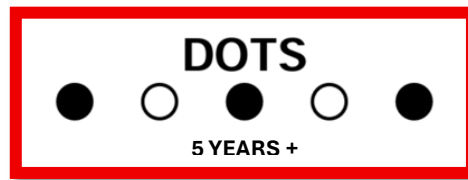


DOTS

Official Rules & Game Modes

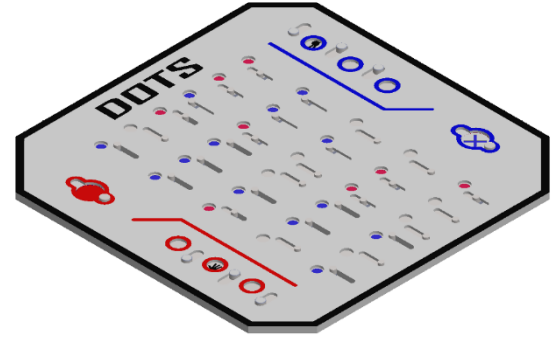


GENERAL RULES (Rock • Paper • Scissors)

DOTS uses **Rock–Paper–Scissors (R.P.S.)** to determine who plays.

How it works:

- Scissors beats Paper ✂️
- Paper beats Rock 📄
- Rock beats Scissors 🪨
- Each round, both players secretly select R.P.S. using the sliders
- Sliders must be **covered** so opponents can't see
- Count down **3...2...1... GO!**
- Reveal sliders at the same time
- 🖐️ **Winner earns the right to play**



★ Lifeline

- The **large DOT next to the R.P.S. sliders** is the Lifeline
- Each player gets **ONE Lifeline per game**
- Can be used **offensively or defensively**
- Using it is optional—but sometimes risky not to!

● GAME O' DOTS (1v1)

Setup

- Tilt the board left to set **all DOTS to white**
- Set Lifelines to **solid color**
- Retract R.P.S. sliders to white

Objective

Create a **row of four (4) consecutive DOTS** of your color.

How to Play

- Win R.P.S. to earn the right to play
- Use the **center sliders** to mark a DOT
- Your playable color is determined by the **lifeline nearest to you**

- Play is **not turn-based**—R.P.S. decides every move
 - If your opponent has **three in a row**, you may:
 - Use your Lifeline
 - OR risk it and play R.P.S.
-

GAME O' FIVE

Setup


- Board starts **all white**
- R.P.S. sliders fully retracted
- Lifelines act as **win/loss indicators**

Objective

Connect **four (4) DOTS** of your color:

- Horizontal
- Vertical
- Diagonal

Rules

- **Turn-based**
 - **No Lifelines**
 - The winner marks the opponent's Lifeline with an 
-

15 vs 15

Setup

- 15 DOTS start white
- 15 DOTS start blue

Objective

Convert **all 15 of your DOTS** into the opposite color.

Rules

- R.P.S. determines play
- Lifeline can:
 - Convert one opponent DOT
 - OR flip one of your own DOTS

- **One Lifeline use only**
-

RACE O' DOTS

Setup

- Each player controls the lane **left of their Lifeline**
- Remaining DOTS (15–25) start white
- Players choose **1 lane or 2 lanes** to set game length

Objective

Be the **first player to completely fill your lane(s)**.

Rules

- Win R.P.S. to play
 - Mark one DOT per win
 - Lifeline can:
 - Remove an opponent DOT
 - OR place one of your own DOTS
-

TUG O' WAR

Setup

- Only the **middle row** is active (20 DOTS)
- All other DOTS are white
- One DOT on each end starts **Red or Blue** (matching Lifeline)

Objective

Convert every **DOT in the row** to your color.

Rules

- Win R.P.S. to place a DOT next to your existing DOT
- You may convert opponent DOTS
- This mode is **pure luck & momentum**