



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 a mini-game of your choice to determine the winner.

GAME #1 Into the Woods

(solo game)

1) Preparing the Game: Place 6 cards faceup in the middle of the table to form the trail. Deal the same number of cards to the player to form the facedown pile. Return the remaining cards to the box.

(You may change the number of cards based on the player's age to increase the difficulty and game length.)

2) Object of the Game: To cover each card of the trail with your own cards.

3) Playing the Game: Flip the entire pile so it is faceup. Try to spot the matching symbol on both the top card of the pile and the first card of the trail. As soon as you find it, place the top card of the pile facedown to cover the first card of the trail. Continue playing using the second card of the trail, and so on. When all cards of the trail are covered, the player wins.

4) Rules Variant: After covering all cards in the trail, the player reveals each card with the help of an adult. For each card revealed, the player must name the matching symbol or describe its shape and colour. If the player gives an incorrect answer, the adult can help the player stay on the right track by explaining the correct answer.



GAME #2 The Caterpillar

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 next to the centre card to form the caterpillar. Use the card revealed on your personal pile to find a match with the newly placed card of the caterpillar. Continue playing until 1 player runs out of cards.

4) Winning the Game: The first player to run out of cards wins. The other players keep playing to see who finishes in second, third place, etc.



GAME #3 The Treasure Chests

1) Preparing the Game: Separate all the cards into 2 faceup piles as evenly as possible. They represent the 2 treasure chests.

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

3) Playing the Game: Simultaneously, players try to spot the 1 symbol that appears on both treasure chests. As soon as you find the match, call it out and take the top card of a treasure chest of your choice. If there is ever only 1 pile left, separate it into 2 even piles and continue playing. The game ends when there are fewer than 2 cards left.

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



GAME #4 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.



GAME #5 Hide and Seek

1) Preparing the Game: Place 4 cards faceup in front of each player (or 6 cards, depending on the player's age). Place 1 card facedown in the middle of the table and return the remaining cards to the box.

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

3) Playing the Game: Flip the centre card faceup. Simultaneously, player try to spot the 1 symbol that appears on both the centre card and one of their cards. As soon as you find your match, call it out. Then flip your matching card facedown. Continue playing until 1 player cards has flipped all their cards facedown.

4) Winning the Game: The first player to flip all their cards facedown wins.

Setup: Example for 2 Players



Symbols

	Yellow moon		Red moon		Blue moon
	Green moon		Purple square		Grey square
	Black square		Orange square		Yellow circle
	Red circle		Blue circle		Pink circle
	Purple triangle		Brown triangle		Black triangle
	Orange triangle		Yellow star		Blue star
	Green star		Pink star		Purple cross
	Brown cross		Orange cross		Yellow heart
	Red heart		Green heart		Pink heart
	Purple one		Grey one		Black one
	Orange two		Yellow two		Blue two
	Green three		Grey three		Pink three
	Red four		Purple four		Brown four
	Grey five		Brown five		Black five
	Orange six		Blue six		Yellow six
	Green eight		Red eight		Pink eight
	Purple nine		Brown nine		Green nine
	Gray zero		Black zero		Pink zero

Credits

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. Illustrations : Studio Slingshot Suzy.

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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!

