The aim of the game is to insert as many dots as to equal the number written on the top of the column/row into each column /row of the grid.

The solution is only one.

There is one simple rule to follow; the white areas must contain an even number of dots and the grey ones must contain an odd number of dots. Zero (0) is even



The difficulty levels of the game are mutiple, ranging from the elementary one up to the proficient one.

The complexity level can be increased varying either the grid dimension (6x6, 7x7, etc.) or the design of the shapes or the number of requested dots. It is also possible to insert a few dots or crosses in the grid, to make it easier for beginners.

With time and experience, each player will develop strategies and techniques aimed at solving more and more difficult schemes, up to the upper level, where high problem solving skills are required.

A few, not exhaustive samples of possible tecniques are described in the "Tips and tricks" section.

Anyway, even in case a player decides to give up whatever tecnique and try their luck, he/she can logically choose the most likely path, minimizin the risk of mistakes.

* The techniques are present in the Tips & Tricks section.

Here are some guided examples of increasing complexity to familiarize you with the game