



Disney Princess Dobble - what is it?

Disney Princess Dobble consists of 57 different symbols from Disney Princess. Each card contains 8 symbols, but only 1 will match with any other card. It's up to you to find it!

Before you play...

Draw 2 cards and place them face-up on the table. Look for the same symbol on both cards (same shape, same color, only the size can vary). The first player to find it calls out its name and will draw two new cards to play again. You can replay

as much as you want – there'll always be only one identical symbol between any two cards. There you go: you now know how to play Disney Princess Dobble!

Object of the Game

No matter which game variant you are playing, you have to find the symbol that's identical between two cards, name it out loud, take the card, flip it over, or place them according to the rules of the mini-game you're currently playing.

The Mini-Games

Disney Princess Dobble is a series

of speed-based mini-games where everybody plays at the same time. For simplicity, the mini-games have been sorted by increasing order of difficulty.

You can play all of them in order, out-of-order, or just keep playing the same one repeatedly. The important thing is to have fun! Read the mini-game's rules carefully before starting. Don't hesitate to do a trial round just to try it out and see if everyone understands the rules.

End of game

The rules for each mini-game will show you how to determine the winner.

When in doubt...

It's the player who named the symbol first who wins! If more than one player has spoken at the same time, it's whoever has taken, placed, or flipped their card first who will win.

Ties

At the end of a game, any tied players will have a duel: they each draw a card and flip it over at the same time.

The first one to find the matching symbol and names it wins the duel!

GAME #1

Make your dreams happen

1) Set-up: shuffle the cards, place four of them face-up in front of each child and six in front of each adult. Place a card face-up in the middle of the table and return all of the remaining cards to the box.

You can change the number of cards placed in front of each child depending on their age.

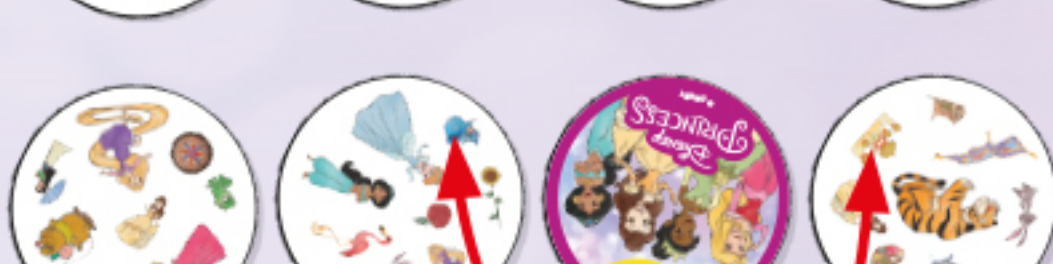
2) Goal of the game: Be the first player to have nothing but face-down cards in front of them.

3) How to play? Everyone plays at the same time. On "Go", each player must find the matching symbol between one of their cards and the one in the middle of the table. When found, it must be named out loud and the player must flip their card face-down. That card has been validated. The game continues.

4) The winner: the game ends when a player no longer has any face-up cards in front of them. That player wins the game.



Setup: Example for 2 Players



GAME #2

Magnificent Match

1) Set-up: shuffle the cards, place four cards face-up in front of each child and six in front of each adult. Place a card face-up in the middle of the table and return all of the remaining cards to the box.

You can change the number of cards placed in front of each child depending on their age.

2) Goal of the game: to be the fastest to get rid of all their cards.

3) How to play? On "Go", you must be the fastest player to get rid of one of their cards by placing it in the middle of the table. You simply need to be the first to call out the name of the matching symbol between your card and the one in the middle of the table. Be careful – the card in the middle will change as soon as a player places one of their cards on top of it.

4) The winner: the first player to get rid of all their cards wins the game.



GAME #3

The Royal Palace

1) Set-up: shuffle the cards, place one card face-down in front of each player; and make up a draw pile with the remaining cards. The draw pile will be placed face-up in the middle of the table.

2) Goal of the game: to be the player who has won the most cards from the draw pile when the game ends.

3) How to play? On "Go", the players flip their cards face-up. Each player must be the fastest to spot the matching symbol between their card and the card on the top of the draw pile. The first player to find it calls out the name of the symbol, takes the card from the pile and places it in front of them on top of their card. By taking this card, a new card is revealed.

4) The winner: the game ends when all the cards from the draw pile have been taken. The winner is the player who has won the most cards.



Setup: Example for 3 Players



GAME #4

Adventure Awaits

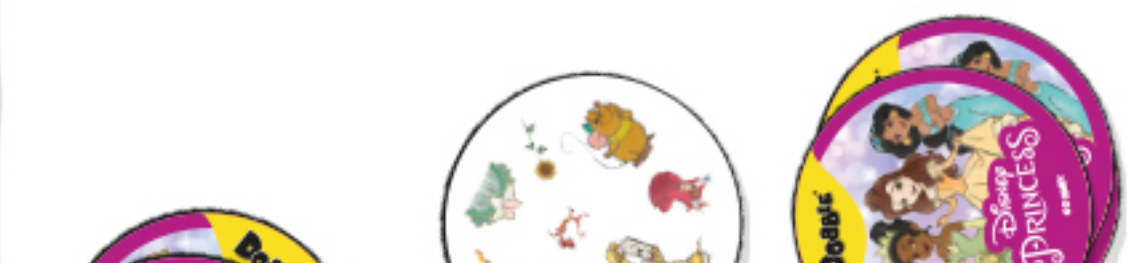
1) Set-up: deal all of the cards one-by-one to each player. Place the last card in the middle of the table, face-up. Each player shuffles their cards and makes a draw pile which they place face-down in front of them.

2) Goal of the game: To be the fastest to get rid of all their cards; and especially not be the last!

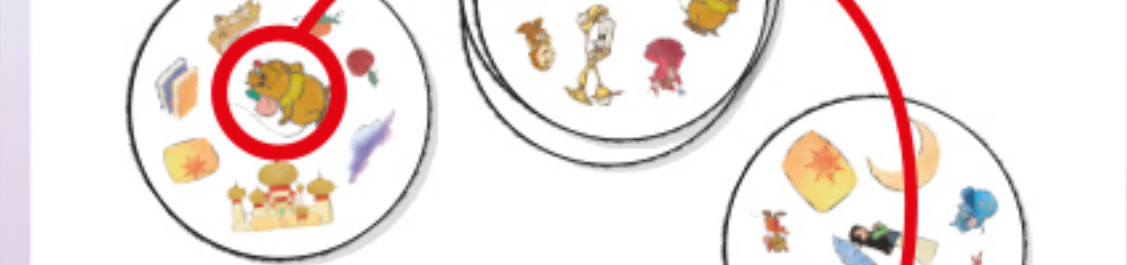
3) How to play? On "Go", the players flip their decks face-up. The players must be the fastest to discard the cards from their decks by placing them on the card in the middle of the table. To do that, a player must name the matching symbol between the card on the top of their deck and the card in the middle of the table.

As the card in the middle changes as soon as a player places one of their cards on top of it, the players must be quick.

4) The winner: the first player to get rid of all their cards wins the game.



Setup: Example for 3 Players



GAME #5

Define your own destiny

1) Set-up: shuffle the cards, place one face-down in front of each player and make up a draw pile with the remaining cards, which are placed face-up in the middle of the table.

2) Goal of the game: to be the player who has received the fewest cards from the draw deck when the game ends.

3) How to play? On "Go", the players flip their card face-up. Each player must spot the symbol that's identical between the card of any other player and the top card of the draw pile. The first player to name the matching symbol takes the top card from the draw pile and places it on the player's cards with the matching symbol. By taking this card, a new card is revealed.

4) The winner: the game ends as soon as all the cards from the draw pile have been taken. The winner is the player with the fewest cards.



Symbols

	Flamingo		Magic lamp		Magic Carpet		Cupcake		Books		Enchanted Rose
	Glass Slipper		Pumpkin		Carriage		Moon		Cloud		Jasmine's palace
	Firefly		Belle		Cogsworth		Blue bird		Cinderella's castle		Prince Naveen
	Ariel		Flounder		Sebastian		Lumiere		Mrs. Potts		Chip
	Gus		Jaq		Tiana		Jasmine		Rajah		Cinderella
	Squirrel		Pink bird		Berry		Aurora		Snow White's Cottage		Rabbit
	Rapunzel's tower		Paint Palette		Lantern		Sunflower		Compass		Feather
	Comb		Owl		Merryweather		Snow White		Apple		Fan
	Rapunzel		Pascal		Mulan		Pocahontas		Flit		Meeko
							Little Brother		Mushu		Cri-Kee

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.

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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!