

Brett J. Gilbert

# DOT TO DOT

THE LOGIC GAME  
WITH PERSPECTIVE

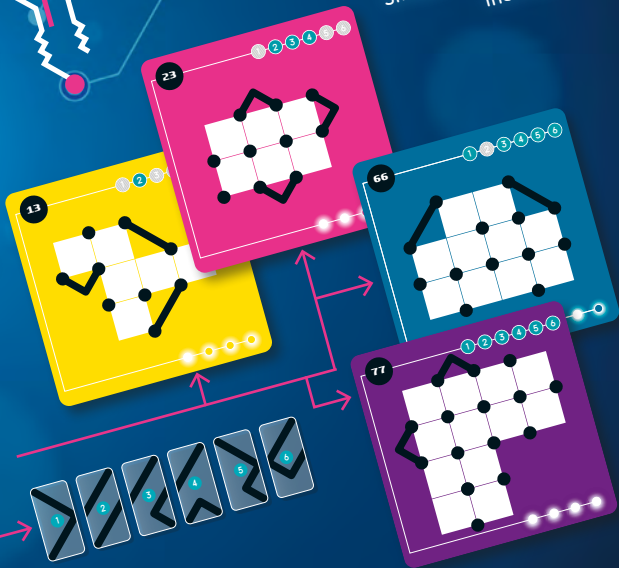


**INSTRUCTIONS**

For the solutions,  
simply turn over these  
instructions!

## CONTENTS:

- 40 task cards with 80 tasks in four levels of difficulty
- 6 transparent game pieces (numbered from 1 to 6)



## WHAT IT'S ALL ABOUT:

It's really quite simple: Each task card shows an area with a number of black dots that you must connect with a continuous line. For this, you have 6 different game pieces that you may turn and flip as you wish. But where must they go? Here, it's a case of keeping things in perspective!

## THIS IS WHAT THE TASK CARDS SHOW:

### TASK NUMBER

The task cards are numbered from 01 to 80. Here, you can see a sample task (00).

### DOT

With the help of your game pieces, you must join all the black dots from a starting point to a finishing point, using a **continuous line**.

### GIVEN LINE

These sections are always **part of your continuous line**.



### GAME PIECES REQUIRED

The numbers of the game pieces required are shown in turquoise. Those shaded in grey are not required.

### PLAYING AREA

The white spaces show where to place the game pieces.

### LEVEL OF DIFFICULTY

The tasks are sorted according to their level of difficulty, from ●○○○○ (easy) to ●●●●● (difficult). You can also recognise the level of difficulty by the background colour of the task card.

## HOW TO PREPARE THE TASKS:

- Before the first game, remove the protective film from the game pieces and have the task cards ready. We recommend completing the tasks in sequence. They become increasingly tricky.
- Draw a **task card** and place it before you.
- Take all the **game pieces** whose numbers are marked in **turquoise** on the task card (that's between two and six pieces, depending on the task). You must complete the task **using these game pieces**. Game pieces whose numbers are shaded in grey on the task card are not required for this task.



Only game pieces 1 and 6 are used in the example.

## HOW TO COMPLETE THE TASKS:

✓ You must **connect all the dots** with each other, from a starting point to a finishing point, using a **continuous line** (that's dot to dot). Then you have completed the task.

✓ You may **only use the game pieces specified by the task card, turning and flipping** them as you wish.

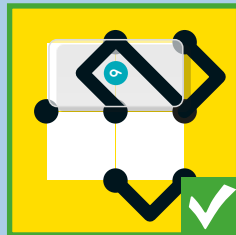
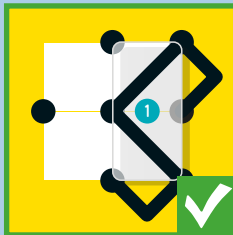
✓ Place the game pieces **directly** on the specified **space** so that they fit exactly on **two white squares**.

✗ **The line may not branch off.** You must lay **one continuous line**. This must begin at one dot and finish at another dot.

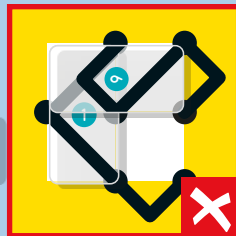
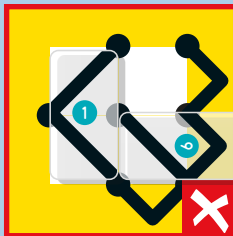
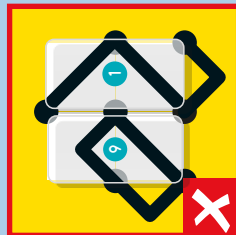
✗ The game pieces may **not overhang the white spaces** of the playing area.

✗ You may **not stack** the game pieces on top of each other, **neither may they "overlap"**. Each game piece must lie entirely on the playing area.

This might work:



Not allowed:



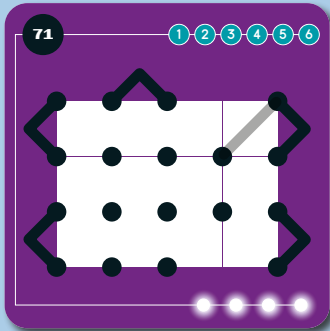
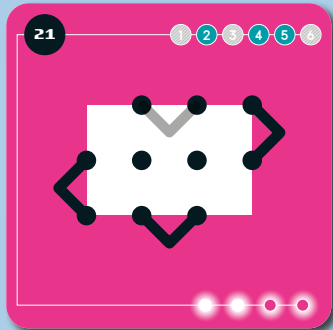
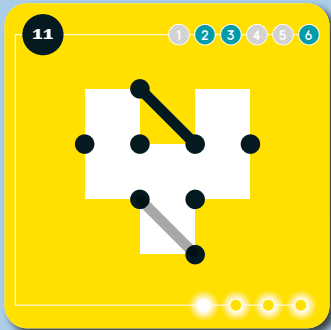
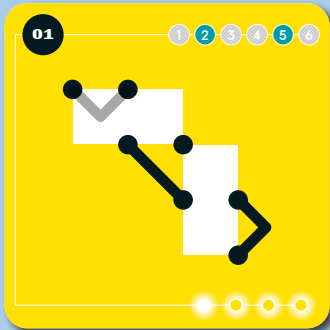


# LOOKING FOR HINTS?

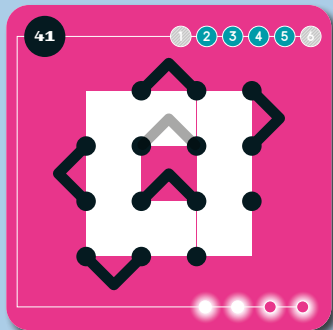
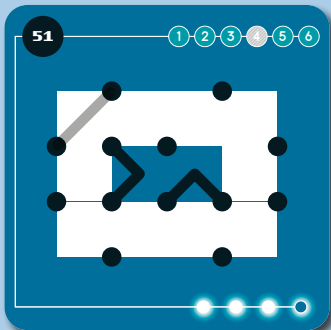
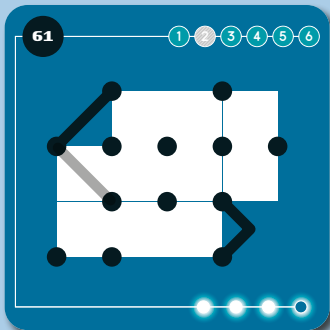
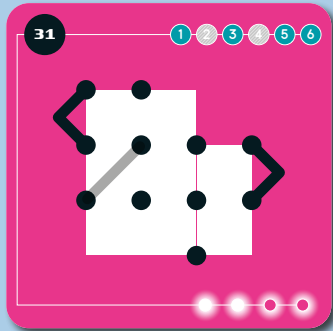
Every task has a clue that may help you get started

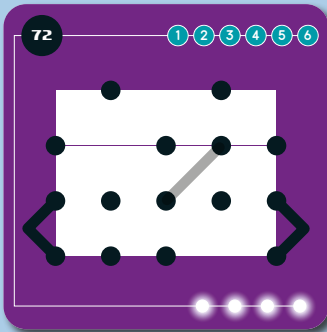
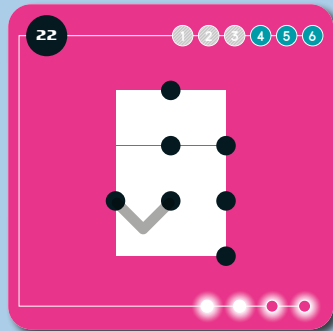
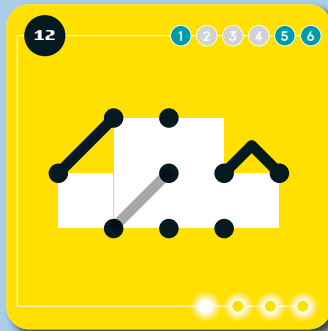
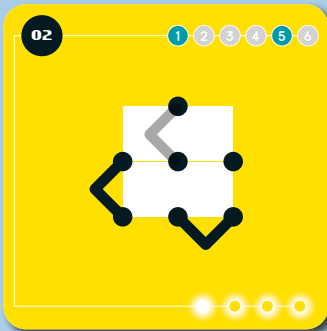


Looking for the solutions?  
Turn this booklet over!

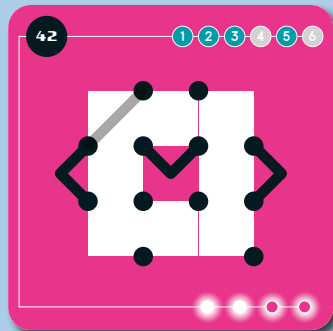
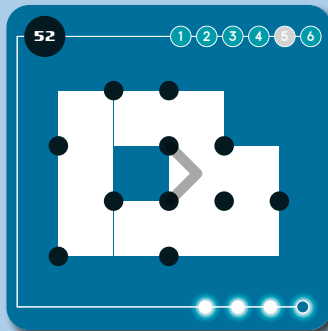
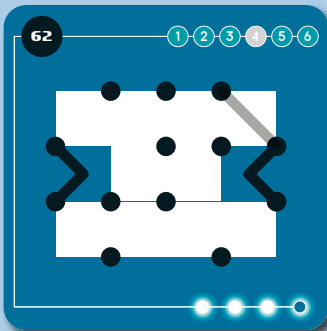
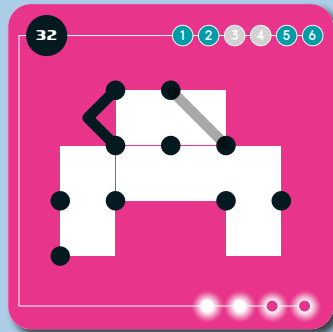


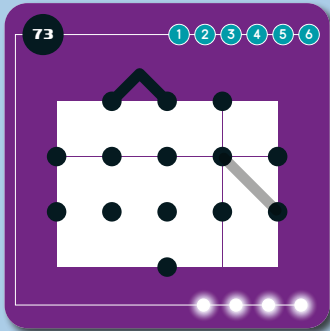
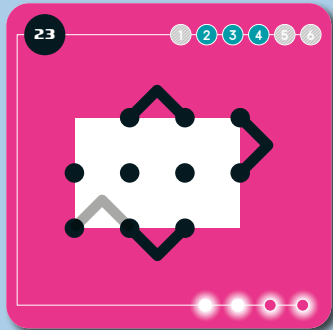
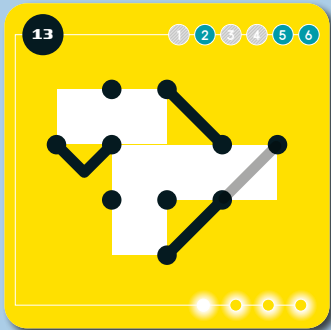
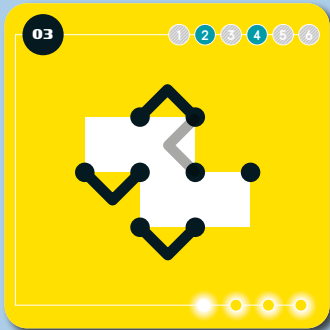
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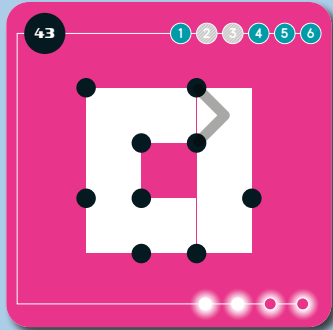
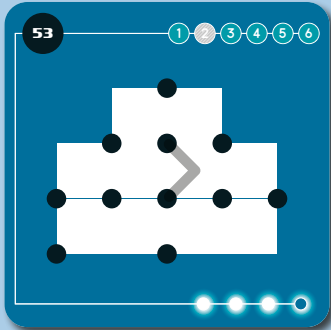
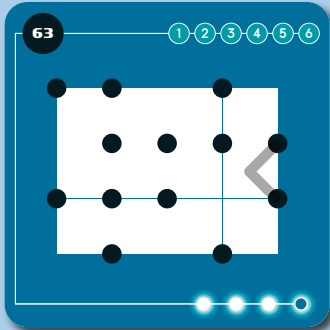
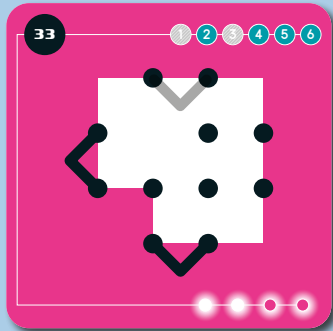


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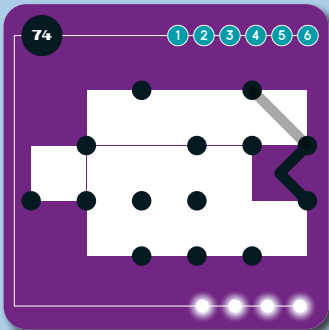
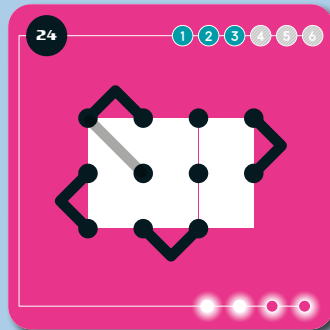
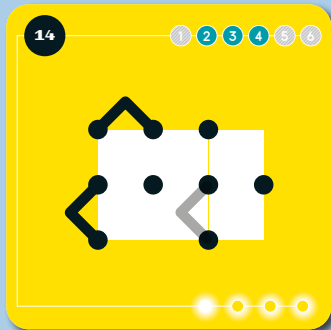
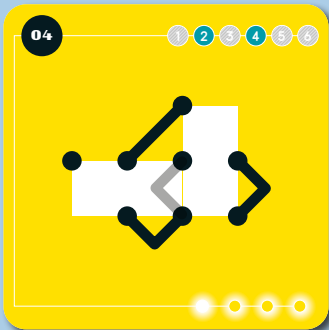




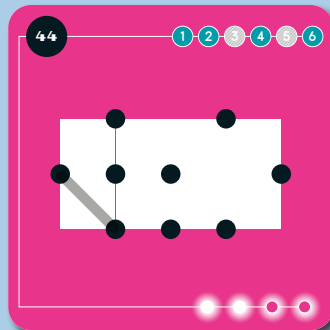
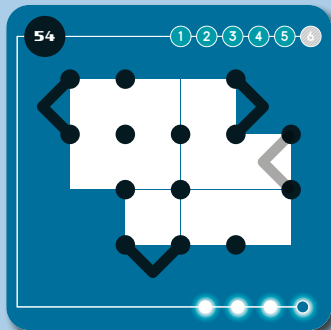
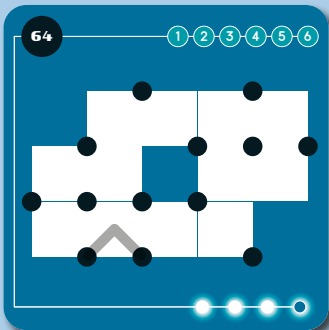
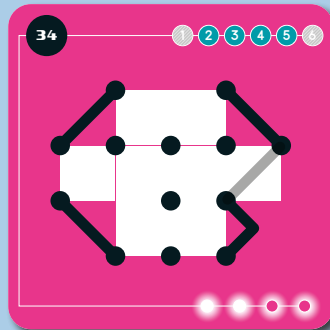
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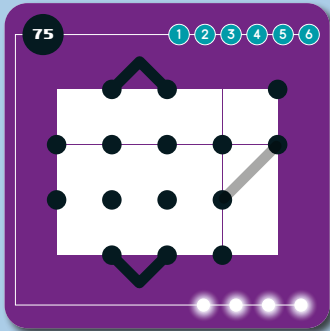
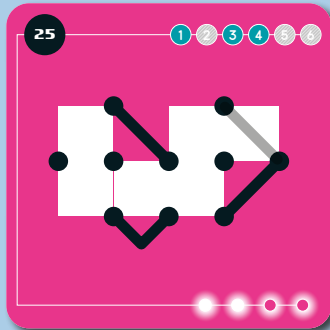
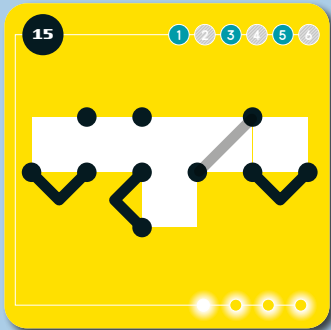
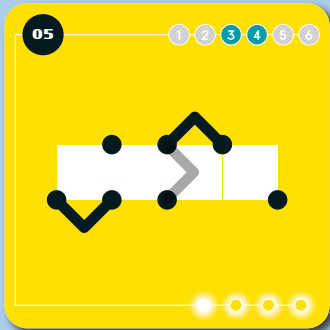




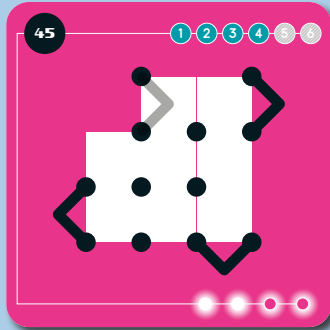
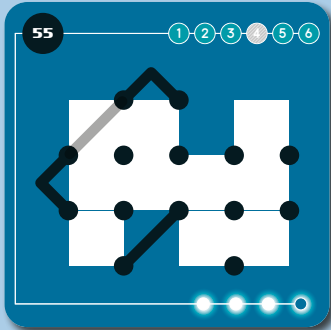
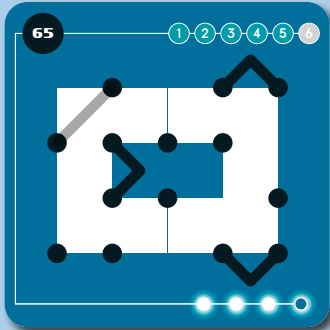
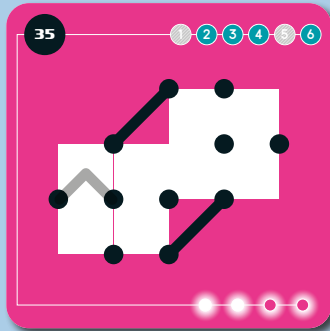


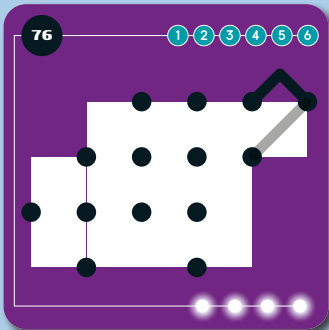
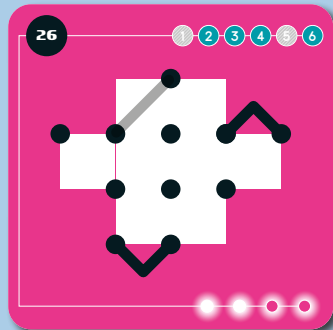
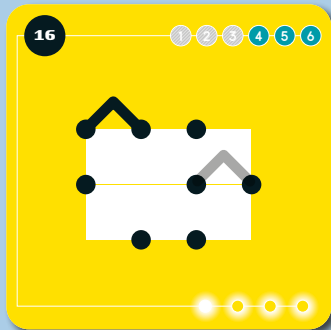
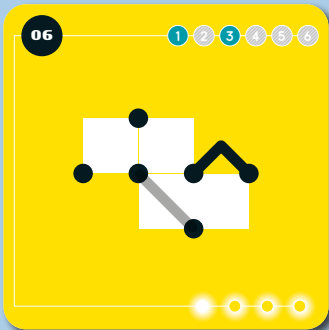
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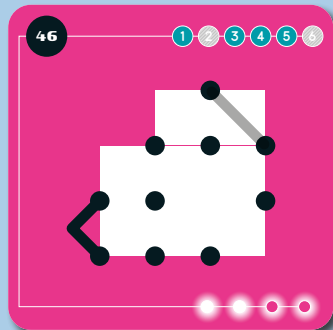
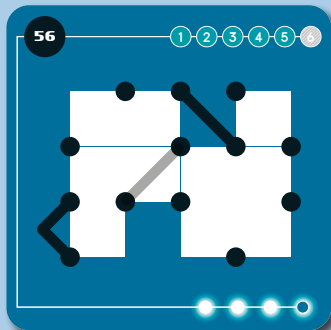
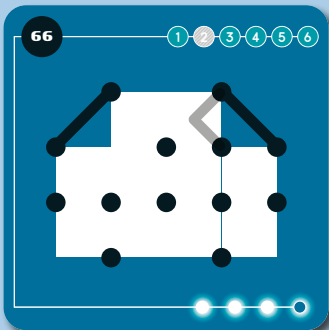
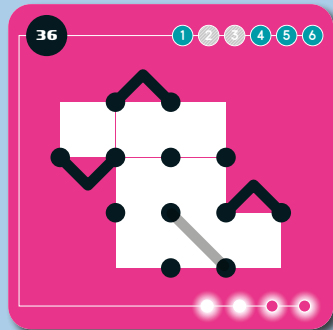


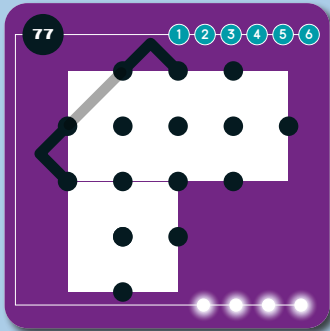
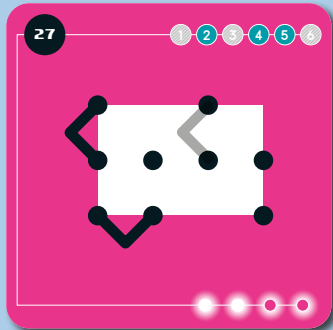
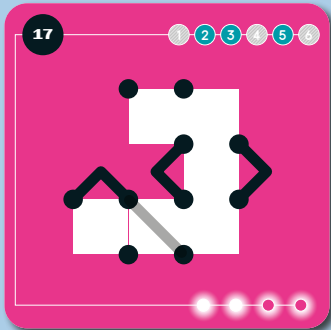
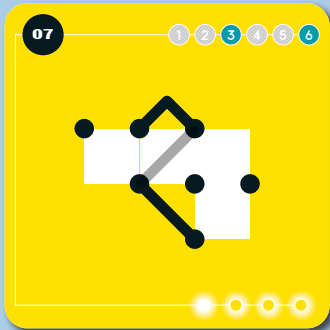
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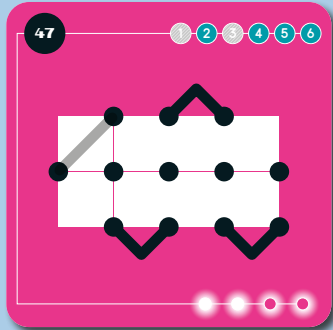
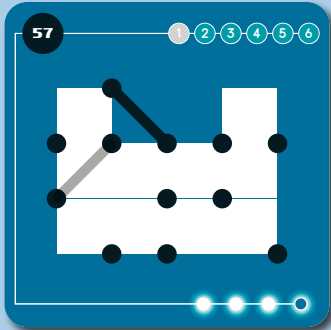
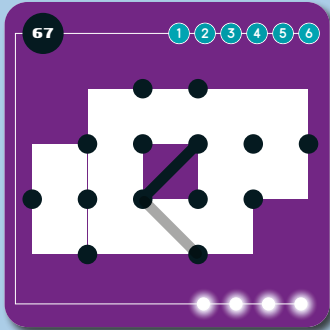
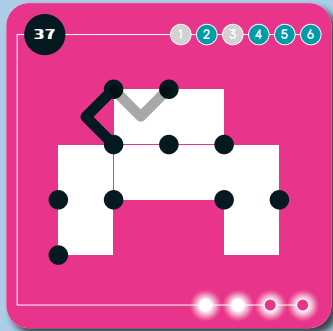


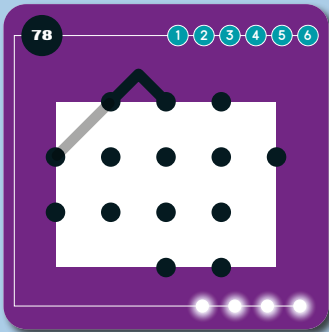
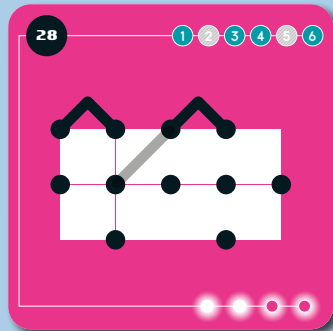
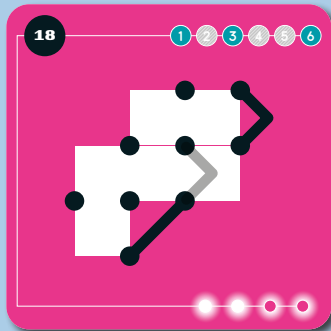
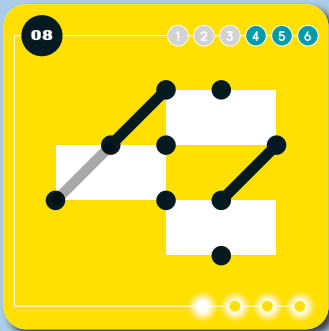
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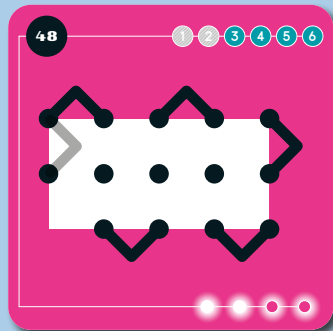
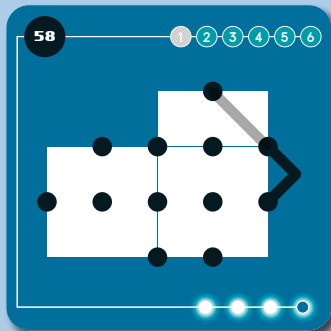
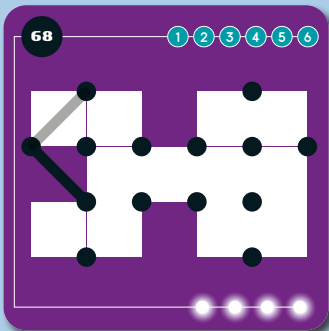
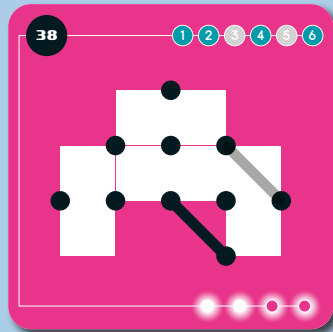


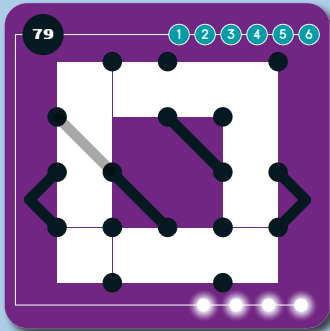
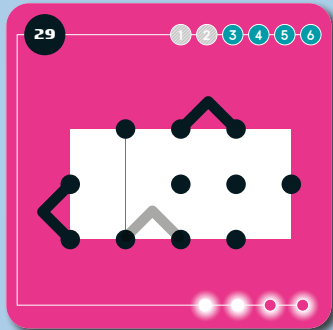
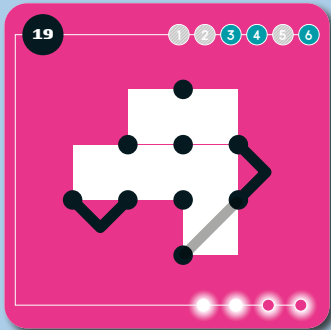
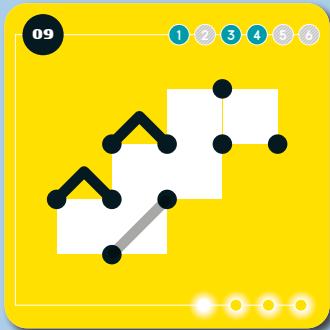
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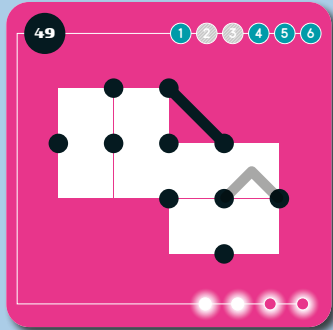
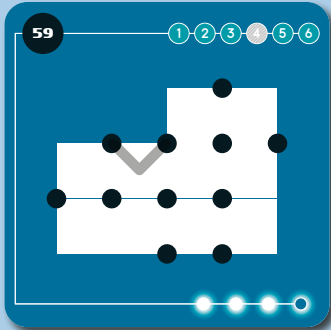
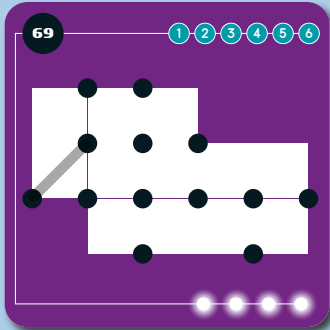
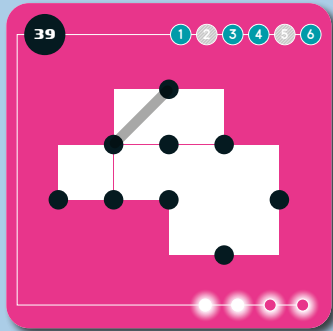


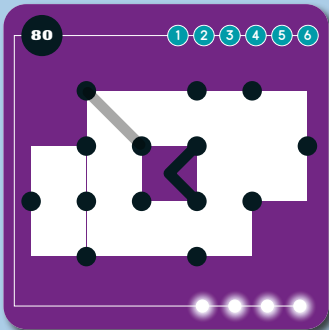
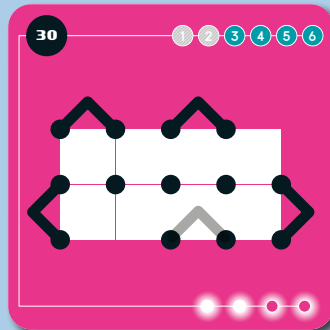
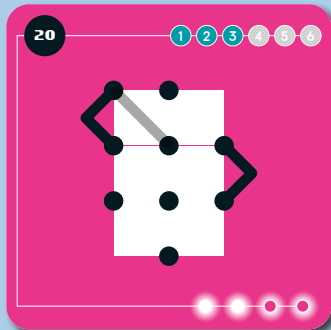
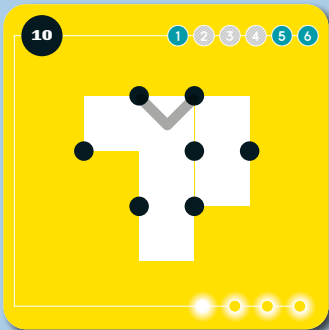
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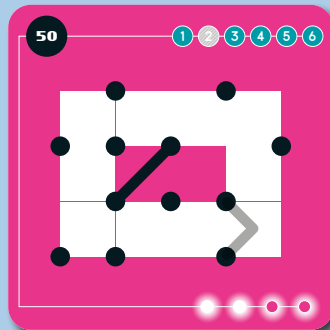
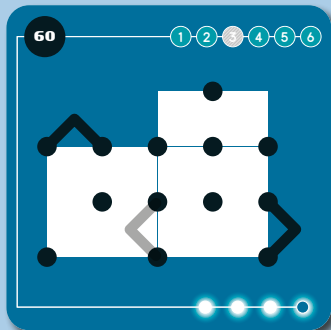
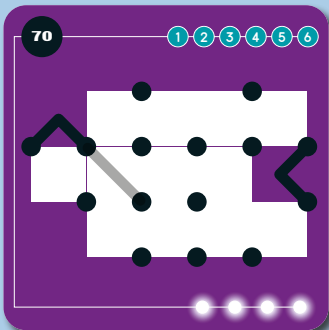
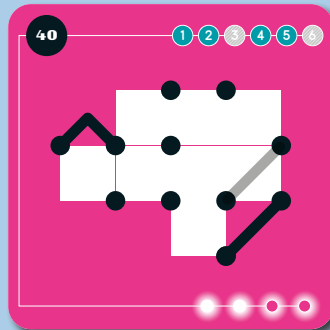


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## BY THE WAY:

### DO YOU ALREADY KNOW MOSES.VERLAG'S OTHER LOGICAL GAMES?



#### **Tetra Genial – The analogue logic puzzle**

*The popular classic  
computer game in  
a new dimension:  
The tasks show you  
when the lines are  
full. But how should  
the pieces drop to  
achieve this?*

For 1 player  
Age 10+

EAN:  
4033477903419

More information on these and other  
super games can be found online at  
[www.moses-verlag.de](http://www.moses-verlag.de)



#### **Dr. Grips / Brain Logic puzzle**

*In Dr. Grips' laboratory,  
your brain reaches  
its full potential. The  
goal is to copy 80  
different shapes.  
That will make your  
brain steam!*

For 1 player  
Age 8+

EAN:  
4033477903242



#### **Hunt the cockroaches – be clever and vacuum them all up!**

*A logic game for  
experts: six cockroa-  
ches are wreaking  
havoc in the kitchen.  
Which moves must  
your pest controller  
make to catch all the  
cockroaches?*

For 1 player  
Age 10+

EAN:  
4033477903136



# DOT TO DOT



## ATTENTION!

The complete solutions for all 80 tasks can be found on the following pages! Only take a peek, if you can't complete the task on your own!



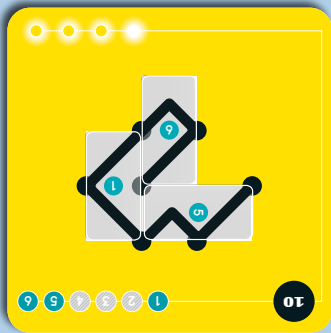
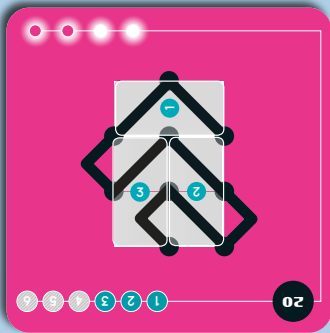
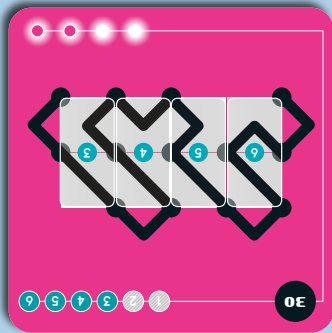
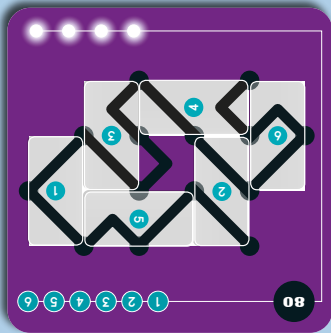
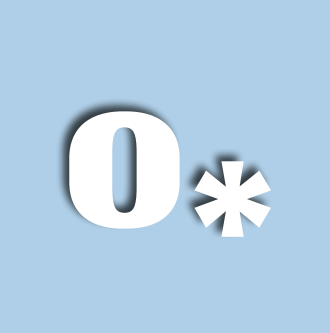
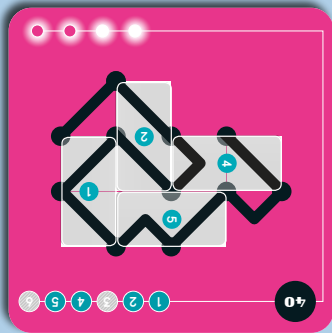
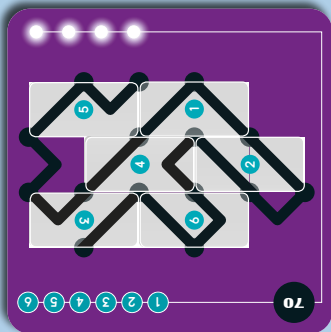
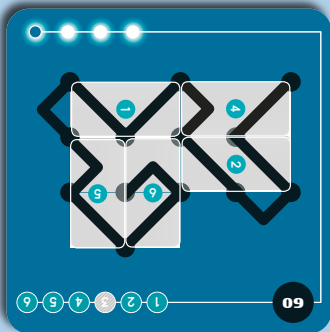
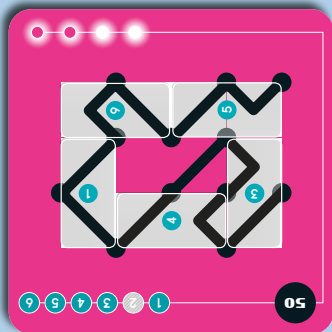
If you're stuck, first look in the Task Help Pages. Maybe this little clue will help you along!

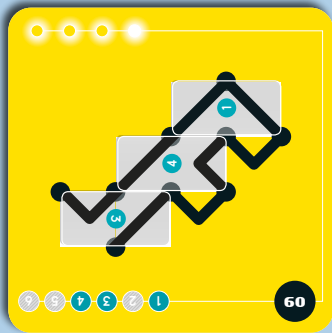
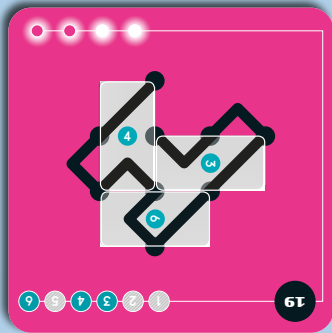
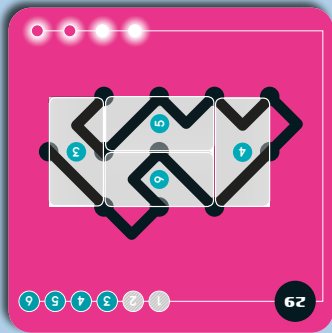
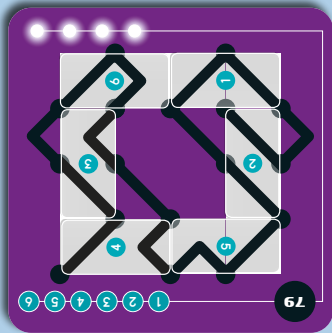
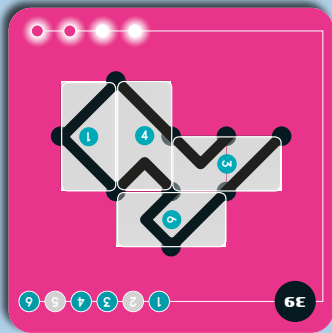
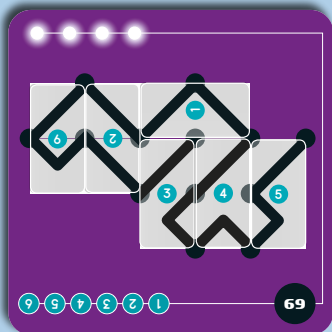
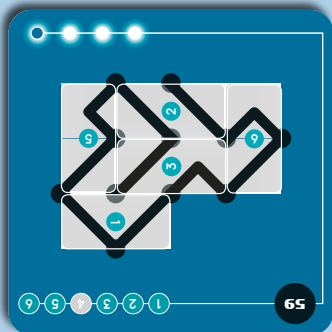
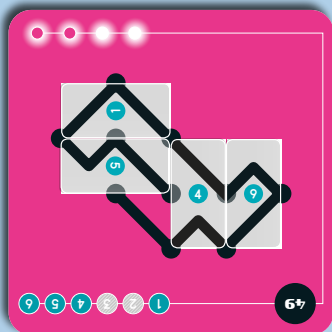


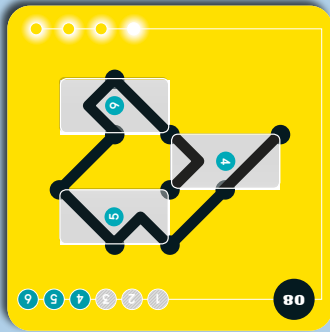
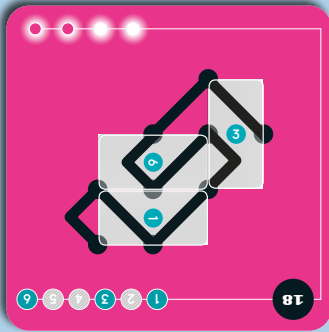
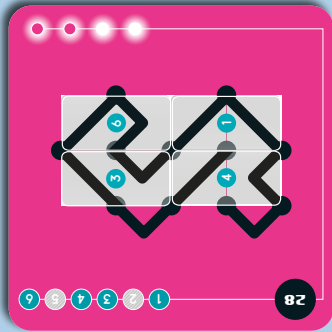
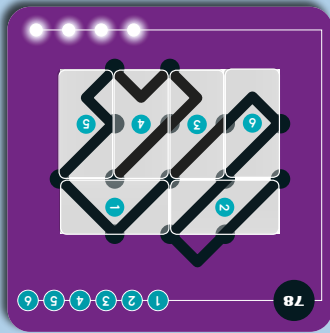
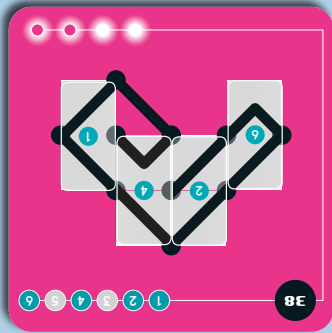
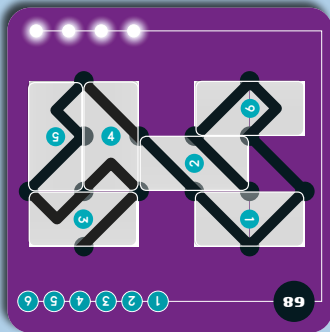
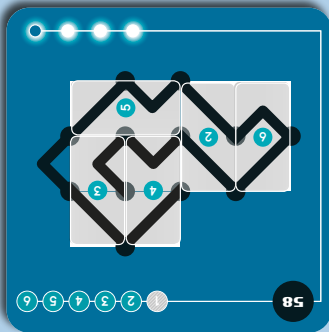
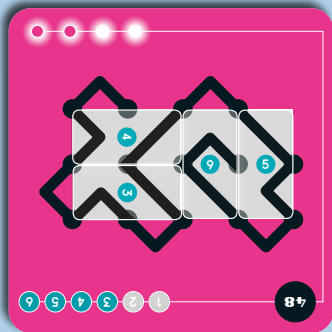
## SOLUTIONS

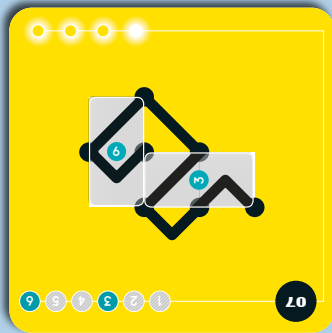
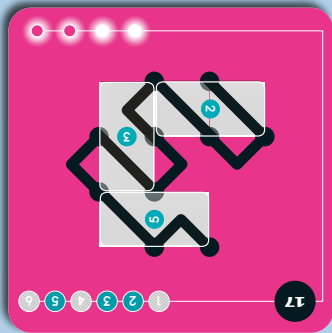
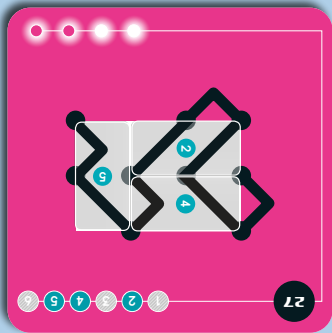
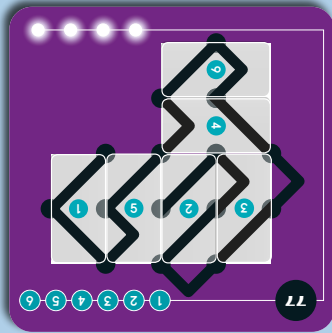
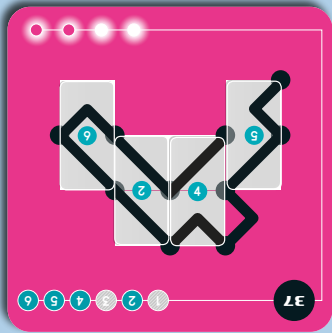
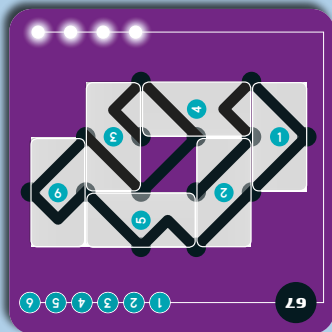
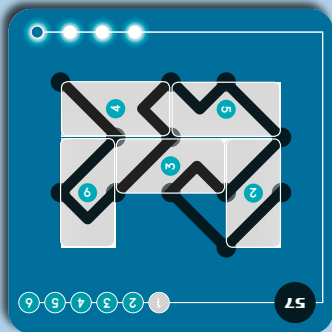
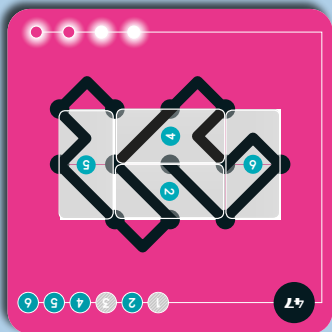


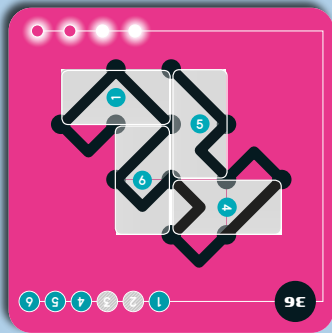
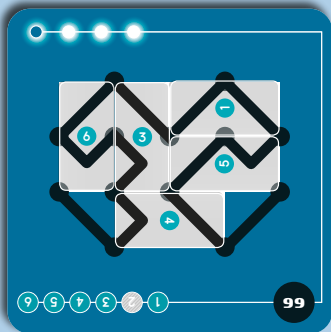
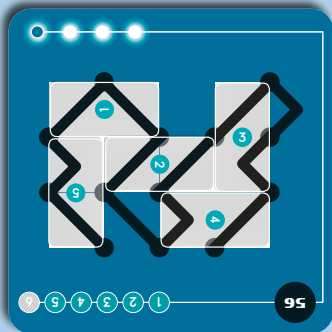
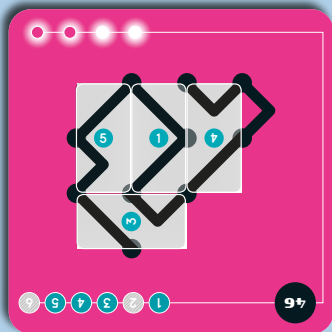
Some of the tasks have more than one solution. We are only ever showing one of them.



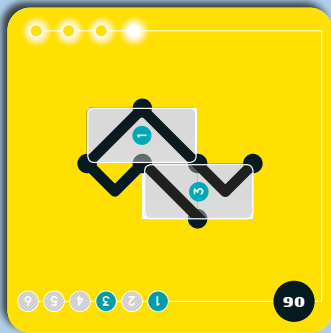
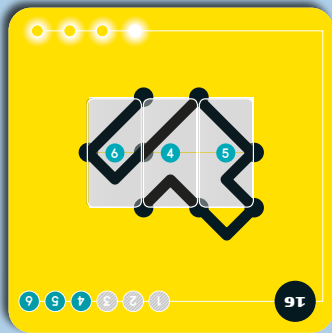
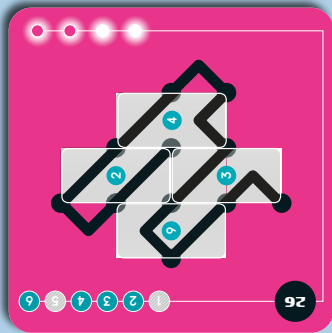
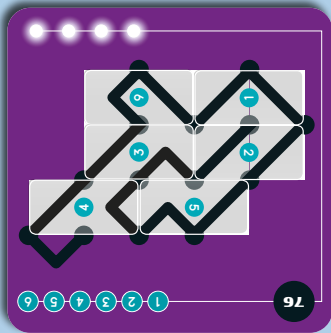








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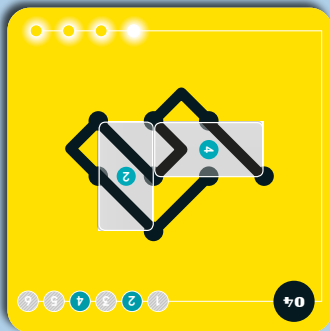
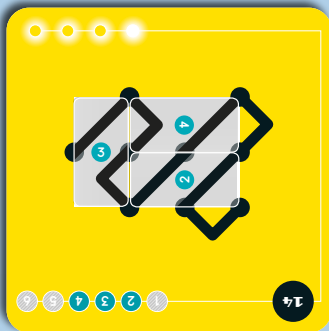
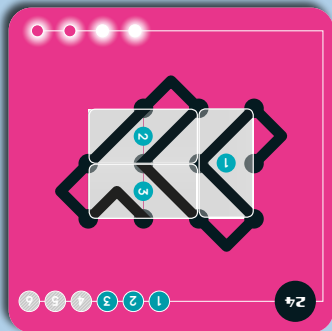
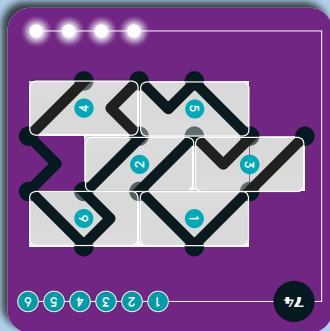
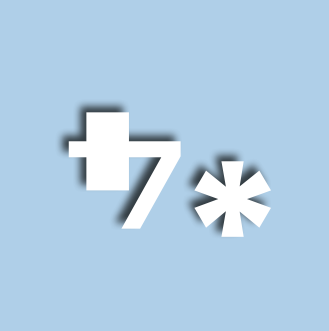
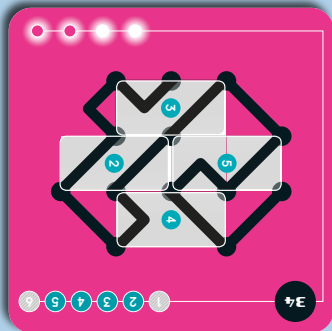
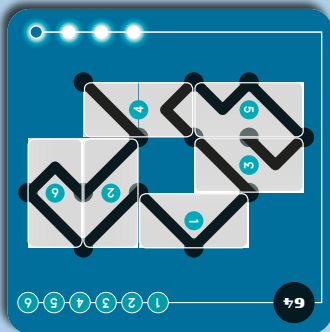
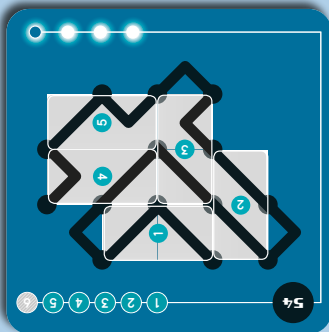
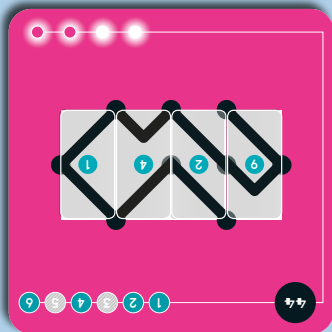


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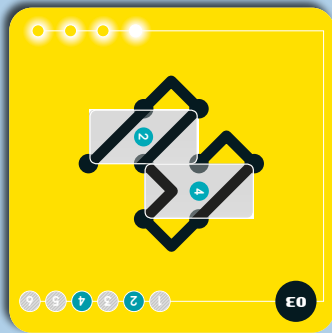
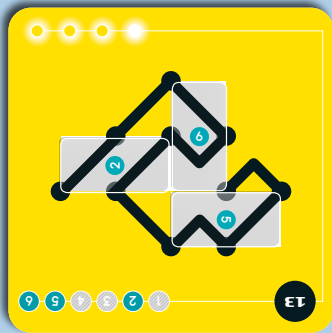
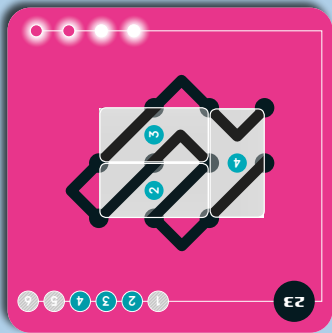
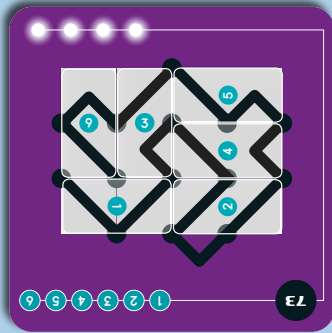
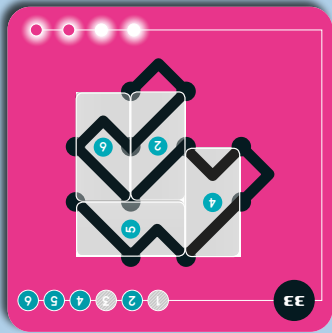
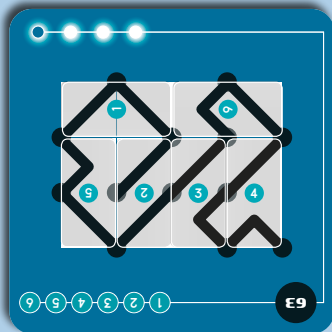
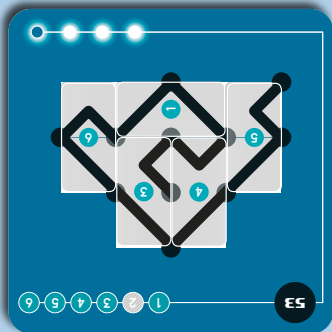
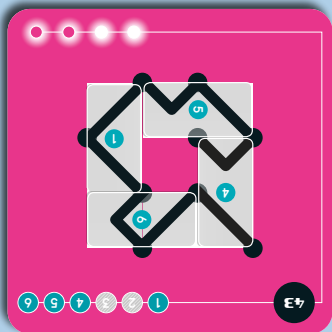
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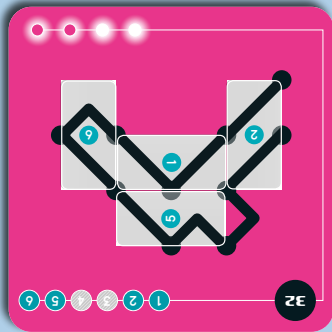
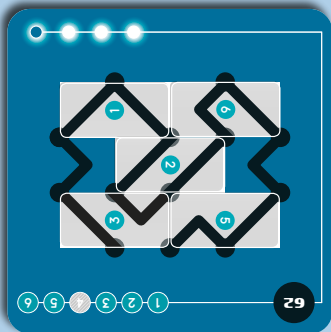
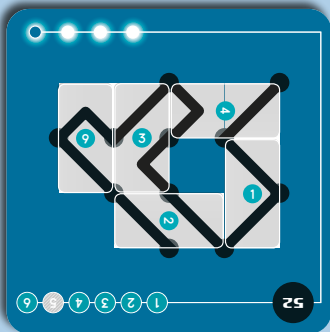
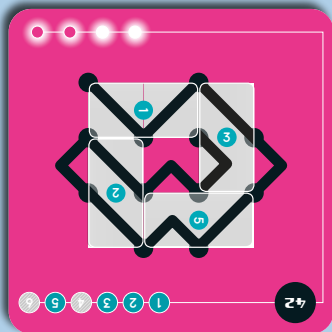
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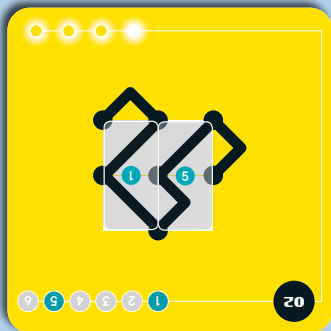
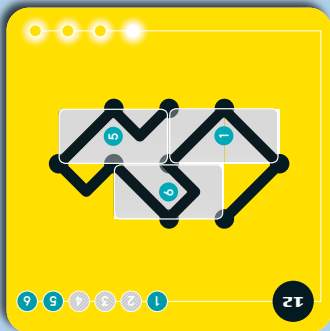
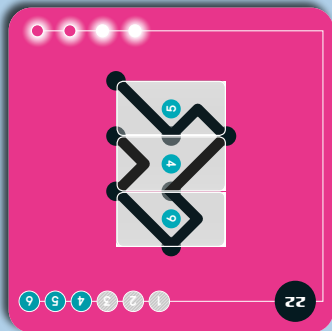
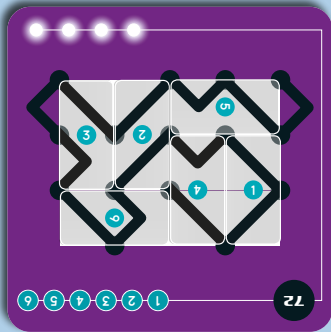


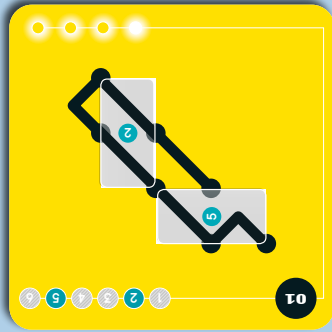
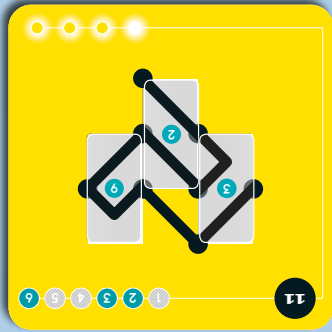
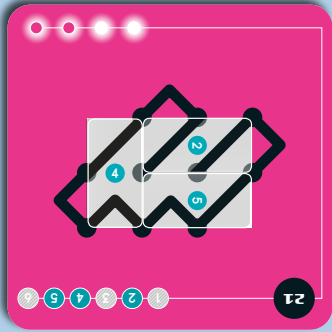
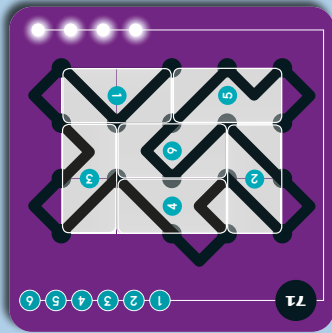
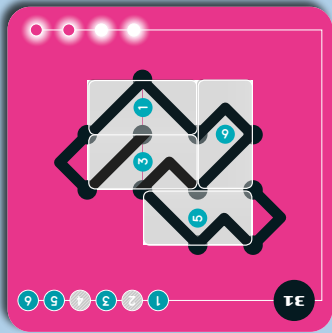
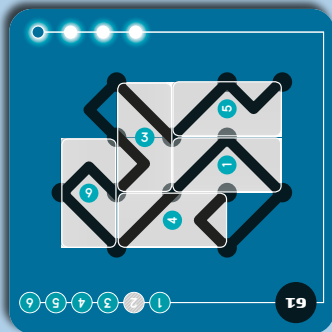
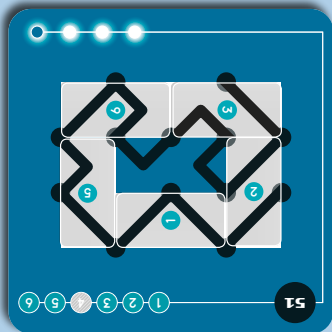
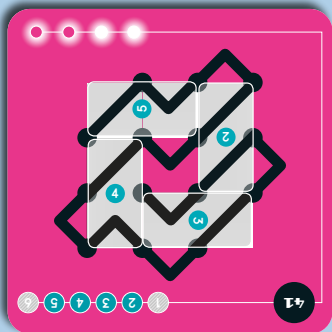






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THE LOGIC GAME  
WITH PERSPECTIVE

# DOT TO DOT

Brett J. Gilbert

**SOLUTIONS**

Turn this booklet over  
for the instructions!

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