GAME RULES

DOBBLE® CONNECT POWER UP

WHAT IS DOBBLE CONNECT POWER UP?
In this fast-paced game, there is still 1 - and only 1 - matching symbol between two cards.
Spot it and name it faster than your opponents to win!

8+ 2-8 15'

asmodee

GOAL OF THE GAME

The first team to form a line of 4 cards in their color wins the round.
The first team to win 3 rounds wins the game!

CONTENTS

• 10 Start Cards • 68 Classic Cards • 12 Power Cards



SETUP

1. Form the Teams
The word "team" refers to both a group of several players and a single player. Determine the composition of a team based on the number of players:

- **2, 3, or 4 players** → **Form 1-player teams**
- **4, 6, or 8 players** → **Form 2-player teams**
- **5 players** → **Form one 2-player team and one 3-player team**
- **7 players** → **Form two 2-player teams and one 3-player team**

2. Sort the cards by color.



3. Stack and place the 10 Starting cards face up in the center of the table.

4. Each team chooses their color, takes the corresponding deck, and shuffles it. If your team has multiple players, evenly distribute the cards among yourselves after shuffling. Then, each player takes their cards face down.

HOW TO PLAY

At the starting signal, flip over the top card of your deck simultaneously. When you spot the common symbol between your card and the Starting card, say it out loud, then place your card against one of the six sides of the Starting card.



After that, flip over the new top card of your deck to continue playing. Whenever you spot the common symbol between your card and any card visible on the table, call out that symbol and place your card next to the matching card.



Important
You are not allowed to place your card on top of any other card. You can only place your card next to a matching card (specific case: see "Power cards").
You can never skip the top card of your deck: once you flip it over, it must be played so you can reveal the next one.

END OF A ROUND

The round ends when a straight line of 4 cards of the same color is formed. This line can run in any direction.



The team of that color scores the point! They take the Starting card, flip it over, and place it in front of one of their teammates.

Take all of the cards of your color from the table. Then, each defeated team gives two Classic cards of their color to the winning team. (Power cards cannot be given away.) Next, shuffle all your cards, including those you collected, to rebuild your team's deck. Distribute your cards evenly among your teammates before starting the next round.

Your opponent's cards are a disadvantage because playing them could give their team an edge. The only way to get rid of them is to play them; then, their original team will retrieve them at the end of the round.

In the rare case that all players on a team run out of cards before winning a round, the round immediately ends with no winner. Then, each team collects all of their cards from the table, and a new round begins with the same Starting card.

END OF GAME

A team wins the game as soon as it scores 3 points.



POWER CARDS

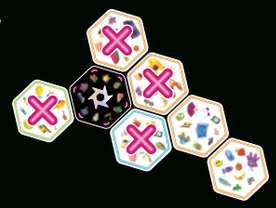
Like Classic cards, Power cards share a common symbol with any other card. To place them, you must identify and name the common symbol with a card already in play.

However, they do not contribute to the formation of lines, but they often allow teams to prevent opposing teams from completing a line of 4 cards!

There are 3 types of Power cards, and each team has one of each:



VORTEX: Cards adjacent to a Vortex card do not count toward line formation.
Example
All cards around the Vortex are ignored. The orange team, therefore, has only 2 cards in its current line.





CHRONO: Playing a Chrono card pauses the game for the other players. You then have all the time you need to play your next card.
During this pause, **the other players must place the card from their hand at the bottom of their deck**, without playing it, and must wait for you to finish before flipping over their next card.
Once you play your card, the game resumes as usual.



ECLIPSE: When you play an Eclipse card, instead of placing it beside the target card, place it on top to eclipse it. You can only place cards on top of Classic cards. If there are no such cards in play, you may place your Eclipse card next to a Starting or Power card.

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SYMBOLS

Cactus	Basketball	Headphones	Skateboard	Heart	Sun	
Lightning bolt	Cup of coffee	Llama Piñata	Cat	Pineapple	Popcorn bucket	Hammock	Rainbow
Pizza	Plastic duck	Unicorn	Donut	Computer mouse	Eagle	Avocado	Juice box
Umbrella	Wave	Cap	Flame	Controller	Jack of Spades	Text Message	Palm tree
Smiley face	DJ turntable	Milkshake	Korean heart	Crescent moon	Pool float	Instant camera	Slingshot
Planet	Alien	Water gun	Smartwatch	Dice	Clover	Cthulhu	Cupcake
Ukulele	Cowboy boot	Sneaker	Backpack	Heart-shaped glasses	Lava lamp	Dragon	Bowl of ramen
Mochi skewer	Baseball jacket	Ice cream cone	Waffle	Chess piece	Strawberry	Monstera leaf	Dumbbell
Surfboard	Van	Water bottle	Bike	Laptop	Bag of chips	Beach towel	Soda can
Tee shirt	Disco-ball	Bucket hat	Roller skate	Stamp	Lemon	Starfish	Watermelon
Fan	Scooter	Fish	Destination sign	Bento	Thumbs up	French fries	Angry volcano
Nest	Dobbly	Clapper	capybara	Peace sign			

Crédits

Publishing by Zygomatic - asmodee Group
www.zygomatic-games.com - www.asmodee.com
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© Asmodee Group 2026. All rights reserved. A game by Denis Blanchot, Jacques Cottereau and the Play Factory Company, including: Jean-François Andreani, Toussaint Benedetti, Guillaume Gille-Naves and Igor Polouchine.

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 Mister 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!

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