



# Double® presents ANARCHY PANCAKES™

混亂規則



年齡 8+ | 2-6 位玩家



爆炸貓®與嗒寶®合作鉅獻



## 內容物

31張 六種配料卡

31張 單種配料卡

9塊 奶油片



單種配料卡



六種配料卡



奶油片

## 遊戲目標

成為第一位獲得2塊奶油片的玩家。每當你出光你面前的所有卡牌就會獲得1塊奶油片。

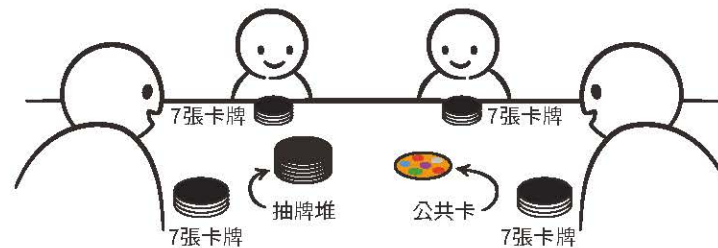
## 遊戲設置

將2種卡牌分開（六種配料卡與單種配料卡）。

面朝下發給每位玩家2張單種配料卡，接著將剩餘的單種配料卡放在一旁—你們這回合不會使用到這些卡牌。

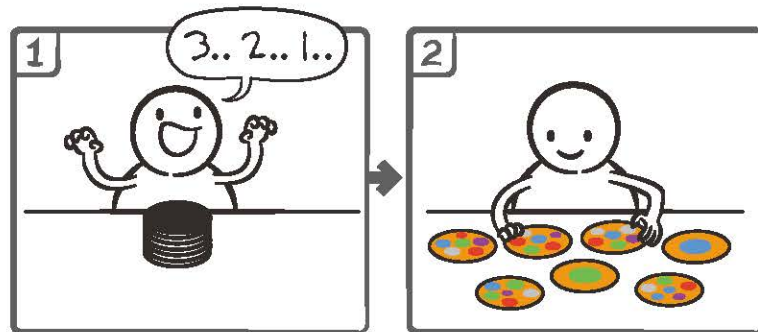
再來，面朝下發給每位玩家5張六種配料卡，面前總共有7張卡牌（2張單種配料卡與5張六種配料卡）。

將剩餘的六種配料卡面朝下放置在桌面中央形成抽牌堆。接著，從抽牌堆翻開1張六種配料卡，面朝上放置在桌面中央—這張卡牌稱為公共卡。



## 遊戲流程

所有玩家一起倒數，接著同時翻開7張卡牌，並將所有卡牌面朝上攤開，讓所有玩家都可以在桌面上看到卡牌內容。



**注意：**在遊玩過程中，你的卡牌必須總是在桌面上保持可見。你不能用你的手蓋住卡牌！

還沒完！  
在另一面閱讀如何遊玩。

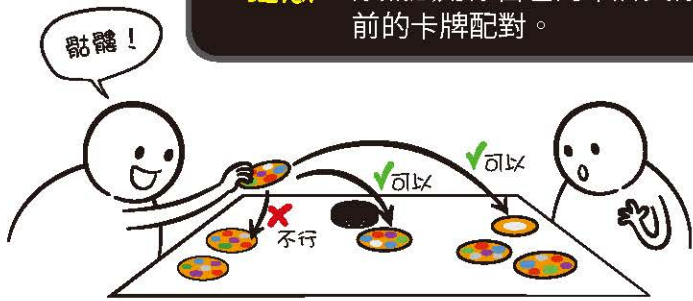


## 遊戲流程 接續另一面

當卡牌被翻開時，所有玩家同時開始——**沒有分先後順序**。尋找相同的圖示配對。

如果你的**任意**卡牌上的一種配料與**任何**卡牌上的配料相同，包含公共卡**或**其他玩家面前的卡牌，喊出相同的配料名稱並將你的卡牌放置在配對的卡牌上。配料的大小不須相同。

**注意：**你無法用你自己的卡牌與你面前的卡牌配對。



在你的卡牌放置在配對的卡牌上之後，你就減少了你面前的卡牌並又更接近勝利。

每當1張卡牌正確地被放置在其他的卡牌上，就形成**永久疊牌**並無法被分開。在這個回合的剩餘時間中，這疊牌會如同單一張卡牌移動。換句話說，如果你面前有疊牌且你找到其配對，將你的整個疊牌移動到配對的卡牌上（形成稍微更大疊的疊牌）。

**注意：**任何卡牌都能形成疊牌，但你只能用這個疊牌最上方卡牌上的配料來配對。

**還要注意：**不要將卡牌丟或扔在配對的卡牌上一好好放置它維持一疊。如果任意卡牌因為沒有好好放置成一疊而滑落，你必須先把你弄亂的那疊放好才能繼續遊玩（但所有其他玩家會在沒有你參與的情況下繼續）。

## 無法配對？

如果你無法配對你的任何一張卡牌，你可以從抽牌堆拿取1張卡牌（如果還有的話）並在你面前將其翻面。但不要太快抽牌——通常有些配對是你還沒發現到的！

**更加注意：**從抽牌堆抽取1張新的卡牌會給你更多能配對的配料，但你離勝利又稍微更遠了！

## 卡牌耗盡

當任何一位玩家出光他面前的卡牌，這回合結束。第一位出光卡牌的玩家大喊“**混亂鬆餅！**”並獲得1塊奶油片。

收集所有卡牌（包含放在一旁的那些），再次將2種卡牌分開，並發給每位玩家7張卡牌，開始下一回合。

## 遊戲勝利

第一位獲得2塊奶油片的玩家獲勝！

嘿！  
別看規則了！

理解遊戲最糟糕的方式就是讀說明書。  
上網找我們的教學影片才是明智之舉：  
[WWW.ANARCHYPANCAKES.COM/HOW](http://www.anarchypancakes.com/how)

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A game by Denis Blanchot, Jacques Cottureau,  
and Play Factory, with help from the Play Factory team,  
including: Jean-François Andreati, Toussaint Benedetti,  
Guillaume Gille-Naves and Igor Polouchine.  
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A small bit of history of the creation of Dobble: DOBBLE is over 50 symbols, 55 cards, 8 symbols per card, and there is always one and only one matching symbol between any two cards. But how does it work? DOBBLE is based on a principle of intersection according to which two lines always have a single point in common. In 1876, Mister Jacques Cottureau had the idea of creating a generalization of a famous "fun mathematic" puzzle, named Kirkman's Schoolgirl Problem, or the Ladies' Problem, which is the following: "15 young ladies from a boarding school go out each day for a walk in rows of three. How can we proceed so that each of them only ends up in the company of each of the others once?" With the help of techniques developed from theories of error correcting codes, he built a few structures which generalized the problem. These structures are well-known by mathematicians under the name of "incomplete balanced blocks." Based on the special properties of these structures (the principles of intersection and of optimization), Mister Jacques Cottureau successively created two games by "dressing them up" in an unconventional way. The first of these games is a "strange retriever" was published in the "Le Petit Archimède" and "Four in Science" magazines (The Young Archimedes, and For Science, respectively). Mister Jacques Cottureau then created a second game based on a projected plan with a base of 5 in which the lines were replaced with cards, the points with images of insects, and he called it "game of insects," the goal being to find the image of the insect in common between two cards. The ancestor of DOBBLE was born! In the Spring of 2008, Denis Blanchot discovered a few cards from the "game of insects," created decades earlier. He is struck by the genius behind the intersection mechanism and works with Jacques Cottureau to turn it into a "real" game. For Denis Blanchot, the "good points" style patterns must be rethought as they are too complex and prevent a reflex-style party game. The icons must allow for quick identification, and must be more playful and easily understood. Fluidity is required. At the same time, the cards are too few (31) and contain too few figures (6). The game moves on to 57 cards containing 8 figures to finally get the real feeling of play, meaning a projected number of combinations in the seven digits. In short, there is an entire extra layer of creation yet to be done. Many prototypes and playtests, notably with children, are done by Denis Blanchot, who also, on his own, takes the additional step of getting in touch with publishers. The Play Factory team would finally end up working with Denis Blanchot to publish the final form of the game. In early Fall 2009, DOBBLE, as it is known today is launched!