DOBBLE®

Game rules

What's Dobble ?

Dobble consists of 55 cards, each showing 8 symbols. Between any 2 cards, there is always 1—and only 1—matching symbol. Get ready to spot it!

Before You Start Playing…

If you've never played ***Dobble*** before, familiarise yourself with the game by drawing 2 cards at random and placing them faceup on the table so that everyone can see them. Find the matching symbol between these 2 cards (same shape, same colour; only the size may be different). The first player to spot the matching symbol must call out its name and draw 2 new cards, placing them on the table. Repeat these steps until all players clearly understand that there is always 1 and only 1 matching symbol between any 2 cards. That's it. Now you're ready to play ***Dobble***!

Object of the Game

No matter which mini-game you're playing, the goal is always to be the fastest player to spot the matching symbol between 2 cards and call it out.

The Mini-Games

Dobble is a series of fast, challenging mini-games in which all players act simultaneously. You can play them in any order, or only play your favourites. The main goal is to have fun! It can be helpful to play a few practice rounds first to make sure everyone understands the rules. The player who wins the most mini-games is the overall champion.

In Case of Doubt

The first player to call out the name of the symbol wins. In case of a tie, the first player to take or place the card wins.

Tied for First?

If 2 players are tied for first at the end of the game, the 2 players have a face-off. Each player draws 1 card and flips it faceup simultaneously. The first player to spot the matching symbol between the cards and call it out wins. If 3 or more players are tied, play 1 round of "Hot Potato" to determine the winner.

GAME #1

The Tower

1) Preparing the Game: Deal 1 card facedown to each player. Place the remaining cards faceup in the middle of the table to form the draw pile.

2) Object of the Game: To collect the most cards.

3) Playing the Game: Simultaneously, players flip their cards faceup and try to spot the 1 symbol that appears on both the centre card and their own card. As soon as you find your match, call it out. Then take the centre card and place it faceup on top of your flipped card to form a personal pile. Now use the new top card on your personal pile to find a match with the new centre card. Continue playing until the draw pile runs out of cards.

4) Winning the Game: The player with the most cards wins.



Setup: Example for 3 Players



GAME #2

The Well

1) Preparing the Game: Place 1 card faceup in the middle of the table. Deal the remaining cards facedown as evenly as possible among all the players. These cards form their personal draw piles.

2) Object of the Game: To be the first player to get rid of all their cards.

3) Playing the Game: Simultaneously, players flip their entire draw piles over so they are faceup. If you are the first player to spot the matching symbol on both your top card and the centre card, call it out and place your card on top of the centre pile; it immediately becomes the new centre card. Use the new card revealed on your personal pile to find a match with the centre card. Continue playing until 1 player runs out of cards.

4) Winning the Game: The first player to run out of cards wins.



Setup: Example for 3 Players



GAME #3

Hot Potato

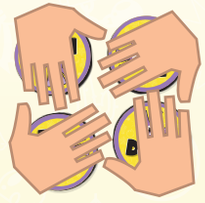
(played over multiple rounds)

1) Preparing the Game: Deal 1 card facedown to each player. Set aside the remaining cards to use later. Decide how many rounds you wish to play (5 minimum).

2) Object of the Game: To have the fewest cards after all the rounds have been played. This is accomplished by getting rid of your cards each round.

3) Playing the Game: Simultaneously, players flip their cards faceup. The cards must be held flat in the palm of a steady hand. If you spot a matching symbol between your card and another player's card, call it out and place your card faceup on top of the other player's card. If you have 2 or more cards in your hand, look only at your top card for a match. When you spot it, give all your cards to the other player with the match. Continue playing until 1 player has all the cards. That player loses the round and places the cards in front of them. A new round starts.

4) Winning the Game: At the end of the last round, the player with the fewest cards in front of them wins.



Setup: Example for 4 Players



GAME #4

The Poisoned Gift

1) Preparing the Game: Deal 1 card facedown to each player. Place the remaining cards faceup in the middle of the table to form the draw pile.

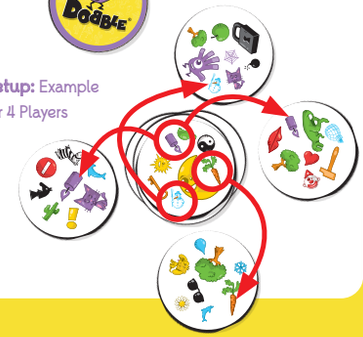
2) Object of the Game: To have the fewest cards.

3) Playing the Game: Simultaneously, players flip their cards faceup. Players look for a match between the centre card and any other player's card. If you spot a match, call it out. Then take the centre card and place it on top of the other player's card on which you found the match. This is the "poisoned gift" because you give an unwanted card to an opponent. The revealed card on the draw pile becomes the new card that players use to find a match. Continue playing until the draw pile runs out of cards.

4) Winning the Game: The player with the fewest cards wins.



Setup: Example for 4 Players



GAME #5

Triplet

1) Preparing the Game: Place all the cards facedown in a pile. Take the first 9 cards and place them faceup on the table (as shown).

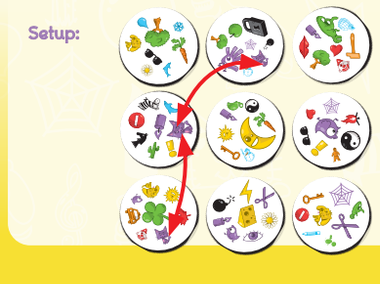
2) Object of the Game: To collect the most cards.

3) Playing the Game: Simultaneously, players try to find a matching symbol on any 3 cards. The same symbol must be present on all 3 cards to make a matching set. As soon as you find a matching set, call it out. Take the 3 cards showing the matching symbol and replace them with 3 new cards. The game ends when there are fewer than 9 cards left and no more matching sets of 3 cards.

4) Winning the Game: The player with the most cards wins.



Setup:



Symbol Examples

	Tree		Baby bottle		Bomb		Snowman		Gingerbread man		Mouth/Lips
	Candle		Cactus		Lock		Carrot		Knight/Horse		Cat
	Dog		Target		Scissors		Key		Music/ Treble clef		Clown
	Ladybird		Heart		Pencil		Dolphin		Dinosaur/ T-Rex		Dobble/Hand
	Dragon		Lightning		Ghost		Fire		Maple leaf		Daisy
	Snowflake		Cheese		Ice cube		Water/Drop		Clock		Igloo
	Moon		Turtle/ Turtoise		Glasses		Hammer		Eye		Bird
	Four-leaf clover		Stop sign		Exclamation mark		Question mark		Apple		Sun
	Paint		Skull and crossbones		Spider's web		Car		Yin and Yang		Zebra

Credits

A game by Denis Blanchot, Jacques Cottereau, and Play Factory, with help from the Play Factory team, including:
Jean-François Andreani, Toussaint Benedetti, Guillaume Gille-Naves and Igor Polouchine.

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A small bit of history of the creation of Dobble: DOBBLE is over 50 symbols, 55 cards, 8 symbols per card, and there is always one and only one matching symbol between any two cards. But how does it work? DOBBLE is based on a principle of interaction according to which two lines always have a single point in common. In 1976, Mister Jacques Cottereau had the idea of creating a generalization of a famous "fun mathematic" puzzle, named Kirkman's Schoolgirl Problem, or the Ladies' Problem, which is the following: "15 young ladies from a boarding school go out each day for a walk in rows of three. How can we proceed so that each of them only ends up in the company of each of the others once?". With the help of techniques developed from theories of error correcting codes, he built a few structures which generalized the problem. These structures are well-known by mathematicians under the name of "incomplete balanced blocks." Based on the special properties of these structures (the principles of intersection and of optimization), Mister Jacques Cottereau successively created two games by "dressing them up" in an unconventional way. The first of these games, a "strange retriever" was published in the "Le Petit Archimède" and "Pour la Science" magazines (The Young Archimedes, and For Science, respectively). Mister Jacques Cottereau then created a second game based on a projected plan with a base of 5 in which the lines were replaced with cards, the points with images of insects, and he called it "game of insects," the goal being to find the image of the insect in common between two cards. The ancestor of DOBBLE was born! In the Spring of 2008, Denis Blanchot discovered a few cards from the "game of insects", created decades earlier. He is struck by the genius behind the intersection mechanic and works with Jacques Cottereau to turn it into a "real" game. For Denis Blanchot, the "good points" style patterns must be rethought as they are too complex and prevent a reflex-style party game. The icons must allow for quick identification, and must be more playful and easily understood. Fluidity is required. At the same time, the cards are too few (31) and contain too few figures (6); the game moves on to 57 cards containing 8 figures to finally get the real feeling of play, meaning a projected number of combinations in the seven digits. The rules of the game must still be written . . . In short, there's an entire extra layer of creation yet to be done. Many prototypes and playtests, notably with children, are done by Denis Blanchot, who also, on his own, takes the additional step of getting in touch with publishers. The Play Factory team would finally end up working with Denis Blanchot to publish the final form of the game. In early Fall 2009, DOBBLE, as it is known today, is launched!