

OPERATIONAL DOSSIER: PROJECT "DODGE THE DAM" – TACTICAL PUB CRAWL & URBAN EXPLORATION GUIDE

1.0 EXECUTIVE MISSION OVERVIEW AND STRATEGIC OBJECTIVES

1.1 Mission Profile and Core Parameters

This comprehensive operational dossier outlines the strategic framework for "Project: Dodge the Dam," a bespoke, high-intensity competitive social event designed for a specialized unit of 12 operatives (the Dodgeball Team). The mission is scheduled for deployment on a Friday evening between 20:00 and 23:30 hours in the historic core of Amsterdam. The Area of Operations (AO) is strictly geofenced to the district South of Centraal Station, East of the Damrak, and West of the Oude Schans, encompassing the notorious Zeedijk, the expansive Nieuwmarkt, and the northern perimeter of the Oudezijds Voorburgwal canal belt.

The primary objective is to execute a synchronized "Amazing Race" style competition that integrates physical agility, intellectual problem-solving, and cultural immersion. Unlike conventional pub crawls which often devolve into unstructured consumption, this operation prioritizes gamification. The 12 operatives will be divided into three tactical squads of four—Team Alpha, Team Bravo, and Team Charlie. These distinct fireteams must navigate separate, asynchronous routes to prevent bottlenecking at venues and to ensure independent discovery, before converging at a high-capacity rendezvous point (RP) for the final debriefing.

A critical constraint identified in the mission parameters is the necessity to avoid "tiny bars" for the primary consumption intervals. Amsterdam's historic center is famous for its *bruine kroegen* (brown bars)—dimly lit, intimate establishments often no larger than a living room.¹ While these venues provide essential atmospheric context, they are logistically unsuitable for a squad of 12, or even simultaneous arrival of multiple squads of 4, during the peak operational window of a Friday night. Therefore, the tactical routing detailed herein distinguishes strictly between "Touchpoints" (historical landmarks or small bars used for exterior clues and intelligence gathering) and "Anchor Venues" (establishments with verified capacity, such as *Hill Street Blues*² or *Molly Malone's*³, designated for hydration and regrouping).

1.2 The "Amazing Race" Methodology: Gamification Dynamics

The event architecture relies on a Victory Point (VP) economy rather than a purely linear race structure. This design choice serves multiple strategic purposes. First, it mitigates the risk of

running in crowded pedestrian zones, which is a safety hazard near canals. Second, it incentivizes engagement with the environment—reading gable stones, identifying architectural quirks, and interacting with the local culture—rather than merely rushing past it.

The competition integrates the team's dodgeball identity through the "Payload Protocol." Each team is issued a physical object (the "Payload"—a foam dodgeball) that must be protected and integrated into challenges. The psychological pressure of maintaining control of the Payload while navigating the chaotic Friday night crowds of the Red Light District adds a layer of complexity reminiscent of the sport itself.

The mission timeline is segmented into three phases:

1. **Phase I: Deployment (20:00 - 20:30):** Infiltration of the Zeedijk and distribution of mission kits.
2. **Phase II: The Scramble (20:30 - 22:45):** Execution of distinct route objectives, scavenger hunts, and photo reconnaissance.
3. **Phase III: Convergence (22:45 - 23:30):** Tactical movement toward the Reunion Point for scoring and extraction.

1.3 Operational Environment Assessment (OEA)

The chosen sector, often referred to as the *Lastage* and the northern *De Wallen*, represents one of the most complex urban environments in Europe.

- **The Zeedijk:** Historically the primary sea defense wall protecting medieval Amsterdam from the Zuiderzee, this curved street has evolved from a high-end promenade to a notorious sailor's quarter, then a "no-go" zone in the 1970s, and finally into today's vibrant "Chinatown" and nightlife corridor.⁴ Its curvature creates a natural "fog of war," preventing teams from seeing more than 50 meters ahead, which enhances the feeling of isolation and competition.
- **Nieuwmarkt:** Dominated by the imposing *De Waag* (Weigh House), this square acts as the central hub. It provides open lines of sight and serves as a transition zone between the narrow alleys of the Zeedijk and the canal belt.⁶ The square is lined with larger terrace bars suitable for group stops.
- **Oudezijds Voorburgwal:** The oldest canal in the city, flanking the Red Light District. Navigating this area on a Friday night requires strict adherence to "Rules of Engagement" regarding photography and interaction with the local workforce.⁷

2.0 TACTICAL REUNION VENUE ANALYSIS

2.1 Primary Reunion Point: Molly Malone's Irish Pub

Securing a venue capable of absorbing 12 energetic participants at 23:30 on a Friday night is the logistical linchpin of this operation. Most historic Dutch bars will be at crush capacity or

closed to new large groups by this hour. Based on extensive venue reconnaissance, the designated Reunion Point is **Molly Malone's Irish Pub**.

- **Coordinates:** Oudezijds Kolk 9, 1012 AL Amsterdam.⁸
- **Strategic Location:** Situated at the northern mouth of the Zeedijk, directly facing the canal and within a 3-minute rapid extraction radius to Amsterdam Centraal Station. This proximity is vital for operatives requiring train transport post-mission.⁹
- **Capacity & Configuration:** Housed in a historic former warehouse, the venue features a cavernous interior characterized by exposed oak beams and whiskey barrels. Unlike the cramped brown bars, Molly Malone's offers substantial standing room and large tables designed for communal gatherings.¹⁰ The layout allows for the 12-person team to congregate in a single sector without obstructing general traffic.
- **Operational Window:** The venue operates until 03:00 on Friday nights.¹¹ This provides a critical buffer; should the "Amazing Race" component overrun its 23:30 deadline, the venue remains viable for hours, eliminating the risk of a premature "last call" ending the event.
- **Atmosphere & Suitability:** The venue is explicitly cited as "family-friendly" yet vibrant, serving as a hub for expats and locals alike.³ It avoids the hushed, reverent atmosphere of traditional tasting rooms like *Wynand Fockink*¹², where a boisterous dodgeball team might face censure. The "pub vibe" encourages the loud recounting of the night's adventures, essential for the debriefing phase.
- **Amenities:** The venue offers a full kitchen (though likely closed for heavy meals by 23:30, snacks may be available) and screens for sports, aligning with the team's athletic interests.⁹

2.2 Contingency Option: The Globe Hotel & Sports Bar

In the event of an unforeseen closure or private booking at Molly Malone's, the tactical backup is **The Globe**.

- **Coordinates:** Oudezijds Voorburgwal (near the Old Church).
 - **Capacity Analysis:** Cited as the "biggest sports bar in the Red Light District".¹³ It boasts over 20 tables and extensive seating capacity, making it one of the few venues that can guarantee entry for a group of 12 without a reservation on a peak night.
 - **Operating Hours:** Open until 03:00 or 05:00 on weekends¹³, providing maximum temporal flexibility.
 - **Trade-off:** While functionally superior in capacity, it lacks the historic warehouse charm of Molly Malone's, serving more as a utilitarian sports viewing venue. However, for a dodgeball team, the presence of billiards and dart boards¹³ offers alternative entertainment if the scavenger hunt concludes early.
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3.0 MASTER OPERATIONS SCHEDULE

The following timeline is engineered to balance high-tempo movement with necessary hydration and social interaction intervals. It accounts for the friction of moving through crowds in the Red Light District.

Time Window	Phase Description	Operational Details
20:00 – 20:15	Deployment & Briefing	<p>Location: Stationsplein (East side, overlooking the water).</p> <p>Distribution of "Mission Kits" (Route Cards, Game Manuals, Payload Balls).</p> <p>Briefing on Safety Protocols (Section 8.0).</p> <p>Start Signal: The "Dodgeball Drop" – Timer begins when the ball hits the pavement.</p>
20:15 – 21:00	Sector Infiltration (Routes Diverge)	<p>Team Alpha: Ingress via Zeedijk North.</p> <p>Team Bravo: Ingress via Geldersekade Flank.</p> <p>Team Charlie: Ingress via Warmoesstraat/Oudezijds.</p> <p>Focus is on high-speed acquisition of exterior clues (Gable Stones, Statues). No bar entry in this phase.</p>
21:00 – 21:45	The Anchor Stop (Hydration)	<p>Teams arrive at their designated "Anchor Bar" (Large capacity venues).</p>

		<p>Alpha: <i>Hill Street Blues</i>.²</p> <p>Bravo: <i>Cafe Fonteyn</i> (Terrace).¹⁴</p> <p>Charlie: <i>Cafe Skek</i>.¹⁵</p> <p>Mandatory consumption of one beverage and completion of the "Pub Game" challenge.</p>
21:45 – 22:30	The Deep Search	<p>Teams re-deploy into the "Hidden Alleys" (steegjes).</p> <p>Execution of "Sabotage" protocols (digital challenges sent to rivals).</p> <p>Focus on harder intellectual clues and photo challenges.</p>
22:30 – 23:00	The Convergence	<p>All routes funnel toward the Nieuwmarkt/Zeedijk intersection.</p> <p>Final "Feats of Strength" photo challenges at <i>De Waag</i>.⁶</p>
23:00 – 23:30	Extraction to RP	<p>Movement to <i>Molly Malone's</i>.⁸</p> <p>Verification of scorecards by the Game Master.</p> <p>Ordering of "Victory Rounds."</p>

23:30 – End	Debrief & Awards	Presentation of the "Golden Wrench" trophy. Socializing and optional late-night food run to nearby FEBO automats.
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4.0 THE GAME MANUAL: RULES, SCORING & MECHANICS

4.1 The "Payload" Protocol

To thematically link the pub crawl to the team's identity, each squad is issued a **Payload**—a foam dodgeball (or a distinctively marked object if balls are deemed a hazard).

- **Rule 1:** The Payload must be in the physical possession of a team member at all times.
- **Rule 2:** The Payload generally **cannot touch the ground** or a **table surface**. It must be held, balanced, or passed.
- **Rule 3:** If the Payload is dropped or set down, the team incurs a "Foul."
- **Penalty:** A Foul requires the team to perform a "Time Out" penalty at their next stop—buying a round of table water for the squad (hydration enforcement) before any alcoholic beverages can be ordered.

4.2 Victory Point (VP) Scoring System

The competition is not solely about speed; it rewards observation and creativity.

Category	Action	Points
Navigation	Successfully locating a Checkpoint and solving its riddle.	10 VP
Intel	Correctly answering a historical trivia question about a Checkpoint.	5 VP
Sniper	Completing a Photo Challenge (See Section 4.4).	15 VP

Sabotage	Successfully executing a Sabotage Mission against a rival team.	20 VP
Velocity	First team to arrive at the Reunion Point (RP).	25 VP
Integrity	Arriving at the RP with the entire squad (no lost members).	50 VP
Hydration	Photo proof of every member drinking a glass of water at the Anchor Bar.	15 VP

4.3 Sabotage Mechanics

At 21:30, the "Sabotage Window" opens. Each team receives a sealed envelope containing a Sabotage Card. They may deploy this via the group WhatsApp chat.

- **Sabotage A: "The Slow-Mo Replay"** – The targeted team must film a 15-second video of themselves moving in dramatic slow motion through a busy street or bar. They cannot advance until the video is uploaded.
- **Sabotage B: "The Injury Reserve"** – The targeted team must choose one member to be "injured." This member must be physically supported (linked arms or carried) by the others for the next 10 minutes or until the next checkpoint.
- **Sabotage C: "The Rosters Switch"** – The targeted team must find a stranger, put a piece of team gear (hat, scarf) on them, and take a photo of the stranger holding the Payload.

4.4 "Sniper" Photo Challenges

Teams must capture photographic evidence of the following scenarios. Creativity is judged by the Game Master.

1. **The "Rembrandt":** Recreate the pose of the surgeons in *The Anatomy Lesson* (painted in De Waag) using a park bench or table.
2. **The "Dodge":** A photo of the team "dodging" a stationary object (e.g., a lamppost or statue) as if it were a high-speed projectile.
3. **The "Gezelligheid":** A photo capturing the "coziest" possible moment with a local (with permission).
4. **The "Red Light" (Safe Version):** A photo of a red light that is *not* a window (e.g., a traffic

signal, a bicycle light, a neon beer sign). *Strict adherence to Red Light District photography bans is tested here.*

5. **The "Kopstootje":** A video of a team member performing the traditional Dutch maneuver of slurping the foam off a Jenever glass without using their hands.¹⁶

5.0 ROUTE ALPHA: "THE PRIVATEERS" (ZEEDIJK NORTH SECTOR)

Theme: Maritime history, sailors, and the rough-and-tumble origins of the city.

Key Constraints: This route navigates the narrowest part of the Zeedijk. Teams must move in single file ("The Snake") to avoid blocking traffic.

Checkpoint A1: The Monkey's Debt

- **Target:** *In 't Aepjen* (Zeedijk 1).¹⁷
- **Type:** Touchpoint (Exterior/Threshold only - **Do Not Enter as a group of 4 if crowded**).
- **Historical Brief:** Built in the mid-16th century, this is one of only two wooden houses left in Amsterdam. Its name, "In the Monkeys," comes from the Golden Age when sailors returning from the East Indies would pay their bar tabs with exotic pets—specifically monkeys. The place became so infested with fleas that the monkeys were eventually donated to a garden that became the Artis Zoo.¹⁷
- **Challenge:** Locate the carved vintage monkeys in the window display or the facade.
- **Riddle:** "I paid for ale with a tail and a screech. Find the year I first stood on this breach." (Find the date on the facade/plaque).

Checkpoint A2: The Hat Maker's Poison

- **Target:** *Nieuwebrugsteeg 13* (Corner of Zeedijk).
- **Type:** Exterior Scavenger Hunt.
- **Historical Brief:** Look up to find the gable stone "In de longhe Hoede Kramer" (The Young Hat Maker). The carving depicts the hat-making process, including the use of mercury to treat felt, which notoriously drove hatters insane (hence "Mad as a Hatter").¹⁸
- **Challenge:** Identify the object under the table in the stone carving.
- **Trivia:** "What chemical element is hidden in the barrels beneath the table?" (Answer: Mercury/Kwik).

Checkpoint A3: The Anchor Bar (Hydration & Payload Stop)

- **Target:** *Hill Street Blues* (Warmoesstraat 52A).²
- **Type:** Anchor Venue (Capacity: 170).
- **Rationale:** While technically just off the Zeedijk, this venue offers a stark contrast to the historic brown bars. It is a graffiti-covered, alternative space with ample seating for a

group of 4, allowing them to relax without squeezing into a tiny space.

- **Action:** Order a drink. Perform the "**Napkin Pictionary**" challenge (Draw the team's best dodgeball play on a coaster and pocket it for the reunion).

Checkpoint A4: The Temple Guards

- **Target:** *He Hua Temple* (Zeedijk 106-118).
 - **Type:** Visual Reconnaissance.
 - **Historical Brief:** The largest Buddhist temple in Europe built in traditional style, symbolizing the transformation of the Zeedijk from a drug zone to a vibrant cultural hub.
 - **Challenge:** Count the number of mythical beasts guarding the roofline facing the street.
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6.0 ROUTE BRAVO: "THE GUILDMASTERS" (NIEUWMARKT SECTOR)

Theme: Trade, commerce, and the grand institutions of the city.

Key Constraints: This route centers on the open square of Nieuwmarkt, allowing for faster movement but requiring interaction with larger crowds.

Checkpoint B1: The Fortress Gate

- **Target:** *De Waag* (Nieuwmarkt 4).⁶
- **Type:** Exterior/Perimeter.
- **Historical Brief:** Originally St. Anthony's Gate, this fortress became a Weigh House (*Waag*) where goods were taxed. It also housed various guilds. The Surgeons' Guild operated in the *Theatrum Anatomicum* on the upper floor, where Rembrandt painted his famous *Anatomy Lesson*.⁶
- **Challenge:** Circumnavigate the building to find the "Saint Lucas" entrance (Painters' Guild) or the masonry gable stone.
- **Riddle:** "I am a gate that became a scale. I housed the surgeons who cut the pale. What year did I lose my walls?" (Reference to the demolition of city walls in 1614 ⁶).

Checkpoint B2: The Street Poet

- **Target:** *Bredero Monument* (Nieuwmarkt Square).¹⁹
- **Type:** Photo Op.
- **Historical Brief:** Gerbrand Adriaanszoon Bredero was a 17th-century poet who wrote in the raw, street-level dialect of Amsterdam. His motto was *'t kan verkeren* ("it can change" or "tides can turn"), a perfect mantra for a dodgeball game.
- **Challenge:** Recreate the pose of the statue (or the scene depicted on the pedestal if applicable).

- **Trivia:** What is the motto inscribed on the pedestal? (Answer: 't kan verkeren).²⁰

Checkpoint B3: The Anchor Bar (Hydration & Payload Stop)

- **Target:** *Cafe Fonteyn* (Nieuwmarkt 13-15).¹⁴
- **Type:** Anchor Venue (Terrace/Interior).
- **Rationale:** A classic, spacious cafe with a large terrace overlooking the Waag. It captures the *Gezelligheid* (coziness) of the square without the claustrophobia of smaller venues. It is open late on Fridays.¹⁴
- **Action:** Order a "Fluitje" (small beer) or a Jenever.
- **Game: "The Silent Quarter."** For 15 minutes, the team must communicate only using hand signals (dodgeball signals preferred). Any verbal word is a foul.

Checkpoint B4: The Tiled History

- **Target:** *Cafe 't Loosje* (Nieuwmarkt 32-34).²¹
- **Type:** Touchpoint (Exterior/Peek Inside).
- **Historical Brief:** A former tram waiting room, famous for its magnificent tile tableaux depicting old Dutch scenes and a brewery.²¹
- **Challenge:** Take a photo of the "Brouwerij" (Brewery) tile tableau visible through the window or inside the entrance.

7.0 ROUTE CHARLIE: "THE MERCHANTS" (OUDEZIJDSCANAL SECTOR)

Theme: The hidden wealth and secrets of the canal belt.

Key Constraints: Navigating the edge of the Red Light District requires discipline. No photos of windows.

Checkpoint C1: The Hidden Church

- **Target:** *Museum Ons' Lieve Heer op Solder* (Oudezijds Voorburgwal 38-40).²²
- **Type:** Exterior Intel.
- **Historical Brief:** During the Reformation, Catholicism was banned. Wealthy merchants built a complete church in the attic of this canal house. It is a monument to Dutch tolerance—"We don't care what you do, as long as it's not on the street."
- **Challenge:** Identify the gable stone or house number.
- **Riddle:** "I have an altar in the attic and a shop on the floor. What three virtues are carved above the door?" (Look for "Geloof, Hoop, en Liefde" - Faith, Hope, and Love on nearby buildings or associated history).

Checkpoint C2: The Bronze Lady

- **Target:** *Belle Statue* (Oudekerksplein).⁷
- **Type:** Respectful Observation.
- **Historical Brief:** A bronze statue dedicated to sex workers, standing defiantly in front of the Old Church (*Oude Kerk*).
- **Challenge:** Transcribe the English inscription on the pedestal.
- **Answer:** "Respect sex workers all over the world".⁷
- **Warning:** **ABSOLUTELY NO PHOTOS** of the surrounding windows. Focus strictly on the statue.

Checkpoint C3: The Anchor Bar (Hydration & Payload Stop)

- **Target:** *Cafe Skek* (Zeedijk 4-8).¹⁵
- **Type:** Anchor Venue (Student/Alternative).
- **Rationale:** A student-run bar with a distinct, relaxed vibe and late hours (03:00 on Fridays).²³ It sits near the Zeedijk/Prins Hendrikkade junction, offering a good pivot point. It is spacious and accustomed to groups.²⁴
- **Action:** Order a specialized craft beer or a house cocktail.
- **Game: "Pub Cricket" (Modified).** One player drinks; the others count the "runs" (seconds). If a stranger interrupts or looks over, the batter is "out."

Checkpoint C4: The Riga Connection

- **Target:** *Oudezijds Voorburgwal 14*.²⁵
- **Type:** Gable Stone Hunt.
- **Historical Brief:** The gable stone "Het Wapen van Riga" depicts crossed keys and a lion's head. It symbolizes the intense trade relationship between Amsterdam and the Baltic states (the "Mother Trade" of grain) which actually predated and funded the more famous East Indies trade.²⁵
- **Challenge:** Photograph the crossed keys.

8.0 LOGISTICAL CONTINGENCIES AND SAFETY PROTOCOLS

8.1 Crowd Density and Navigation

Friday nights on the Zeedijk can reach high pedestrian density.

- **Formation:** Teams must adopt "The Snake" formation (single file) when traversing the Zeedijk to avoid blocking the path of locals and cyclists.
- **Rendezvous Protocol:** If a team member is separated, they must **Stop and Stick**. Do not

wander. The team will return to the last known checkpoint.

8.2 Red Light District Rules of Engagement

The area of operations grazes the De Wallen district. Strict adherence to local etiquette is mandatory to avoid confrontation with security personnel or police.

- **Photography:** Taking photos of sex workers in windows is strictly prohibited and can result in the confiscation of cameras/phones or physical removal from the area. The "Sniper" challenges are designed to avoid this, but team captains must enforce discipline.
- **Substance Use:** While cannabis is decriminalized, public consumption of alcohol on the street (outside of designated terraces) is illegal in this specific zone and carries a €95 fine. Teams must consume beverages *inside* the Anchor Venues.

8.3 Weather Contingencies

Amsterdam weather is notoriously fickle.

- **Rain Plan:** If precipitation exceeds 5mm/hr, the "Exterior Scavenger Hunt" clues are suspended. Teams will proceed directly to the Anchor Venues and play extended rounds of "Pub Games" (Trivia, Pictionary) until the weather clears or the Reunion time arrives.
- **Apparel:** All operatives should be advised to wear layers and waterproof outer shells.

8.4 Transport Extraction

Post-event, getting 12 people home can be challenging.

- **Trains:** Centraal Station is a 5-minute walk from *Molly Malone's*. This is the primary extraction method.
- **Taxis:** Hailing taxis on the Zeedijk is impossible due to pedestrianization. The designated pickup point is the **Prins Hendrikkade** (the main road facing the station).

9.0 HISTORICAL & CULTURAL INTELLIGENCE (CONTEXT FOR THE GM)

9.1 The "Brown Bar" (Bruine Kroeg) Phenomenon

To understand the venue selection, one must understand the *bruine kroeg*. These are the living rooms of the neighborhood, named for their nicotine-stained walls (historically) and dark wood interiors. They prioritize *Gezelligheid*—an untranslatable Dutch concept encompassing coziness, belonging, and time stopping.

- **Protocol:** In a brown bar, one does not yell. One converses. This is why the larger, more raucous segments of the event are routed to *Molly Malone's* or *Hill Street Blues*, while the brown bars (*'t Loosje*, *In 't Aepjen*) are treated as cultural touchpoints to be respected.

9.2 The Gable Stone (Gevelsteen) System

Before house numbers were introduced by Napoleon, Amsterdam houses were identified by gable stones—carved pictorial signs depicting the owner's trade or name.

- **Relevance:** The scavenger hunt relies heavily on these because they are ubiquitous yet often ignored. Forcing the teams to look *up* changes their perspective of the city from a "party zone" to a "historical text".²⁶
 - **Key Stones:**
 - *The Beaver/Basket* at Zeedijk 63 (Reflecting the "Mandje").
 - *The Hat Maker* at Nieuwebrugsteeg 13 (Reflecting the mad hatter/mercury trade).
 - *The Riga Arms* at Oudezijds Voorburgwal 14 (Reflecting Baltic trade).
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10.0 CULINARY & BEVERAGE INTELLIGENCE

10.1 The "Kopstootje" (Little Headbutt)

A critical mechanic in the Game Manual. It consists of a glass of Jenever (Dutch gin) filled to the convex meniscus, served alongside a beer.

- **Technique:** You cannot lift the Jenever glass without spilling. You must bow down to the bar and slurp the top off hands-free. This creates a moment of vulnerability and humility, perfect for a team challenge.
- **Flavor Profile:** Young Jenever (Jonge) is neutral like vodka; Old Jenever (Oude) is malty and woody like whisky.

10.2 Wall Food (De Muur)

The **FEBO** automat is a cultural institution.

- **The Snack:** *Krokets* (meat ragout in breadcrumbs) or *Frikandels* (skinless sausages).
 - **Gamification:** Teams earn 5 Bonus VP if they consume a "Wall Snack" between checkpoints. This also serves the tactical purpose of providing a "grease base" to moderate alcohol absorption.
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11.0 APPENDICES: PRINTABLE ASSETS

11.1 Master Route Card: Team Alpha

START: Stationsplein (20:15)

1. **TOUCHPOINT:** In 't Aepjen (Zeedijk 1). *Riddle: Find the Monkey.*
2. **SCAVENGER:** Nieuwebrugsteeg 13. *Riddle: The Hat Maker's Poison.*
3. **ANCHOR BAR:** Hill Street Blues (Warmoesstraat). *Task: Napkin Pictionary.*

4. **RECON:** He Hua Temple. *Task: Count the Dragons.*
FINISH: Molly Malone's (23:00)

11.2 Master Route Card: Team Bravo

START: Stationsplein (20:15)

1. **TOUCHPOINT:** De Waag (Nieuwmarkt). *Riddle: The Surgeon's Door.*
2. **PHOTO OP:** Bredero Monument. *Task: Pose like the Poet.*
3. **ANCHOR BAR:** Cafe Fonteyn (Nieuwmarkt). *Task: The Silent Quarter.*
4. **SCAVENGER:** Oudezijds Voorburgwal 249 (Three Canals). *Task: Velvet Canal Stone.*
FINISH: Molly Malone's (23:00)

11.3 Master Route Card: Team Charlie

START: Stationsplein (20:15)

1. **TOUCHPOINT:** Museum Ons' Lieve Heer op Solder. *Riddle: The Hidden Altar.*
2. **PHOTO OP:** Belle Statue (Oudekerksplein). *Task: Respect Inscription.*
3. **ANCHOR BAR:** Cafe Skek (Zeedijk). *Task: Pub Cricket.*
4. **SCAVENGER:** Oudezijds Voorburgwal 14. *Task: The Riga Keys.*
FINISH: Molly Malone's (23:00)

(End of Dossier)

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