

Dobble ScoreCard

TIP If a game is tied you can play a mini version of the game to decide the winner – like a penalty shoot out.

	Towering Inferno	The Well	Hot Potato	Poisoned Chalice	Gotta Catch 'Em All	
name						
nom						
nombre						
naam						
nome						
namn						
nazwa						
navn						
jméno						
ime						
nama						
nosaukums						
emër						
nimi						
nomen						
enw						

Game Order
The game order listed on this card is merely an example. The games can be played in any order, though you would normally start with Towering Inferno. The loser of a game chooses the next.

Towering Inferno
+1 point per card gained /
+5 points for the player with the most cards

The Well
+10 points for the play to get rid of their cards first /
-20 for the last one

Hot Potato
-5 points per trick lost

Poisoned Chalice
+20 points for the player who has the fewest cards /
+10 points for the second

Gotta Catch 'Em All
+1 point per card



Dobble ScoreCard

TIP Fold it 4 times and pop it in your Dobble tin. Should be good for 6 games or so. You can cut it in half if you like.

	Towering Inferno	The Well	Hot Potato	Poisoned Chalice	Gotta Catch 'Em All	
name						
nom						
nombre						
naam						
nome						
namn						
nazwa						
navn						
jméno						
ime						
nama						
nosaukums						
emër						
nimi						
nomen						
enw						

Game Order
The game order listed on this card is merely an example. The games can be played in any order, though you would normally start with Towering Inferno. The loser of a game chooses the next.

Towering Inferno
+1 point per card gained /
+5 points for the player with the most cards

The Well
+10 points for the play to get rid of their cards first /
-20 for the last one

Hot Potato
-5 points per trick lost

Poisoned Chalice
+20 points for the player who has the fewest cards /
+10 points for the second

Gotta Catch 'Em All
+1 point per card

