

A purple cartoon hand with a single large eye and a smiling mouth, appearing to be waving or holding something.

DOUBLE



Game rules



What's Dobble ?

Dobble consists of 55 cards, each showing 8 symbols. Between any 2 cards, there is always 1—and only 1—matching symbol. Get ready to spot it!



Before You Start Playing...

If you've never played **Dobble** before, familiarize yourself with the game by drawing 2 cards at random and placing them faceup on the table so that everyone can see them. Find the matching symbol between these 2 cards (same shape, same color; only the size may be different). The first player to spot the matching symbol must call out its name and draw 2 new cards, placing them on the table. 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**.



Object of the Game

No matter which mini-game you're playing, the goal is always to be the fastest player to spot the matching symbol between 2 cards and call it out.



The Mini-Games

Dobble is a series of fast, challenging mini-games in which all players act simultaneously. You can play them in any order, or only play your favorites. The main goal is to have fun! It can be helpful to play a few practice rounds first to make sure everyone understands the rules. The player who wins the most mini-games is the overall champion.



In case of doubt

The first player to call out the name of the symbol wins. In case of a tie, the first player to take or place the card wins.



Tied for First?

If 2 players are tied for first at the end of the game, the 2 players have a face-off. Each player draws 1 card and flips it faceup simultaneously. The first player to spot the matching symbol between the cards and call it out wins. If 3 or more players are tied, play 1 round of “Hot Potato” to determine the winner.

Symbol Examples



Whomping Willow



Triwizard cup



Chocolate frog



Norbert (dragon)



Pigwidgeon, Owl



The Monster Book of Monsters



Gringotts coin



Buckbeak



Philosopher's Stone



Fawkes



Werewolf



Marauder's map



Howler



Hagrid



Scabbers (rat)



Dark Mark



Hogwarts castle



Mirror of Erised



Key



Mandrake



Crookshanks, cat



Fang, dog



Nagini, snake



Thestrals



Lucius



Lupin



Hogwarts



Cauldron



Sirius

GAME #1

The Tower

- 1) Preparing the Game:** Deal 1 card facedown to each player. Place the remaining cards faceup in the middle of the table to form the draw pile.
- 2) Object of the Game:** To collect the most cards.

Setup: Example for 3 Players



3) Playing the Game:

Simultaneously, players flip their cards faceup and try to spot the 1 symbol that appears on both the center card and their own card. As soon as you find your match, call it out. Then take the center card and place it faceup on top of your flipped card to form a personal pile. Now use the new top card on your personal pile to find a match with the new center card. Continue playing until the draw pile runs out of cards.



4) Winning the Game:

The player with the most cards wins.

GAME #2

The Well

- 1) Preparing the Game:** Place 1 card faceup in the middle of the table. Deal the remaining cards facedown as evenly as possible among all the players. These cards form their personal draw piles.
- 2) Object of the Game:** To be the first player to get rid of all their cards.



Setup: Example for 3 Players

3) Playing the Game:

Simultaneously, players flip their entire draw piles over so they are faceup. If you are the first player to spot the matching symbol on both your top card and the center card, call it out and place your card on top of the center pile; it immediately becomes the new center card. Use the new card revealed on your personal pile to find a match with the center card. Continue playing until 1 player runs out of cards.

4) Winning the Game:

The first player to run out of cards wins.



GAME #3

Hot Potato

(played over multiple rounds)

- 1) Preparing the Game:** Deal 1 card facedown to each player. Set aside the remaining cards to use later. Decide how many rounds you wish to play (5 minimum).
- 2) Object of the Game:** To have the fewest cards after all the rounds have been played. This is accomplished by getting rid of your cards each round.

Setup: Example for 4 Players



3) Playing the Game:

Simultaneously, players flip their cards faceup. The cards must be held flat in the palm of a steady hand. If you spot a matching symbol between your card and another player's card, call it out and place your card

faceup on top of the other player's card. If you have 2 or more cards in your hand, look only at your top card for a match. When you spot it, give all your cards to the other player with the match. Continue playing until 1 player has all the cards. That player loses the round and places the cards in front of them. A new round starts.



4) Winning the Game: At the end of the last round, the player with the fewest cards in front of them wins.

GAME #4

The Poisoned Gift

- 1) Preparing the Game:** Deal 1 card facedown to each player. Place the remaining cards faceup in the middle of the table to form the draw pile.
- 2) Object of the Game:** To have the fewest cards.



Setup: Example for 4 Players

3) Playing the Game:

Simultaneously, players flip their cards faceup. Players look for a match between the center card and any other player's card. If you spot a match, call it out. Then take the center card and place it on top of the other player's card on which you found the match. This is the "poisoned gift" because you give an unwanted card to an opponent. The revealed card on the draw pile becomes the new card that players use to find a match. Continue playing until the draw pile runs out of cards.



4) Winning the Game:

The player with the fewest cards wins.

GAME #5

Triplet

1) Preparing the Game: Place all the cards facedown in a pile. Take the first 9 cards and place them faceup on the table (as shown).

2) Object of the Game: To collect the most cards.

Setup:



3) Playing the Game:

Simultaneously, players try to find a matching symbol on any 3 cards. The same symbol must be present on all 3 cards to make a matching set. As soon as you find a matching set, call it out. Take the 3 cards showing the matching symbol and replace them with 3 new cards. The game ends when there are fewer than 9 cards left and no more matching sets of 3 cards.

4) **Winning the Game:** The player with the most cards wins.



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DOBBLE



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Credits

A game by Denis Blanchot, Jacques Cottereau,
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