

# KOBBEL!

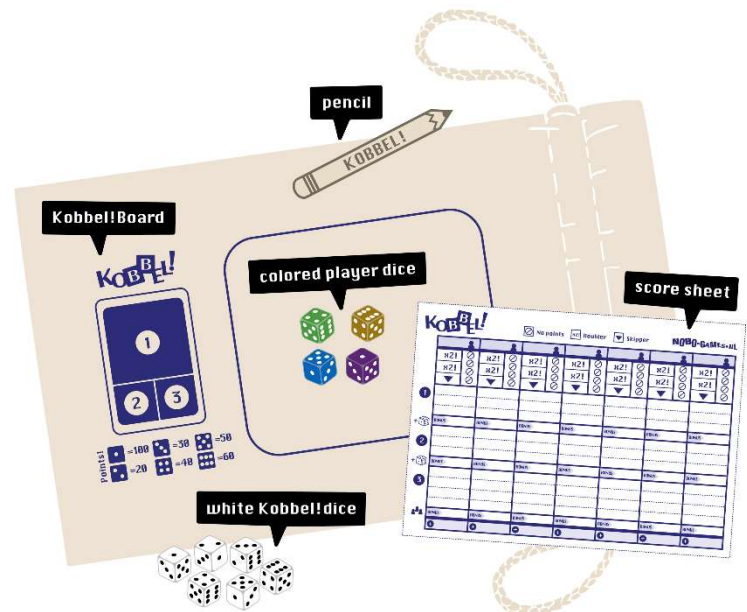
■ Roll to victory with 10x Kobbel! ■

## BRIEF GAME OVERVIEW

In Kobbel!, you try to score as many points as possible by cleverly using the various options on the Kobbel! score sheet. You can jump to a bonus field quickly (skipper), double your points (Doubler), or ignore/retry low points (No Points). It's not all about luck ;). The game ends when a player has scored their tenth Kobbel! points. The player with the most points wins.

## GAME MATERIAL

- 6 white Kobbel!dice
- 4 coloured player dice
- 1 Kobbel! score sheet
- 1 Kobbel!board  
(gameboard printed on the bag)
- 1 pencil
- 1 instruction manual



## GAME SETUP

The game is for 2 to 4 players. Each player chooses their own coloured dice (green, blue, yellow, or purple). Select one player to keep the score on the Kobbel! score sheet. Each player starts with their coloured dice and rolls one white Kobbel! dice to place on the board.

Starting dice on the board:

With 2 players: 2 coloured dice + 2 white Kobbel!dice

With 3 players: 3 coloured dice + 3 white Kobbel!dice

With 4 players: 4 coloured dice + 4 white Kobbel!dice

All starting white Kobbel!dice are placed on the board in Phase 1. So, depending on the total number of players you start with 2 to 4 white Kobbel!dice. The game starts with all players rolling their coloured dice at the same time.

## SCORE SHEET EXPLANATION



**KOBBEL!** You score a KOBBEL! when the number on your coloured player dice matches the number on one of the white Kobbel dice on the board.



**No points**

**NO POINTS:** A player can choose **up to 4 times** per game to NOT record the Kobbel points. You do this by marking the circle box on your score sheet. This is useful when the points are low or when you want to try your luck at reaching higher bonus points. When you use 'No Points,' the white Kobbel die is rolled again for the next turn.



**Doubler**

**DOUBLER:** This doubles your Kobbel points. Before rolling, you can choose to activate the Doubler. Each player can use this only **2 times** per game (marked on the score sheet). For example: if three white Kobbel dice each show a 5, and you use the Doubler and roll a 5 with your personal coloured dice, you score 300 points instead of 150.



**Skipper**

**SKIPPER:** By using this option, you move 1 row forward on the score sheet. You skip one box and place your points on the next row. This can only be used once, right after scoring a Kobbel!. This is useful for reaching a bonus box faster.

1

2

3

The Kobbel! game has 3 phases. After each phase ends, there is a bonus round. **Phase 1** runs from the start until a player records their 3rd Kobbel!. The first player to record their 3rd Kobbel gets to add a new white Kobbel! die to the board and records bonus points for it. This new die is placed on the board in the section for Phase 2. **Phase 2** continues until someone records their 6th Kobbel. That player introduces the last white Kobbel!die to be added to the game and records bonus points for it, placing it on the board in the Phase 3 sectiond. **Phase 3** continues with all the white Kobbel!dice in play. With 4 players, there are eventually 6 white Kobbel!dice on the board.

If multiple players reach the end of a phase at the same time, the youngest player rolls the new white Kobbel!dice. All players receive the same bonus points (or a plyer may choose to use a 'No Points' and re-roll).







## HOW TO PLAY

Players roll their coloured dice at the same time. When you roll a Kobbel (matching number), you must record it on your score sheet - unless you decide to use your 'No Points' option. After noting down the points, the white Kobbel!die is rolled again and placed back on the board for the next turn.

### Each turn follows these steps:

- 1) Place the white Kobbel!dice on the Kobbel!board
- 2) Decide whether to activate the Doubler (maximum 2 times per player per game)
- 3) All players roll their coloured die at the same time
- 4) Check for matches (Kobbel!) and select matching dice from the board. Then check:
  - Did multiple players roll the same number? If yes, nobody scores that round and the dice go straight back on the board.
  - Does anyone want to use the Skipper?
  - Does anyone want to use No Points?
  - Record the points (don't forget to double them if you used the Doubler)
  - Did any player reach the end of a phase? If yes, roll the new white Kobbel!die, record the bonus points, and cross out the bonus box for those who didn't receive a bonus. Place the new white Kobbel!die on the board for Phase 2 or Phase 3.
- 5) The player(s) who scored a Kobbel now roll the white Kobbel!dice they removed in step 4 and place them back on the board to start the next turn.

## SCORING

<b>Points!</b>	 =100	 =30	 =50
	 =20	 =40	 =60

The point values are shown on the game board. Important: In Kobbel!, a dice showing 1 is worth 100 points (the highest value).

If multiple white Kobbel!dice show the same number, you add them together. For example: if two white Kobbel!dice both show 6 spots, you can score 120 points by rolling a 6.

## END OF THE GAME

The game ends when a player records their 10th Kobbel. All other players then get one final turn to roll their coloured die and record this as a bonus. If you still have 'No Points' uses left (i.e. not all four circles have been crossed out), you can use them to roll again and try to score the highest possible bonus. After this, add up all your points. The player with the most points wins!

## KOBBEL! SHEET WITH GAME EXAMPLE

**KOBBEL!**

	Noah	Boaz	Lija
	x2!	<del>x2!</del>	x2!
	x2!	x2!	x2!
	▼	▼	<del>x2!</del>
1	60	40	30
	50	240	—
	50		100
+ [dice]	BONUS: 30	BONUS: <del>X</del>	BONUS: 30
2			
+ [dice]	BONUS:	BONUS:	BONUS:
3			
[dice]	BONUS:	BONUS:	BONUS:
	+	+	+

Above, you see the three-player game situation when the third Kobbel! dice is rolled, ending phase 1. The final dice roll is visible. Player **Noah** (purple dice) has already rolled Kobbel! twice and has also chosen not to score Kobbel! twice (crossed out 'no points'). This turn, he rolls Kobbel! again because he rolled a 5 with his purple dice. This marks the end of phase 1, since he wants to record these 50 points and receive the bonus.

Player **Boaz** (green) has also rolled Kobbel! three times, recording the points twice. We can also see that he used his 'Doubler' when recording his second Kobbel! This must have been with a 6 matching two white Kobbel!dice also with a 6. Therefore, he scored 240 points. He also chose not to score Kobbel! once ('No Points' crossed out). This turn, he rolled a 2 and therefore doesn't have Kobbel!

Player **Lija** (blue) has scored Kobbel! once. She scored Kobbel! with a 3 and this turn she rolls a 1. This means she scores 100 points. She chooses to use the skipper, thus also reaching the end of phase 1.

Now **Noah** can bring in the new Kobbel!dice for phase 2. He rolls a 3. Both Noah and Lija score 30 points in the bonus; **Boaz's** square is crossed out. **Noah** and **Lija** both roll the Kobbel!die, so it can be placed back on the board to start the next turn.

Watch the online instruction video.

