

DOBBELDUEL

A challenging deduction game for 2 players by Leo Colovini

Game components

- 26 dice (2 blue, 2 red, 2 green, 18 white)
- 1 game board
- The rules



Goal of the game

A game consists of 2 matches. In the first match one of the players is the code maker, the other one is the code breaker. In the second match the players exchange roles. The code breaker tries to break the code using as little efforts as possible.

Preparation

- The code maker receives 1 set of 4 coloured dice (blue, red, yellow and green).
- The code breaker receives the other set of coloured dice and the 18 white dice.
- Put the game board between the players on the table. The code maker should sit behind the side with the screen, the other player opposite him.
- The code maker rolls his 4 coloured dice without showing the results to the code breaker (the best is when he closes his eyes). Now he puts each dice on the field with the corresponding colour behind the screen. In this way they can be viewed by the code maker and not by the code breaker.



Flow of the game

The code breaker tries to guess the amount of dots on the coloured dice rolled by the code maker. He is allowed to use 7 efforts. Each effort consists of the following phases:

- Roll 4 white dice.
- Put 1, 2, 3, or 4 white dice on a row of the game board.
- Receive information from the code maker.

- Roll 4 white dice

The code breaker rolls 4 white dice. If he owns less than 4, he rolls the remaining dice only.

- Put 1, 2, 3, or 4 white dice on a row of the game board.

The code breaker chooses how many dice he wishes to put on an empty row of the game board. He decides himself which die he puts on which field. He uses the second row for his first effort, the third row for his second effort, and so on. The first row is meant for his definitive solution (see page 2).

Hint: it may be useful not to put all rolled dice. In this way the code breaker can get more specific information.

- Receive information from the code maker

The code maker uses the buttons next to the used row to mark how much the effort of the code breaker differs from the real code:

- For each white die with the same amount of dots as the coloured die in the same column, he moves a button to the “=” symbol (which means that the amount of dots is correct).
- For each white die with a higher amount of dots than the coloured die in the same column, he moves a button to the “-” symbol (which means that the amount of dots has to be lower).
- For each white die with a lower amount of dots than the coloured die in the same column, he moves a button to the “+” symbol (which means that the amount of dots has to be higher).



Important: the code maker doesn't tell the code breaker which button belongs to which die. That's something the code breaker has to find out himself!

Remark: when the players find out that the code maker gave wrong information, the code breaker wins immediately after the effort in which the wrong information was given.

Code broken

When the code breaker thinks he knows the code, he may immediately put his 4 coloured dice on the corresponding fields of his first row (solution row). He chooses the amount of dots himself (he doesn't have to roll them). Now, the code maker shows the real code by pushing the screen down.

Remark: after 7 efforts, the code breaker is obliged to fill his solution row.

End of a match

Did the code breaker break the code, then he receives 20 points. For each empty row on the game board he gets 5 additional points. For each unused white die he will get another additional point. If the code breaker didn't break the code, he will get no points at all. Remark: the code breaker is not allowed to fill his solution row more than once per match.



End of the game

The game is over when both players were code breaker once and code maker once (after 2 matches). The player with the most points is the winner.

Hint: the players may agree to play more matches during a game, but each player should be code breaker as many times as he is code maker.

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