



Dubble® presents ANARCHY PANCAKES™

ANARCHY RULES



AGES 8+ | 2-6 PLAYERS



A collaboration brought to you
by Exploding Kittens® + Dubble®



CONTENTS

31 **Six-Topping Cards**

31 **One-Topping Cards**

9 **Slabs o' Butter**



One-Topping
Cards



Six-Topping
Cards



Slabs
o' Butter

GOAL

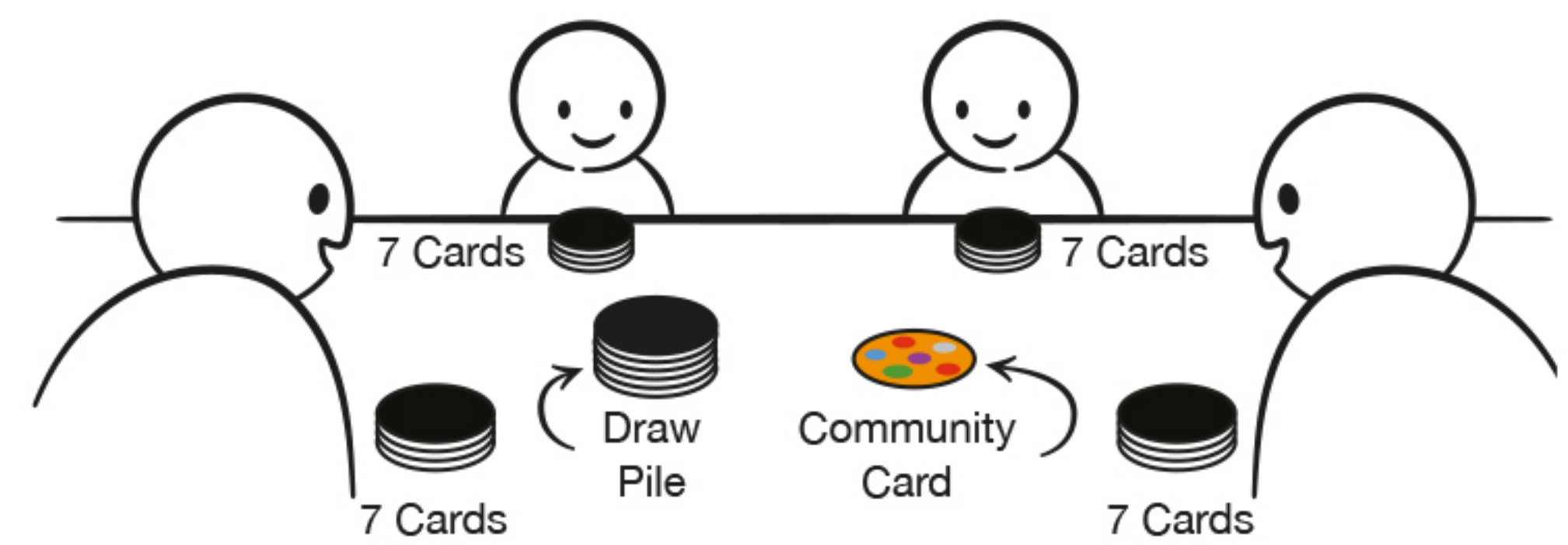
Be the first player to earn 2 Slabs o' Butter. You earn a Slab o' Butter each time you get rid of all the cards in front of you.

SETUP

Separate the 2 decks (the Six-Topping Cards and the One-Topping Cards).

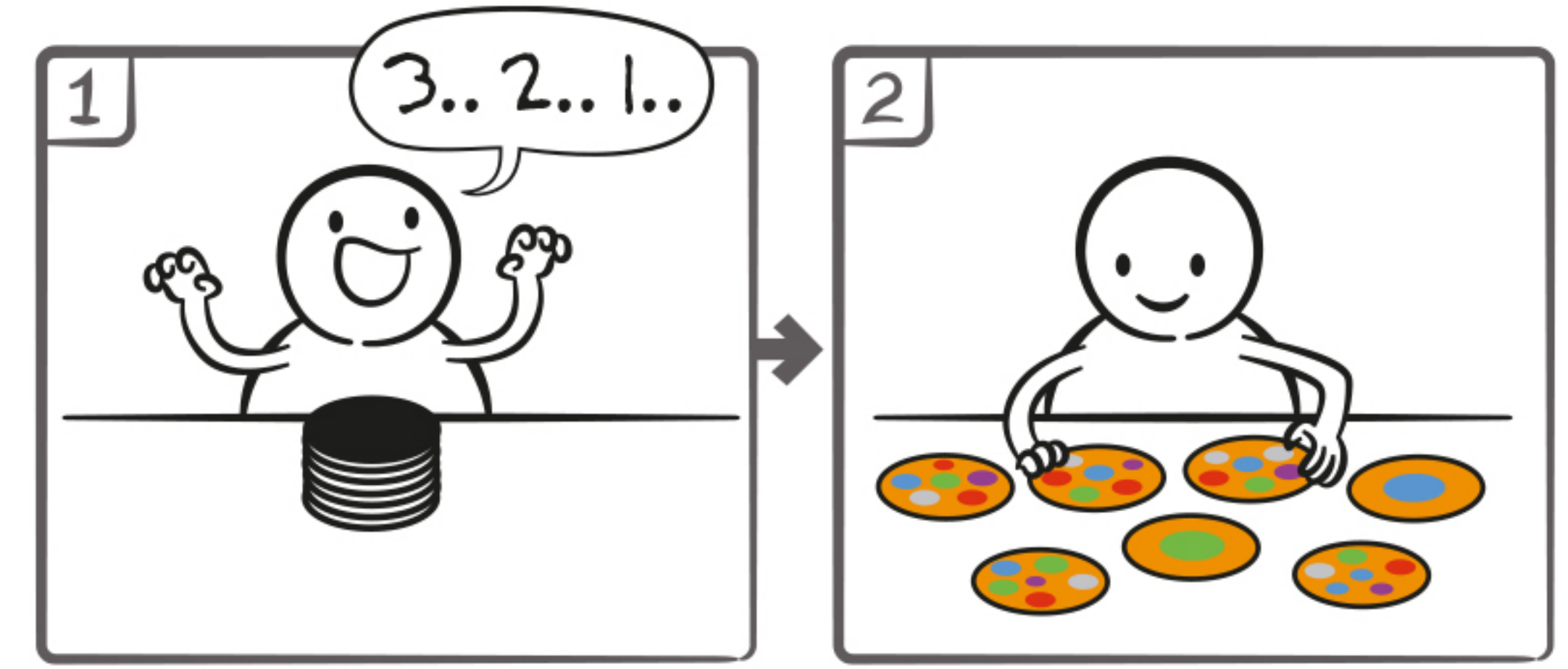
Deal 2 of the **One-Topping Cards** to each player face down, then set any remaining One-Topping Cards aside — you won't use them for this round.

Next, deal 5 of the **Six-Topping Cards** face down to each player so that everyone has 7 cards in front of them (2 of the One-Topping Cards and 5 of the Six-Topping Cards). Place the remaining Six-Topping Cards face down in the center of the table to form a Draw Pile. Then, flip 1 of the Six-Topping Cards from the Draw Pile face up in the middle of the table — this is the Community Card.



PLAYING THE GAME

To start the game, all players count down from 3 together, then flip their 7 cards face up at the same time and spread them out so they're all visible to everyone at the table.



NOTE: Your cards must remain visible on the table at all times during gameplay. You can't cover them with your hands!

Don't start yet!
Keep reading how to play on the other side.

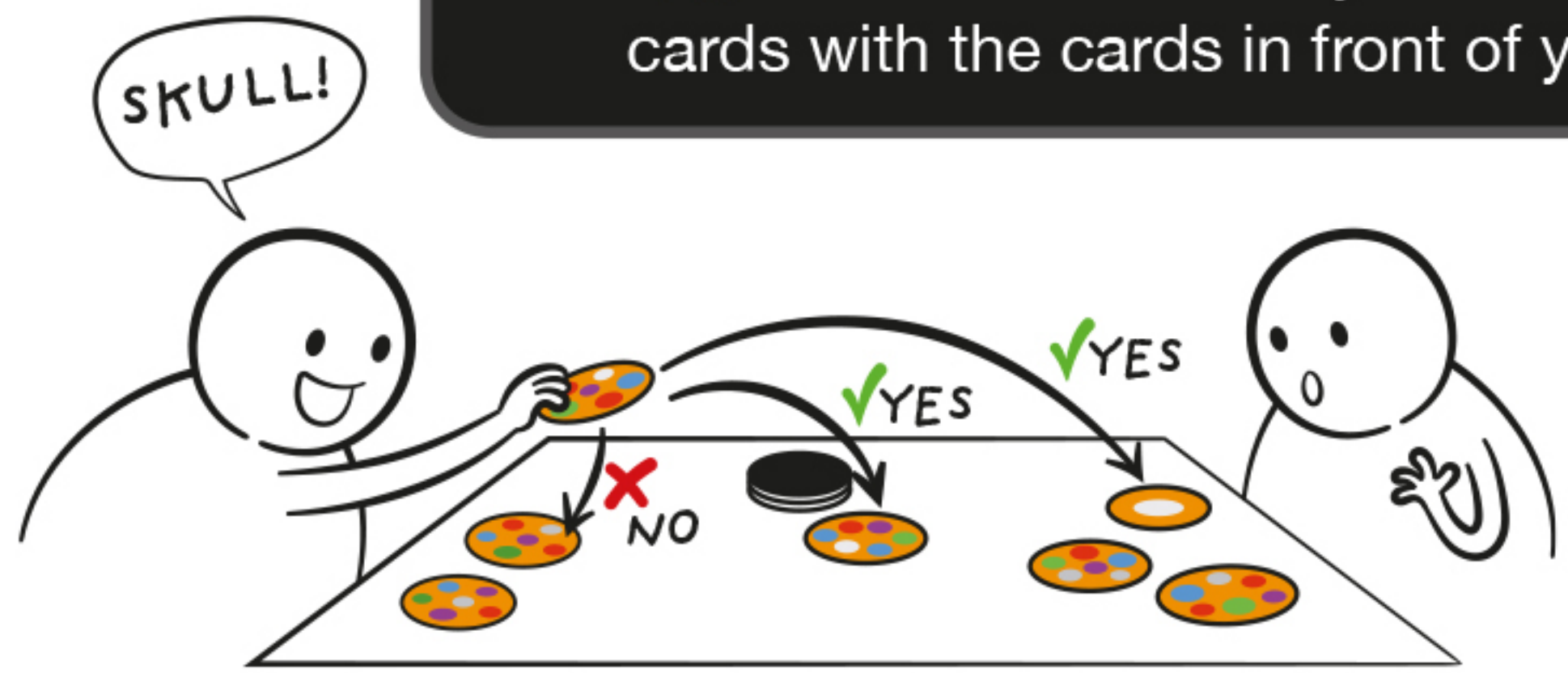
PLAYING THE GAME

continued from
other side

The moment the cards are flipped, everyone plays simultaneously — **there are no turns**. You are looking for matches.

If one of the toppings on ANY of your cards is the same as ANY topping on either the Community Card OR any card in front of another player, call out which topping you're matching and place your card on top of the matching card. The size of the toppings do not need to be the same.

NOTE: You cannot match your own cards with the cards in front of you.



After placing your card on top of a matching card, you've removed it from the cards in front of you and are closer to winning.

Every time a card is correctly placed on top of another card, it becomes a **permanent stack** and cannot be separated. For the rest of the round, the stack will move around as if it is a single card. In other words, if you have a stack in front of you and find a match, move your whole stack onto the top of the matching card (to form a slightly larger stack).

NOTE: Any card can become a stack, but you can only match toppings with the top card in that stack.

ANOTHER NOTE: Don't throw or toss cards onto matching cards — place them so they stay in a stack. If any cards slide off because they are not carefully placed onto a stack, you must straighten the pile you messed up before you can continue playing (but all the other players can keep going without you).

Can't Match Anything?

If you can't match any of your cards, you can take a card from the Draw Pile (if there are cards left in it) and turn it over in front of you. But don't draw too quickly — there's usually a match you just didn't notice!

EVEN MORE NOTES: Drawing a new card from the Draw Pile gives you more toppings to find matches with, but you're a little farther from winning the game!

Running Out of Cards

The moment anyone runs out of cards in front of them, the round is over. The first player to run out of cards shouts "Anarchy Pancakes!" and gets 1 Slab o' Butter to keep.

To start the next round, collect all the cards (even the ones you set aside), separate both decks again, and deal 7 cards to each player as normal.

WINNING

The first player to have 2 Slabs o' Butter wins the game!

HEY!

IF YOU WANT MORE INFO,
WATCH OUR VIDEO!



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A game by Denis Blanchot, Jacques Cottureau,
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 Cottureau 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 Cottureau 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 Cottureau 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 Cottureau 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!