

Dot Allot

About

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Description

An abstract head-to-head game where you must give in order to receive. Score points for having the largest groups of dots.

Components

This game comes with 1 TRACK CARD and 17 PLAYER CARDS. The centre **column** and **row** on the TRACK CARD is coloured in a light grey.

Light & Dark

The cards have a **dark** and a **light** side to them. Each side is the mirrored image of the other. This is true of the TRACK CARD and the PLAYING CARDS. *Playing with the **dark** sides up is recommended for new players.*

2 Player Game

Setup

1. Place the TRACK CARD between the two players.
2. Choose 8 PLAYING CARDS at random and discard the rest.
3. Choose a STARTING PLAYER and turn the TRACK CARD so that the bottom arrow is facing away from them.

TRACK CARD Orientation

The TRACK CARD can be placed **horizontally** or **vertically** between the 2 players. Place it **horizontally** if you want the game to last **6 rounds**. Place it **vertically** if you want the game to last **4 rounds**. *For new players, we recommend placing it **vertically**.*

The centre row (in grey) divided the TRACK CARD into 2 scoring areas. The rows on your side of the centre row are your scoring area. Anything outside these rows will not count when scoring.

Playing a Round

Dividing the PLAYING CARDS

When starting the first round, shuffle the 8 PLAYING CARDS and give 4 to each player. In subsequent rounds, divide the PLAYING CARDS between the two players based on when the cards were played in the previous round. The 4 most recently played cards go to new STARTING PLAYER.

Choosing a STARTING PLAYER

The STARTING PLAYER remains the same for the 1st half of the game. The other player becomes the STARING PLAYER for the 2nd half of the game.

Laying the First PLAYING CARD

On the first round, the 1st card must line up with the 1st column of the TRACK CARD. It will cover (or partially cover) the 2nd column. The 2nd round lines up with the 2nd column (covering the 3rd column). This pattern continues so that the starting point moves 1 column each round.

Please note: The grey, centre column is an exception to the pattern. It marks the halfway point, when you switch who is the STARTING PLAYER. Skip over this column when laying the first card.

Player Turn

Place a card along the starting line on the track card. It must:

1. Cover (in part or full) the second column of the last card.
2. Line up with the grid.
3. Have at least 1 dot on the opponent's side of the TRACK CARD.

*The card may be placed in any orientation. Each player may flip a card over and use the reverse side, but **only** once per round.*

Scoring

Once all 8 cards have been played, the round ends and scores are calculated. Points are awarded in the following ways:

- 1 point is awarded to the player with the largest group of BLUE dots
- 1 point is awarded to the player with the largest group of RED dots
- 1 point is awarded to the player with the largest group of YELLOW dots
- If the round ends in a tie, the player who had the least points going into the round gets 1 bonus point.

Only the dots in your scoring area are considered (see TRACK CARD Orientation). On the final card of the round, only the 1st column is part of the scoring area.

End of Game

The game ends once you have played a round for each column on the TRACK CARD. The player with the highest cumulative score wins.

2 Player (Variant)

You can only score for the colours found on your scoring area in the starting column.

In the first round of the dark side, the STARTING PLAYER can score for Red and BLUE, the other player can score for BLUE and YELLOW. In the 2nd round, they both can score for BLUE and YELLOW, but not for RED.

3+ Players (Variant)

A new player replaces the loser after each round in a tournament style game. In a tie, the new player becomes the winner.