can't see how you can make an offensive move, you can always go for defense.

Defense

Defense = creating two clusters of fog. Both of which cover at least one menhir.



Green = forest
 Pink with X = menhir
 White = fog (which is placed over forest)
 White with X = fog (which is placed over a menhir)

Note: of course normally you can't see what is under the fog

The example shown above shows a way player 1 can end his/her turn in round 11. This is a clear defensive move. There is no way player two can win this round.

Offensive

Attack = "clustering" (mostly done in rounds 1 up to 7) or "setting a trap" (mostly done in rounds 8 up to 11). In round 12 an offensive strategy isn't possible anymore.

Clustering

Clustering = Is connecting fogtiles.
 In round 1 up to 3 it's done by placing fog.
 In round 4 up to 7 it is done by moving fog.

In doing so, you hope you're opponent "fogs up" and makes a mistake. Which gives you the opportunity to clear the last Menhir(s).

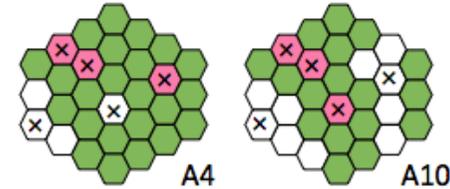
Clustering is possible after round 7, but because of the clearing phase that sets in, it then becomes less and less likely that your opponent will lose sight.

Setting a trap

This is creating a situation in which it doesn't matter what your opponent does, you'll win in the next turn.

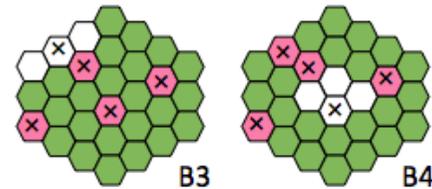
There are 4 kinds of traps:

A) Create 2 clusters. Both covering at least one menhir. But no matter what your opponent does he/she always has to "free" one of them. By "free" we mean: move it to a position where it does not cover any menhir anymore.



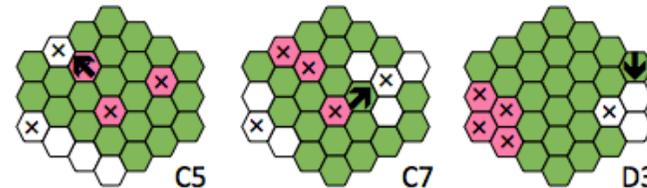
The number next to A is the amount of fogtiles.

B) Create 1 cluster which can't be made "free" in one go. But it will in two.



The number next to B is the amount of fogtiles.

C or D) This is an extension of the above mentioned A & B. By using the rule: that you can't move back the exact same cluster to the exact same position.



The arrow shows you how the cluster was moved. The number next to C&D is the amount of fogtiles.