Symbols

Robin	Batgirl	Bizarro	Green Lantern	Shark	The Flash
The Daily Planet	Cyborg	Batman	Black Manta	Harley Quinn	Superman
Diamond	Wonder Woman	Sinestros	Aquaman	Poison Ivy	Supergirl
Mera	Cheetah	Brainiac	The Joker	Green Arrow	Reverse Flash
Smash	Cyborg's logo	Ha Ha Ha	Fish	Deathstroke	Katana
Flash's mask	Green Lantern's logo	The Flash's logo	Bizarro's logo	Green Lantern's mask	Batman's mask
Wonder Woman's logo	Wonder Woman's crown	Wonder Woman's lasso	Batman's logo	Superman's logo	Aquaman's logo
Hammer	Cage	Trident	Green Lantern's lantern	The Joker's teeth	Fist
Batmobile	Harley Quinn's logo	Carnivorous plant	Heart	Wonder Woman's sword	Wonder Woman's shield
		Star		Kyptonite	Catwoman

×1

×55

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 Co ereau had the idea of creating a generalization of a famous "fun mathematic" puzzle, the 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 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 "balanced blocks." 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 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 Co ereau then created a 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 nd the image of the insect in common between two cards. The game 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 ereau to turn it into 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 quick identi cation, 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 gures (6); the game moves on to 57 cards containing 8 gures to nally get the real feeling of play, meaning a projected number of combinations 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, on his own, takes 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, DOBBLE, as it is known today, is launched!