

## ***Initial rule set for DOTS:***

### **Scoring Rules (Natural Law)**

- The value of each dot (D) is  $D + N - 1$  where N is the number of lines touching that dot on that cycle's play (and where  $D = 1$  for every dot at the start of the game). Note that this formula may frequently result in negative values for dots, meaning that teams will be charged for connecting lines to them, a subtraction that is automatically recorded by the Game Director on his/her master record at the close of the cycle.
- A dot with no number next to it has the value of 1 point; dots worth more or less than 1 point have their value written next to them by the Game Director, at least until people get used to the dynamics of the game. Eventually it may be desirable to stop writing those values for all to see and require teams to keep track of such things on their own.
- The value of each line (L) is  $D1 + D2$  (i.e. the value of the two dots that the line connects). For example, a team drawing a red line between one dot worth 1 point and another dot worth 2 points gets 3 points for doing so.
- Drawing a line that forms (closes) a polygon leads to a bonus for the team that does so. The Game Director should trace the figure just formed in the color of the team who completed it (just inside the lines that actually form the polygon). This team gets the sum of all the lines that go into forming the polygon, expressed by the formula, the value of a polygon (P) is  $L1 + L2 + L3$  for a triangle;  $P = L1 + L2 + L3 + L4$  for a rectangle, etc. It is truly a bonus because he or she is credited with the value of his or her own lines that form part of the polygon twice, once when every line in the cycle is scored and once when the polygons are scored.

### **Summary of Game Director's Rules (Natural Law)**

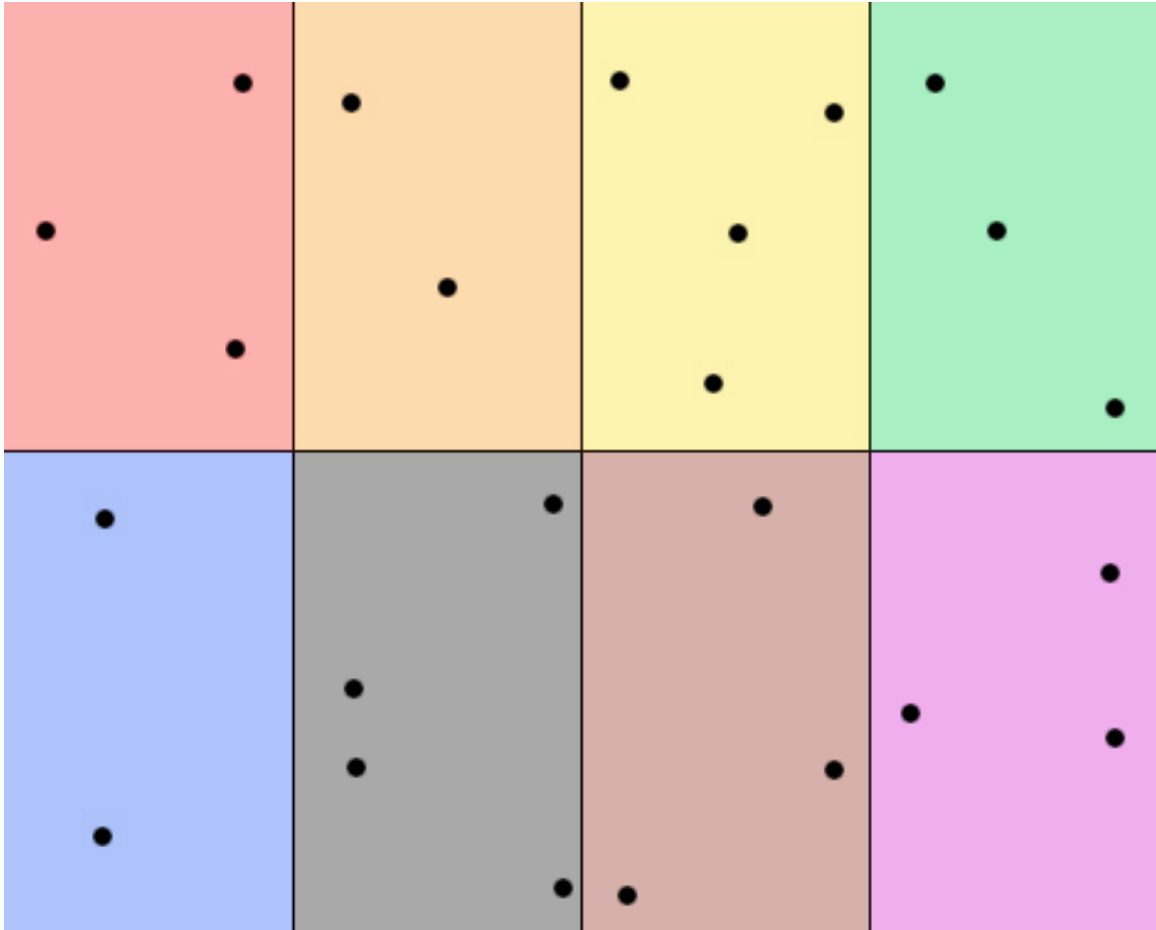
- Each team making lines on the board does so with a colored marker.
- Neither the black team nor the brown team may draw their own lines.
- There is a variable tax beginning at 2 points per cycle on all teams. This is your "survival" tax.
- A team must draw one straight line that connects two dots when it is their turn to play.
- Lines may not cross one another.

- If the lines form a polygon (i.e. a closed figure of any number of sides), that team must draw one more line.
- Each cycle begins with a new copy of the playing board with no lines on it and the value of each dot written next to it.
- An assessment of each team's overall wealth must be publicly accessible at all times.
- No team shall take more than one turn drawing lines, according to natural law, in a given round. A "round" shall be defined as a series of moves or sets of moves by each team, with each team completing at exactly one turn and drawing at least one line.
- There may be any number of rounds on a given board. There may be any number of boards in a given game.
- The Game Director will further reveal natural law as it becomes appropriate to do so.

### **Initial Teams' Rules—these may be changed.**

- Teams take turns during each round in the following order: Red, orange, yellow, green, blue, purple, brown, black.
- Land owners may charge for drawing lines or forming polygons on their land.
- Teams who have formed polygons may charge others for constructing polygons inside the figure that they had already built.
- A team playing the role of judge is the ultimate interpreter of all of the Teams' Rules.
- A team playing the role of government will make sure the laws of the game are executed—they will "run" things. An election for a new government is to be held every second cycle.
- A team's overall wealth is calculated using the formula:  $(PVC \times \text{Points})$ ; where PVC is the Property Value Coefficient, which is calculated using the formula  $[v / (n-1)]$ ; where V is the sum of the value of the dots in a team's territory; and where n is the number of dots in a team's territory. In the event v or n is 0 or less than 0, that value shall be set to 1. (\*)
- Any of these (team) rules may be changed by the government.

### **Example game board:**



Note that the value of each dot changes based on the rules described above. Dots values are generally written next to each dot; dots without a number written next to it (or otherwise noted) have a value of one (1) point.