DOUDOU

A game by Xavier Violeau, illustrated by Pauline Berdal.

CONTENU:
- 25 Clue tiles,
- 1 Night tile,
- 5 Doudou punches,
- 5 Hideaway punches,
- 1 Question tile,
- 1 rules leaflet FR/ENG.

100% CO-OP

3+

1-4

5

Object of the game

Doudou is a cooperative investigation game in which young detectives will have to collaborate to find which Doudou* has hidden, and in which hideaway, before nightfall.

* in French, a "Doudou" is a cuddly toy.

Come on! Get set up!

1 Shuffle the Clue tiles then draw one at random - **without looking at it!** - and place it in the center of the table, face down (night face up).
This is the tile to guess, the solution of the investigation! It will be called the "Solution tile".

2 Place the Question tile on top of the Solution tile. The Question tile has two functions: it acts as a "lock" to avoid flipping over the Solution tile, and indicates the test area (details below).

Question tile

Solution tile

3 Pick seven Clue tiles from the remaining tiles - at random - and place them face up.
If a clue appears four times or more (e.g.: 4 beds or 4 frogs...), discard one of the tiles with this clue and draw a new tile.

4 Place the Night tile.

Example of a draw of seven Clue tiles

the Night tile

5 Display the Doudous.

6 Place the Bedroom (box interior).

7 Finally, place the Hideaways.

the Doudous

the Bedroom
(allows an overview)

the Hideaways

⭐ It's ready! Come on, let's play! ⭐

Players take turns. They have seven turns to find the solution to the investigation.
The youngest detective is designated as the first player. The player's turn is divided in five steps:

1- Choose a Clue tile: the player chooses one of the seven starting Clue tiles.
2- Choose a question: he chooses a question which must be related to one of the elements of the tile: the Hideaway or the Doudou.

For example, if he chooses the teddy bear hidden in the toy box tile, he can ask one of the following questions: – "Is the Doudou the <u>teddy bear</u>?" **or**
– "Is the Hideaway the <u>toy box</u>?"

3- Check the answer: then, the player turns his Clue tile - night side up - and brings it close to the Solution tile to get the answer to the question asked:
- **if the question relates to the <u>Doudou</u>,** he brings it close to the left side of the Solution tile (towards the **star**)*.
- **if the question relates to the <u>Hideaway</u>,** he brings it close to the bottom of the Solution tile (towards the **moon**)*.

4- Make a conclusion: - **if the star or moon halves match, the answer is <u>YES</u>:** the player can keep the Doudou or Hideaway in question and flip the others over.
- **Otherwise, the answer is <u>NO</u>.** The player flips the Doudou or Hideaway in question.

* The Question tile is meant to indicate the test to use!

5- Propose a solution (optional) : The player can propose a "Doudou + Hideaway" solution to his team. **Be careful before making up your mind, because once the tile Solution is revealed, the game is over!** If the team agrees, the Solution tile is revealed for verification. **If the tile matches the proposal made, the game is won, otherwise it is lost!**
If the detectives do not propose any solution, the Clue tile is discarded and it is the next player's turn.

Nightfall! If there is **only the Night tile left** (all seven Clues tiles were used), **then the detectives must take a chance** proposing a solution. The Solution tile is then flipped. If the tiles match, the detectives won, otherwise they lost!

⭐ Example of a game ⭐

Turn 1

1- I choose my Clue tile:

2- I choose my question:
"Is the Doudou the teddy bear?"

3- I check the answer:
I flip my Clue tile over and do the star test: the two star halves do not match! The answer is **no**!

4- I make my conclusion:
So it's not the teddy bear. I can flip it over.

My turn is over. I discard my Clue tile and it is the next player's turn...

Turn 2

1- I choose my Clue tile:

2- I choose my question:
"Is the Doudou hiding behind the pile of cubes?"

3- I check the answer:
I do the moon test: the two halves of the moon match! The answer is **yes**!

4- I make my conclusion:
The Hideaway is thus the pile of cubes! I can flip the other Hideaways over.

My turn is over. I discard my Clue tile and it is the next player's turn...

Turn 3

1- I choose my Clue tile:

2- I choose my question:
"Is the Doudou the lion?"

3- I check the answer:
I flip my Clue tile over and do the star test:
The two halves of the star match! It's **yes**!

4- I make my conclusion:
The Doudou is so the lion! I flip all the other Doudous over.

There is only one Doudou and a possible Hideaway.
The team of detectives is therefore able to propose a solution...

Ending

The team of detectives agrees to propose a solution to the riddle:
"The lion is hiding behind the pile of cubes."

Now, flip the Solution tile over...

Well done, little detectives!

You won!