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dobro



Rules

dobro

Components

50 Numbered Cards:

- 5× value 2 cards
- 6× value 3 cards
- 6× value 4 cards
- 6× value 5 cards
- 6× value 6 cards
- 5× value 7 cards
- 4× value 8 cards
- 3× value 9 cards
- 3× value 10 cards
- 3× value 11 cards
- 3× value 12 cards

7 Special Cards:

- 3× Wild Cards
- 2× Skip Cards
- 2× Reverse Cards
- 1 Direction Card
- 1 Forgetful Card

The Game

A Dobro game is divided into 3 rounds and each round is divided into multiple Climbs.

On each Climb, players play cards on the table, always increasing the value in play. A Climb ends when a player cannot (*Or does not want to*) play cards that increase this value. That player gets all played cards in that Climb, put them into his Score Pile and a new Climb begins.

When someone plays the last card in their hand, the round ends and players receive points based on the cards in the Score Pile. At the end of three rounds, the player with the highest score wins the game.

Set Up

1. Place the Direction Card on the table with the clockwise direction face up.
2. Shuffle the remaining cards and deal 6 of them to each player (5 cards in 6 player games).
3. Make a Draw Pile face down next to the Direction Card using the remaining cards and place the Forgetful Card next to the pile.
4. Randomly choose the first player to start the first Climb of the game.



Player's Turn

On their turn, each player must perform one of the following actions:

1. **Play a card with a value equal to or greater than the value in play.** If the value of the card played is equal to the value in play, its value doubles.

2. **Play two cards of the same value** if the sum of both cards is equal to or greater than the value in play. If the sum result is equal to the value in play, the sum value doubles.
3. **Play a special card.**
4. **Take all the cards in play** and put them in your Score Pile, if you can't or don't want to play cards. (*See End of Climb*).

If playing cards, the player must **announce the final value** of his hand, making this the new value in play.

The first player in each Climb can play one or two equal cards of any value.

After resolving the chosen action, the player then **draws cards until having six** of them (*Five in a six player games*) and finishes the turn. The next player in turn order indicated in the Direction Card starts its turn.

Effects of Special Cards



Wild Card: The player chooses a value between 2 and 12 that is equal to or greater than the value in play. If the value of the Wild Card is equal to the value in play, its value doubles.

The Wild Card can also be played with another card, as if the player were playing two cards of the same rank. If playing two Wilds, the player must choose a single value between 2 and 12 for the two cards.

In both cases, the sum value of the two cards must be equal to or greater than the value in play. If the sum value is equal to the value in play, the sum value doubles.



Skip Card: When you play this card, the value in play remains the same.



Reverse Card: Has the same effect as the Skip Card and, in addition, changes the direction of play. So, when played, the Direction Card must be flipped.

Oops! I Forgot it!

If players end the turn without replenishing their hand to six cards, they must take the Forgetful Card and place it on the table in front of them.

The card will remain there until another player forgets to replenish the hand or until the round ends. At the end of the round, whoever has this card loses 1 point.



End of Climb

A Climb ends if a player is unable or unwilling to play a card of equal or greater value than the value in play. The player in question must collect all cards in play and place them in his Score Pile in front of him, with the cards face down. Then that player starts the next Climb.

***Example of a Climb:** The current value in play is 4. On his turn, Wendel plays a 5 card. Alfredo also plays a 5 card, as it has the same value as the previous card, its value doubles, becoming a 10. Then Tania plays two 6 cards, which add up to 12. It is again Wendel's turn, as he cannot play a value equal to or greater than 12, he places all the played cards in his Scoring Pile and plays a 2 card to start the new Climb.*

End of Round

When cards in the Draw Pile run out, players continue taking their turns without replenishing their hands after playing. **If one of the players empties their hand, the Round ends immediately.** The cards in play are discarded with all remaining cards in the players' hands. The round is then scored.

Round Score

- At the end of the round, write down the scores according to the number of players:

Position (more cards)	Points
1st	1
2nd	2
3rd	3
4th	4
5th	5
6th	6

That's right,
you don't
want to get
the cards!



- In the event of a tie, all tied players receive points for the tied position, and the next position (*or positions*) is ignored.
- The player with the Forgetful Card **loses 1 point.**

Then a new round is started, keeping the current face of the sense card.

The first player of the new starting round is the player with the lowest score. In case of a tie, whoever has the highest card among the tied players is the first player. If the tie persists, compare the second highest and so on

***Scoring Example:** Wendel ended up with 18 cards in his Scoring Pile. Sonia and Wagner ended up with 12 cards, and Alfredo with 8 cards. For having more cards in the Scoring Pile, Wendel receives 1 point. Tania and Wagner are tied for second place, so both receive 2 points. Alfredo is the fourth player with the most cards and receives 4 points.*

Final Score

After playing 3 rounds, the player with the highest total score is the winner. In case of a tie, the player with the fewest cards in the third round wins. In the tie persists, the player with the lowest sum of values in the cards of the third round wins. If still tied, all tied players share victory.

***Final Scoring Example:** Wendel scores 1 point in the first round, 4 in the second and 3 in the third. However, he ended the second and third rounds with the Forgotten card, so he loses 2 points. His final score is 6 points. Wagner also scores 6 points, 2 from the first round, 3 from the second and 1 from the third. Alfredo scores 7 points, 4 in the first round, 1 in the second and 2 in the third. Sonia wins the match with 8 points, 2 from the first round, 2 from the second and 4 from the third.*

2 players rules

The 2-players game works the same way, with the following changes:

- During the game set up, return the Direction Card and the two Reverse Cards to the game box.
- Before starting each Round, remove 10 random cards from the draw deck without revealing any of them. Leave those cards aside. They will not be used in the current round, but must be returned to the deck when preparing for the next round.

Variant for longer games

If you want to play a longer game, we suggest playing a number of rounds equal to the number of players.



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