

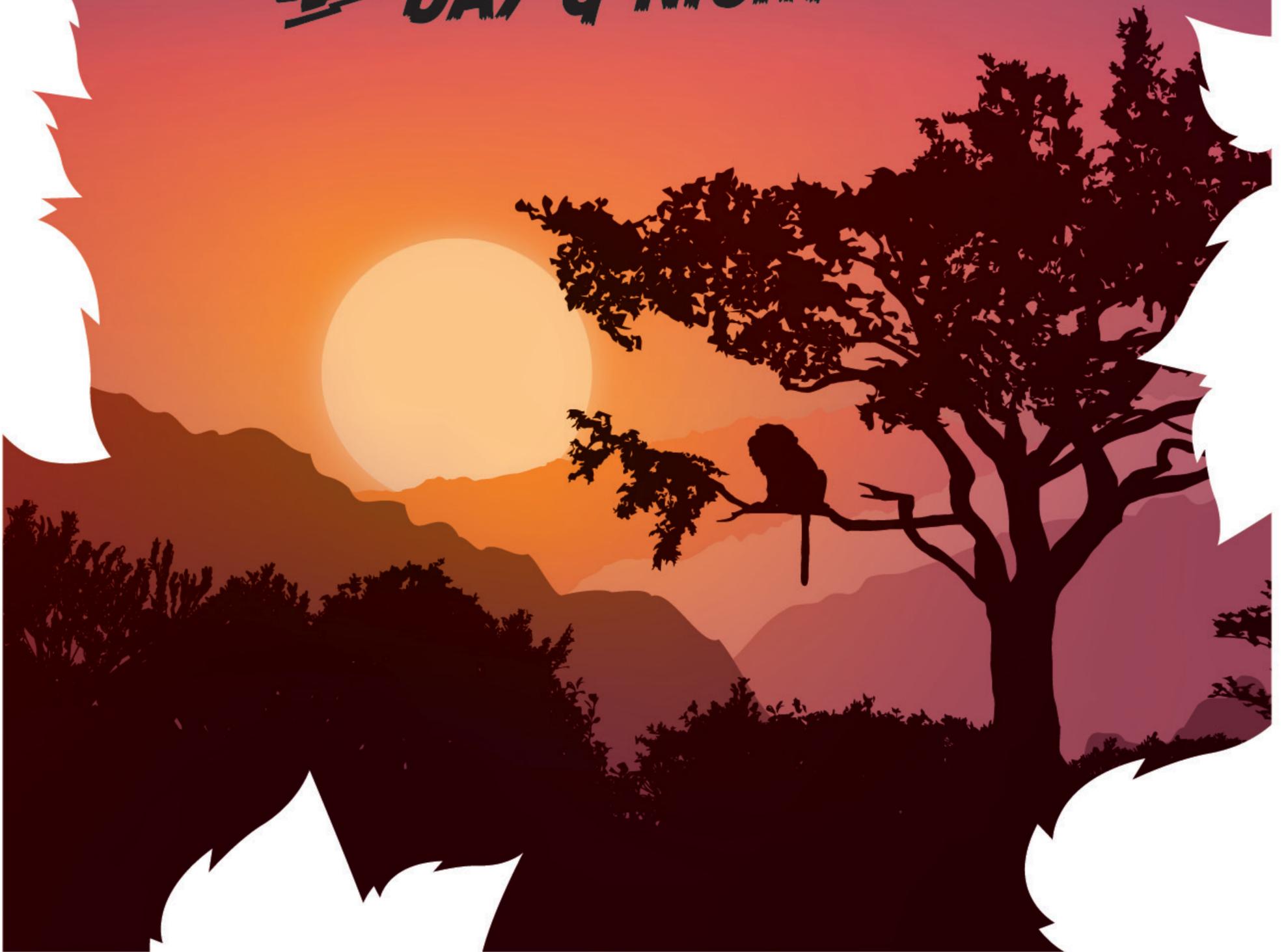
RULEBOOK

DOUC

IN DANGER

 **DAY & NIGHT** 

EXPANSION



GAME PREPARATION

GAME MATERIAL

65 Day & Night Events:



GAME OVERVIEW

This is the „Day & Night“ expansion, with DANGER LEVEL 4.
The „DOUC IN DANGER“ base game is required to use this expansion.

You may mix and match Danger Levels as you desire, but
DANGER LEVEL 1 must always be included.

In DANGER LEVEL 4, an event card is revealed at the beginning of each day phase.
These cards will either bring new rules into the game or prompt players to carry out
certain activities.

GAME OBJECTIVE

Try not to lose any DOUCs. The player with the fewest lost DOUCs after 3 months wins.

DANGER LEVEL 4 DANGER LEVEL 1 with Event Cards.

From now on, every day in the jungle will be different. Get ready, because there are many surprises in store for you during day and night!

ADDITIONS TO THE BEGINNING OF THE MONTH

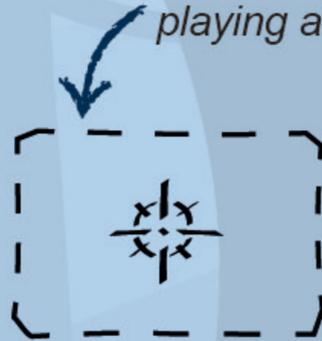
The Event Board is placed next to the Danger Zone. The Poacher shuffles the Event Cards into a separate deck, and places it as shown in the diagram below.

DRAW PILE =
DOUCs
+ Trump DOUCs



RAINY SEASON CARD

DANGER ZONE =
playing area



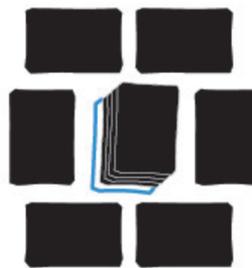
EVENT CARD DISCARD PILE



STACK OF EVENT CARDS



TREETOP =
inside the lid



Can be combined with **ALL DANGER LEVELS.**

ADDITIONS TO THE DAY PHASE

At the beginning of the day phase, before the Poacher puts the first DOUC in danger, they must reveal an Event Card and place it face-up on the Event Card discard pile.

STRUCTURE OF THE EVENT CARDS

Day or Night phase



Backside



Frontside

Roles affected

Rule or Activity

Card number
(see pp. 5-7)

Symbol description

RESOLVING EVENT CARDS

Each Event Card must be resolved at the start of its respective day or night phase, before taking any other actions.

- Event Card activities must be resolved immediately by all affected players. If a player...

→ ... cannot resolve this activity, they do nothing.

→ ... can partially resolve this activity, they must do so to the best of their ability.

- New rules are in effect for the entirety of their respective day or night phase. After resolving an Event Card, play the rest of the phase as normal.

Eliminated players are not affected by Event Cards.

SYMBOLS EVENT CARDS

 Ranger	 Day phase	 Treetop	 DOUCs in danger
 Poacher	 Night phase	 Draw pile	 Saved DOUCs
 Tourist	 Save	 Hand cards	 Rescuing DOUCs
 Gray	 Endanger	 Jungle Cards	 Lost DOUCs
 Blue	 Action	 Any player	 DOUCs with strength (x = number)
 Yellow	 Saving action	 All players	 View
 Green	 Endangering action	 Right	 Shuffle
 Trump	 Activity	 Left	 ... greater than ...
 Without	 Rule	 ... from to ...	 Or
		 Free choice	 Equal

EVENT CARD REFERENCE

If you need help understanding the Event Cards, see here:

01 SUNNY DAY / CLEAR NIGHT

A normal day/night.
Nothing extraordinary happens.

02 STORM

Shuffle the Jungle Cards and lay them out again.

03 DOUC WATCHING

All players must briefly show the cards in their hand to the other players. Then, continue the game as normal.

04 HOTEL CONSTRUCTION

Shuffle the cards in the Treetop. Starting with the Poacher and going clockwise, each player draws a card from the Treetop.

05 RESCUE CENTER

All Jungle Cards are placed in the Treetop, which is then shuffled. Afterwards, the Jungle Cards are refilled from this.

06 REFORESTATION

Place the entire draw pile into the Treetop. Rainy Season starts immediately.

07 ZONOSIS

Each player must pass a card from their hand to the player on their right.

08 RESEARCH

Each player may secretly look at a Jungle Card, then return that card face-down to its original place.

09 RELEASE INTO THE WILD

Each player chooses one of their lost DOUCs and adds it to their hand. If there are no lost DOUCs, none are taken in hand.

10 INFORMATION

Each player must pass the cards in their hand to the player on their left.

11 OFFSPRING

The Ranger may secretly look at up to two Jungle Cards, and then return those cards face-down to their original place.

12 RANGER-TEAM



The Ranger must switch one card from their hand with a card from the Jungle. The Jungle Card may not be viewed before this exchange.

13 ACACIA PLANTATION



Shuffle the Treetop. Then, the Ranger draws two cards from the Treetop.

14 TREE BRIDGE



The Ranger must place a card from their hand in the Treetop.

15 NEOZOA



Each Tourist may secretly look at a Jungle Card, then return it face-down to its original place.

16 ILLEGAL FEEDING



Shuffle the Treetop. Starting with the youngest Tourist and going clockwise, each Tourist draws a card from the Treetop.

17 NATURE RESERVE



Players may not play any Action Card that shows a crosshair.

18 FOG



The value of all DOUCs is now reversed. 1 is now the highest-valued card; 12 is the lowest-valued card.

19 ROAD CONSTRUCTION



There are no Trump DOUCs. Gray DOUCs may only rescue weaker gray DOUCs in danger.

20 BLOOMING SEASON



A) The trump color changes from gray to green. **B)** The trump color changes from gray to yellow. **C)** The trump color changes from gray to blue.

21 FOREST FIRE



Shuffle the top 20 cards from the Treetop into the draw pile. If there are fewer than 20 cards in the Treetop, shuffle them all into the draw pile.

22 FULL MOON



Each player must place the cards in their hand on top of the draw pile. Then, shuffle the draw pile.

23 NIGHT WATCH



Each player must place the cards in their hand into the Treetop.

24 ANIMAL TRADE



The Poacher must choose a card from their hand and give it to any other player.

25 RANGER-CAMP



The Ranger takes all currently endangered DOUCs into their hand; those DOUCs do not become lost.

26 RAID



Poacher and Ranger swap all of their hand cards with each other.

27 LANDSLIDE



Players may not draw cards from the draw pile. Players who run out of cards after the night phase are eliminated from the current month.

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Please send questions,
feedback and suggestions to

info@doucindanger.com



DOUC
IN DANGER

Designer: Noel Campana
Graphics: Katharina Trillsbeek,
Thomas Gerger & twinspirit GmbH
Photos: Bui Van Tuan

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