



In Dobble, between any 2 cards, there is always 1—and only 1—matching symbol. Get ready to spot it!

If you've never played Dobble before, take 2 cards at random. Find the matching symbol between these 2 cards (same shape, same color; only the size may be different). When you spot it, call out its name and take 2 new cards. 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!

**DOBBLE GIANT
INCLUDES 4 UNIQUE MINI GAMES.
TWO OF THEM ARE PLAYED
IN TEAMS!**



HOW SHOULD I STAND WHILE PLAYING DOBBLE GIANT?

*Place one foot on either side of a card, making
sure not to step on it. Then move to the next card!*



RELAY RACE 4-12 PLAYERS



SETUP

Place two rows of 10 cards faceup on the ground. Divide players into two teams and randomly assign one row to each team. Split up so half of your team is standing at each end of your row.

GOAL OF THE GAME

Take turns as quickly as possible from one end of your row to the other.

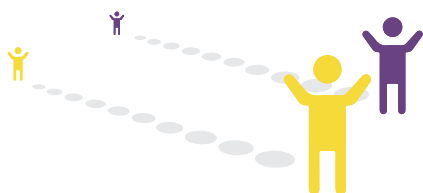
HOW TO PLAY?

On a count of three, the first player from each team tries to complete the 10 cards in their row as fast as possible by naming the matching symbol on the card between their feet and the card in front of them to move forward card by card.

When you reach the end of your row, high five your teammate so they can take over the relay. They must complete the card row in the opposite direction, then pass the relay to the next teammate, and so on.

THE WINNERS

The first team whose players all completed the card row on their turn wins.



THE CAT 3-8 PLAYERS



SETUP

Make a 4x5 grid of faceup cards on the ground. One player is the Cat and starts at one the 4 corner cards. Then, each other player starts at the card of their choice.

GOAL OF THE GAME

Avoid the Cat.

HOW TO PLAY?

On a count of three, all players (including the Cat) move to an adjacent card (in the same row or column, but not diagonally). You can only move after finding the matching symbol on the card between your feet and the card you want to move to, then announcing this symbol out loud. You must avoid the Cat, who is trying to catch you. Two players cannot be on the same card. As soon as the Cat reaches your card, you are out of the game.

THE WINNERS

The last player to avoid the Cat is the winner. They will be the Cat the next time you play!



2-PLAYER VARIANT

Each player must complete their row of cards in one direction, then the other. Whoever goes back and forth the fastest wins.



THE CIRCLE 2-10 PLAYERS



SETUP

Make a circle of 20 faceup cards on the ground. Each player chooses a starting card, making sure they are evenly spaced from other players. All players move in the same direction: The race goes clockwise.

GOAL OF THE GAME

Stay in the race!

HOW TO PLAY?

On a count of three, everyone tries to move forward. To do this, look for the matching symbol on the card between your feet and the card in front of you. As soon as you see it, announce it out loud and move forward one card. This means everyone is playing and moving forward at the same time. If you reach the same card as another player, they must immediately leave the circle. They are out of the race!

THE WINNERS

The game ends when there is only one player left. They win the race!



FACE-OFF 5-11 PLAYERS



SETUP

Choose a referee who takes all the cards in the game and forms a facedown deck. Divide the other players into two equal teams. Each team secretly assigns a number to each of their players: One player is No. 1, another is No. 2, and so on.

GOAL OF THE GAME

Gain as many cards as possible.

HOW TO PLAY?

On a count of three, the referee places the top two cards of the stack faceup on the ground, then calls a number out loud. They can call any number, as long as they call each number an equal number of times.

The player called from each team must run to the two revealed cards as fast as possible. The first one of them to announce the matching symbol on both cards takes the cards back to their team. Then the referee says a new number and reveals two new cards, and so on until the deck is empty.

THE WINNERS

The team who gains the most cards wins the game.



SYMBOLS



Light bulb



Tree



Snowman



Candle



Cactus



Lock



Carrot



Knight



Cat



Ladybug



Heart



Dolphin



Dobbyly



Lightning bolt



Fire



Cheese



Water drop



Glasses



Hammer



Turtle



Car

INSTRUCTIONS - Keep this information for future reference.

- Ensure the material is in good condition and follow the instructions for use.
- Play with adult supervision.
- Use on smooth, flat, and clean surfaces without any obstacles.
- Do not use on slippery, wet, or dirty ground, or on gravel, patches of ice, etc.

- Clean the product after each use.
- The product may be surface washed with a damp cloth.
- Detail may deteriorate over time depending on use.

CREDITS

A game by Denis Blanchot, Jacques Cottereau, and Play Factory, with help from the Play Factory team, including: Jean-François Andreani, Toussaint Benedetti, Guillaume Gille-Naves and Igor Polouchine. Graphic design: Guillaume la Rüx, Axel Mahé. Published by Zygomatix - Asmodee Group • www.asmodee.com

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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 Cottereau 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 Cottereau 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 Cottereau 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 Cottereau 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!

