

Lauge Luchau

dimension

the brain game to go

For 1 player
Ages 8 and up

SOLUTION
HELP!*



Game Overview

This compact, single-player** version of Dimension was made for puzzle fans to play anywhere. The 200 challenges start off easy (turquoise) and steadily increase in complexity and difficulty to intermediate (green), advanced (orange), and finally expert (red).

Can you complete all 200 challenges?

*Download the free Kosmos Helper App and select Dimension: The Brain Game To Go.

** With a second copy of Dimension: The Brain Game To Go you can complete the challenges in competition against another player!

Game Components

- 1 Plastic case
- 20 Cards with 200 challenges
- 15 Plastic pieces
- 1 Rulebook with solutions



Quick Start

Follow the rules as you arrange the spheroid pieces to complete the 200 challenges.



Each **card** contains five **challenges**, which contain symbols representing the **rules** that must be followed (p. 6–7). The top of each card shows rules that apply to all of the challenges on that side (p. 4).



Choose the card with the challenge you want to solve, place that card on the top of the stack inside the case, **then close the lid.**



Place the case on a flat surface, then take the pieces out of the drawer in the bottom of the case. Solve the challenges by **placing the pieces on top of the lid.** The pieces can be stacked in a pyramid shape.

There is no time limit. Solving the challenges in numerical order is recommended but not required.

Gameplay

For a **video** showing how to play, turn to page 9.

- **Open the lid** and **choose the card** that contains the challenge you want to try. Place that card on the **top of the stack**. Put the stack back into the case as shown and **close the lid**.



- Take all **15 pieces** out of the **drawer in the bottom** of the case and place them next to the case as your **supply**. Close the drawer.



- **With the lid closed**, begin placing the pieces into the **slots in the top of the lid** according to the rules of the challenge you are working on (see p. 6–7). Note: the indented side of the piece always faces down.



- The pieces can be arranged in a pyramid shape in **three levels** — there can be up to six pieces on the lowest level, three in the middle, and one on top. Make sure the pieces are properly placed into the slots or stacked on top of each other. Each challenge requires ten pieces, unless otherwise indicated (see p. 4 for details about the structure of the cards).

Card Layout

Image of the pyramid, which shows where **up to ten pieces** may be placed



Pre-filled positions for the five challenges on this card side

Card number

Rules that apply to all five challenges on this card side

Rules for each individual challenge

Challenge number and checkbox. Mark after completing each challenge.

Number of pieces required to solve the challenge. Unless specified here, ten pieces are required.

Rules

There are five challenges on each card side, shown on the **bottom half** of the card (see p. 4). The **top half** of the card contains rules that apply to **all five challenges** on that side of the card.

- If a circle in the image of the pyramid is filled in with a color, that means that a piece of that color **must** be in that position for all five challenges on the card.
- Any rules to the left of the image of the pyramid, above the black line, apply to all five challenges on the card. These are **in addition to** the rules of the individual challenge.

Each rule is represented by a symbol. The symbols for the rules are described on pages 6 and 7. Solutions to each challenge can be found on pages 10–15.

The challenges increase in complexity and difficulty. As you progress to more challenging levels, more rules are added. The levels are shown in the background color of the cards:

- » Turquoise: Easy
- » Green: Intermediate
- » Orange: Advanced
- » Red: Expert

Note: The a-side is always easier than the b-side. However the highest cards of one difficulty level can sometimes be harder than the lowest cards of the next difficulty level.

Turn the page for descriptions of the rule symbols.

Important: The rules can be combined with any color. The colors shown on the next pages are only examples.



Use **X pieces** of this color. X can be any number, including 0 (e.g. 0 yellow pieces).



The **sum** of pieces of both colors must be X. You may use 0 pieces of 1 color.



Each piece of both colors **must touch** a piece of the **other** color (see p. 8). Use at least 1 piece of each color. If the rule shows two pieces of the same color, use at least 2 pieces.



The colors **must not touch** each other. Use at least 1 piece of each color. If the colors are the same, use at least 2 pieces of that color.



The pieces must be on the **same level**. Use at least 1 piece of each color. If the colors are the same, use at least 2 pieces of that color.



The color on the left must be on a **higher level** than the color on the right. Use at least 1 piece of each color.



Use an **equal number** of pieces of each color. You may use 0 pieces of both colors.



The color on the left must appear **more frequently** than the color on the right. You may use 0 pieces of the color on the right.



The color on the left must be on a **lower level** than the color on the right. Use at least 1 piece of each color.



The color on the left must appear **less frequently** than the color on the right. You may use 0 pieces of the color on the left.



Use an **unequal number** of pieces of each color. You may use 0 pieces of one color.



The pieces of these colors must be on **different levels**. Use at least 1 piece of each color. If the color is the same, that color must be represented on 2 different levels (and you must use at least 2 pieces of that color).



This color must form **one of the 3 corners or the peak** of the pyramid. Use at least 1 piece of this color.



This color **must not form one of the 3 corners or the peak** of the pyramid. Use at least 1 piece of this color.



The colors shown must be **in a straight line** somewhere in the pyramid, in the order shown. Bending is **not allowed**. The orientation of the line **does not matter**.



This color must touch **at least 1 piece of every other color** that is used to solve this challenge. Use at least 1 piece of this color.



All pieces of the colors shown must be part of an **open chain** that is at least 3 pieces long. Pieces at the beginning and end of the chain must touch exactly 1 piece of the other color. Pieces within the chain (not at the beginning or end) must touch exactly 2 pieces of the other color, and never its own color, unless the 2 colors shown are the same. The beginning and the end of the chain cannot be the same piece.

Ex.



Touching

Two pieces are considered touching if

- They are **directly next to** each other **within one level** or
- They are stacked on top of each other.

Examples:

A



Gray touches the two yellow pieces. Red touches the two blue pieces and the two yellow pieces.

B



Gray touches the red, blue, and yellow pieces.

C



Gray touches the yellow piece and the two blue pieces, but not the three red pieces.

Important: Sometimes there is no level 2, but there is a level 3. In this case a piece can be placed above the center of level 1.

Example:



Gray touches the red piece and the two blue pieces, but not the three yellow pieces.

Completing Challenges

When you have completed a challenge, you can check whether it is correct by comparing it to the solution provided. You can find a **solution** for each challenge on pages 10–15 or in the Kosmos Helper App.

Important: Only one solution is provided in the rulebook and in the Helper App, but many challenges have more than one solution. Can you find them all?

Have you successfully completed a challenge?

- **Clear** the lid and return the pieces back to the supply.
- Move onto the **next challenge**. Once you have completed **all of the challenges on the a-side**, turn the card over and continue playing on the **b-side**.
- Once you have completed the **b-side of a card**, place **the next card on top of the stack** with the **a-side facing up**, and so on.
- If you ever get stuck on a challenge, you can skip it and return to it later.

If you manage to solve all **200 challenges**, you have successfully completed the game. **Congratulations!**

Video

Scan this QR code for a **rules tutorial video** showing how to play
Dimension: The Brain Game To Go.



SOLUTIONS

1a

1



2



3



4



5



1b

6



7



8



9



10



2a

11



12



13



14



15



2b

16



17



18



19



20



3a

21



22



23



24



25



3b

26



27



28



29



30



4a

31



32



33



34



35



10

4b

36



37



38



39



40



5a

41



42



43



44



45



5b

46



47



48



49



50



6a

51



52



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54



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6b

56



57



58



59



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7a

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62



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64



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7b

66



67



68



69



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8a

71



72



73



74



75



8b

76



77



78



79



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9a

81



82



83



84



85



9b

86



87



88



89



90



10a

91



92



93



94



95



10b

96



97



98



99



100



11a

101



102



103



104



105



12

11b

106



107



108



109



110



12a

111



112



113



114



115



12b

116



117



118



119



120



13a

121



122



123



124



125



13b

126



127



128



129



130



14a

131



132



133



134



135



14b

136



137



138



139



140



15a

141



142



143



144



145



15b

146



147



148



149



150



16a

151



152



153



154



155



16b

156



157



158



159



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17a

161



162



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164



165



17b

166



167



168



169



170



18a

171



172



173



174



175



18b

176



177



178



179



180



19a

181



182



183



184



185



19b

186



187



188



189



190



20a

191



192



193



194



195



20b

196



197



198



199



200





Lauge Luchau is still recovering from being a teenager in the 1980s, an experience that led to an inability to take anything seriously, diagnosed as “Generation X.” A combination of very modern teenage daughters and the climate crisis has alleviated

any lingering symptoms. Living with his wife and his two daughters in Aarhus, Denmark, he works by day as a developer of gaming accessories and, by night, endeavors to make the world a better place, one brainteaser at a time.

Lauge Luchau and Kosmos would like to thank everyone who helped with playtesting and editing the game.

Lauge’s special thanks go to his cat Enya, who showed him that it’s much more fun to roll the Dimension pieces across the floor than to think up new levels for them. Rest in peace, furry friend.

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