

Robin

Diamond

Mera

Smash

Flash's mask

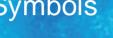
Wonder

Woman's logo

Hammer

Batmobile

## **Symbols**





Green Lantern



Shark



The Flash



Black Manta



Harley Quinn

Poison Ivv



Superman



Supergirl



Reverse Flash





Katana





Aquaman's



logo





Wonder





**Bizarro** 



Aquaman

The Joker



Green Arrow





Batman's mask





Fist



Woman's shield



Catwoman





Cybora

Wonder

Woman

Cheetah

Cyborg's logo

Green Lantern's

logo

Wonder

Woman's crown

Cage

Harley Quinn's

logo

**Batgirl** 



AM HA HA

**Sinestros** 

**Brainiac** 

Ha Ha Ha

The Flash's

logo

Wonder

Woman's lasso

Carnivorous

plant

Star

Batman



Fish

Bizarro's logo

Batman's logo

**Trident** 

lantern

Heart



Green Lantern's mask



Superman's logo



The Joker's teeth



Wonder Woman's sword



**Kyptonite** 





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Credits

A game by Denis Blanchot, Jacques Cottereau, and Play Factory, with help from the Play Factory team, including: Jean-Francois 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 in principle of interaction according to which two lines always have a single point in common. In 1976. Mister Jacques Co ereau had the idea of creating a generalization of a famous "fun mathematic" puzzle 🔹 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 he 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 Based on the special properties of these structures (the principles of intersection and of optimization), Mister Jacques Co ereau successively created two games by "dressing them up" in an unconven anced blocks." 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 Co ereau then created a 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 not the image of the insect in common between two calcomes. ased on a projected 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 Co nto a "real' game. For Denis Blanchot, the "good points" style pa erns must be rethought as they are too complex and prevent a re ex-style party game. The icons must allow for guick identi cation, and must be more play Fluidity is required. At the same time, the cards are too few (31) and contain too few gures (6); the game moves on to 57 cards containing 8 gures to nally get the real feeling of play, meaning a projected numbly 😽 🥦 tions in the seven digits. The rules of the game must still be wri en ... 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, makes the additional step of ge ing in touch with publishers. The Play Factory team would nally end up working with Denis Blanchot to publish the nal form of the game. In early Fall 2009, DOBBLÉ, as it is known today, is launched!