

DOT: Dice or Tiles

A tile-laying game of strategy, timing, and observation

Tabletopia 2 player demonstration.

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### Overview

DOT is a strategic tile-placement game where players draft numbered tiles (1–6) and place them into pattern-based groups on their personal score sheet.

Each tile can only be placed once, and only completed groups earn points.

Plan carefully — observe other players' boards.

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### Components

DOT tiles (numbers 1–6, in red and black suits)

1 score sheet per player

Tile draw bag

Discard pile (shared, face up)

Burn pile (face down)

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### Players

2–4 players standard play.



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## Play Time

10 to 25 minutes

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## Setup

2 Players – 60 tiles

5 × each tile number (1–6)

Red and black suits.

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## Player Setup

1. Each player has one score sheet.
3. Draw one token and place it face up in the HOT SWAP area.
3. Each player draws 5 tiles to form their starting hand.
4. Choose a starting player.

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## Turn Structure

### First Turn (Planning Phase)

Each player begins with 5 tiles.

The first player places all 5 tiles on the board. The second player does the same on their score sheet.

All normal placement rules apply.



Tiles placed cannot be moved once set except in the RUN section.

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### Standard Turns

Starting with the chosen first player and continuing clockwise:

1. Draw one tile from the draw bag.

2. The player may then:

Place the drawn tile on their score sheet, or

Swap the drawn tile with the tile in the HOT t SWAP area, then place that tile instead.

3. After placing a tile, the turn moves to the next player.

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### Burning & Discard Rules

If the tile you are holding cannot be legally placed anywhere on your sheet, and the HOT SWAP tile is also not helpful,

👉 You must burn either the held tile or the hot swap tile.

There may only ever be one active tile in the hot swap area.

Burned tiles are placed face down and are removed from the game permanently.

If a tile is burned, the remaining unburned tile becomes the hot swap tile.

Burning is mandatory when no legal placement exists.

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A group earns points only if all boxes in that group are filled.

Incomplete groups earn 0 points.

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## Scoring Groups

### X OF A KIND

(Top-left section)

Groups include:

1 of a Kind

2 of a Kind

3 of a Kind

4 of a Kind

All tiles in the group must show the same number.



Example:

Three “5” tiles complete a 3 of a Kind group.

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### ODDS / EVENS

(Right-side section)

Odds: 1, 3, 5

Evens: 2, 4, 6

Tiles must match the number shown in that box.

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### FLUSH (Same Color)

A 5-tile group

Any numbers are allowed



All tiles must be the same color

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## FULL HOUSE

A 5-tile group

Must contain:

3 of one number

2 of another number

 Example:  
Three 4s and two 2s.

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## RUN

Exactly 4 tiles


Valid runs:

1-2-3-4

2-3-4-5

3-4-5-6

Numbers must be unique and consecutive.

 Example:  
If 3 4 5 placed. You can use a 2 or a 6 to complete the box.

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## Color Bonus

If all tiles in a completed group are the same color:



👉 Double the group's pip-value score

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## Game End

The game ends when all tiles have been used, except for the single tile remaining in the discard pile.

The player taking the final turn takes the discard pile tile and attempts to place it.

If the tile cannot be legally placed, it is burned.

The game then ends immediately.

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## Scoring

Players earn points only from completed groups.

Each group scores the total pip value of its tiles.

Incomplete groups earn 0 points.

Apply the color bonus where applicable.

## ★ Complete Board Bonus

If a player places a tile in every box on their score sheet, they gain an additional 50-point bonus.

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## Winning the Game

The player with the highest total points wins.

Ties are shared victories.



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### Strategy Tips

Observe other players' boards — tile scarcity matters.

The HOT SWAP is a shared resource; timing is critical.

Burning the right or wrong tile could affect opponents' Scoring. .

Completing the entire board is risky, but the 50-point bonus can decide the game.

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Thank you for playing.