



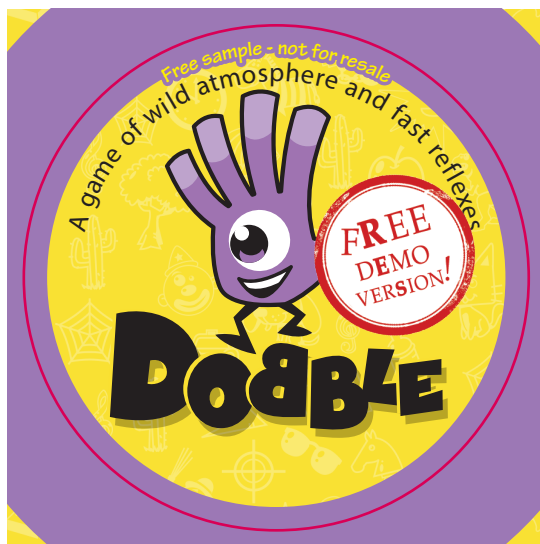
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The Dobble logo features a purple hand with a single large eye and a smiling face, set against a yellow background with faint icons. Below the hand, the word "DOBBLÉ" is written in a large, bold, black, stylized font.





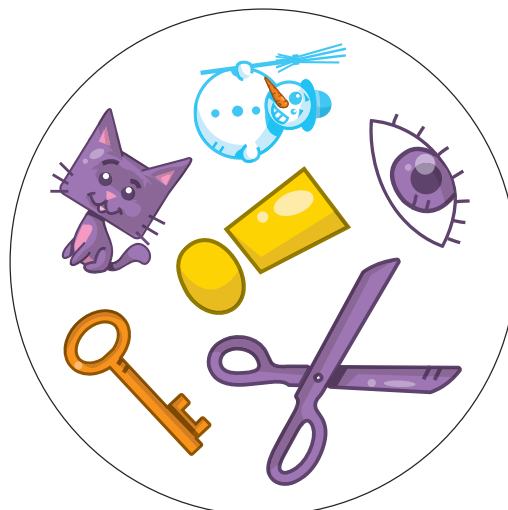
The first player to find the right symbol names it out loud and draws two new cards which are then placed face-up on the table. Repeat this until each player understands **that there's always only one identical symbol** between two cards.

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 he or she will 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.



4) 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) How to play?

On go the players reveal their cards while making sure all the symbols are clearly visible (the best way is to hold the card in your open hand, like in the image). **As soon as a player finds the identical symbol between his or her card and an opponent's card, the player names it and places it on the opponent's card.** That opponent must now find the identical symbol between this new card and those of the remaining players. If that player manages to do so, all of his or her cards are given at once.

4) 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.

