A game of wild atmosphere and fast reflexes

FREE DEMO VERSION!

The first player to find the right symbol names it out loud and draws two new cards which are then placed face-up on the table. Repeat this until each player understands that there’s always only one identical symbol between two cards.

Object of the game
No matter the game, you always need to be the fastest to spot the identical symbol between two cards, name it out loud and then take the card or place it, depending on the rules of the mini-game you’re currently playing.

The mini-games
Dobble is a series of quickness-based mini-games in which all the players play at the same time. You can play the mini-games in a specific order, randomly, or you can keep playing the same one over and over. The important thing is to have fun! Read the rule of the selected mini-game (or the randomly selected one) to all the players.

DEMO MINI-GAME #1
The towering inferno
1) Set-up: shuffle the cards, place one face down in front of each player and make a draw pile with the remaining cards, which will be placed face-up in the middle of the table.
2) Object of the game: to be the player who has gained the most cards from the draw pile when the game ends.

Starting position:
example for 3 players

DEMO MINI-GAME #2
The hot potato
(played over multiple rounds)
1) Set-up: on each round, give each player a card to keep hidden in their hand without looking at it. Set the remaining cards aside, they will be used for the subsequent rounds.
2) Object of the game: to be faster than the other players in getting rid of your card.

Starting position:
example for 4 players
Please note, this is a light version of Dobble. It contains fewer cards, fewer symbols and must therefore be played with fewer players. Take full advantage of Dobble by trying the full version of the game, available at your local game store!

The demo version of Dobble, what is it?
This Dobble set consists of 16 cards, each containing 6 symbols from the 31 available and with only one identical symbol between any 2 cards.

Before playing...
If you’ve never played or if you’re playing with people who’ve never played before, draw two random cards and place them face-up on the table between all the players. Look for the identical symbol between the two cards (same shape, same color, only the size can be different).

Before starting, don’t hesitate to have a practice round to make sure every player understands the rules.

End of the game
The player who has won the most mini-games wins the game.

If in doubt?
It’s the player who has named the symbol first who wins! If the players have spoken at the same time, it’s whoever has taken, placed or discarded his or her card first who wins.

Ties
At the end of a mini-game, the tied players duel (or have a round of »hot potato« if there are more than two). They each draw a card and reveal it at the same time. The first one to find the identical symbol and name it out loud wins the duel.

3) How to play?
On go, the players flip their card face-up. Each player must be the fastest at spotting the identical symbol between his or her card and the first card of the draw pile. The first player to find the symbol names it, takes the card from the draw pile and places it in front of him or her, on top of his or her card. By taking this card, a new card is revealed. The game continues until all the cards from the draw pile have been drawn.

3) The winner:
The game stops once all the cards in the draw pile have been taken. The winner is the player who has gained the most cards.

3) The loser:
The last player, who ends up with all the cards, loses the round and places them on the table near himself or herself. The players play the subsequent rounds with the remaining cards which were set aside during set-up, and a new pile is formed when those cards have been used. Two rounds are played.

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