

Dobble - A fun game that helps build concentration, observation and social skills.

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SUMMARY

The video reviews the game "Double," highlighting its portability and engaging gameplay. Players identify common symbols on cards, aiming to collect the most cards or get rid of their cards first, promoting recognition skills and social interaction.

- "Double" is a portable card game that enhances symbol recognition and spontaneity.
- Players shout out common symbols to collect cards or get rid of their cards first.
- The game fosters social skills, including taking turns and handling winning or losing.
- It encourages semiotic connections, helping children learn through play.
- Priced at approximately 550 rupees, it is recommended as a worthwhile investment for families.

[Music] hello everyone welcome to kids top press if you haven't subscribed to our channel already then make sure you do that right away and don't forget to like our video after you finish seeing the review the game that we're gonna introduce and review today is called double it's my absolute absolute favorite uh it's very easy to carry very very portable so the dealer opens one card here is a common

symbol i if you actually take a closer look with this card and a common symbol here would be the ice cube right so want to shout out when the color is open that i have the exclamation mark where i have the ice cube actually takes this card and so here supposing the exclamation was first then this guy then you deal out the next card now here you see the tree is the common picture and cat is

the common picture here so whoever shouts out this card will get it first you open the next one and here you would see the double sign that's actually common so that you keep rolling out the cards like this and whoever gets the maximum cards is the winner this is one way to play the other way that you could play this game would be divide poke the card amongst the two players or all the players who are playing this game

equally and the idea of this game is to uh get rid of your cards the player who gets rid of their cards first is the one who would actually win the game keep one card open now player one opens his card and he sees that the common thing between uh the two would be uh it would open another one it would be the hammer okay so he says hammer and he puts his card here so he's getting rid

of his card first then the other player opens his card and he actually sees that the common symbol here is the bird side so he would actually place it here so whoever says both of them open their cards together

simultaneously and whoever is the first one to spot the difference like here's the web and this guy has opened another one which is the flame so whoever says the common uh symbol first is the one to put their card down and

get rid of their cards what double interestingly does is a creates a semiotic connection while you're playing the game so the child not only learns to recognize different symbols but also does very effectively is identification of symbols spontaneity recognizing those symbols while they're playing in a game and of course the child will learn social skills in terms of waiting for your turn learning to lose win so i think it's a great uh great game very easy to travel with this

is i think one of those games that you must must invest in it's priced at about rupees 550 and if you haven't already bought it i think it's a great buy [Music]