

Dixit

kids



Game Rules

A word from the designers

Élodie Clément

Many thanks to the entire Libellud team for giving me this incredible opportunity to be involved with a game in the *Dixit* universe. Thanks also to Jean-Louis, Théo and Hervine, for sharing their experience and boundless imaginations. I hope our little bunnies make your dreams come true and bring you joy.

Théo Rivière

Imagining this game in your hands makes me really happy and I hope it brings you just as much joy as we had while creating it. Thank you to Jean-Louis for trusting us and for having created the amazing game of *Dixit*. Thanks also to the whole Libellud team, who totally spoiled us during development, and to Hervine for sharing her talents and kindness. Special thanks go to Élodie for her creativity and support.

Jean-Louis Roubira

Young children used to look on enviously as their older siblings played *Dixit*, watching all the captivating images being played. The card images in this children's version portray familiar emotions, so now younger children can start playing *Dixit*. A big thank you goes to Élodie and Théo for their creative enthusiasm during this project.

The artists



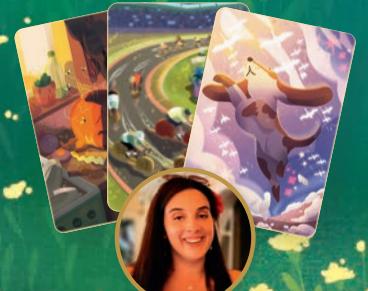
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Background

It's the Head Mailrabbit's birthday party on Sunday! Everything is ready ... except the invites, which haven't been sent! So the Head Mailrabbit and her trainees definitely have lots of carrots still to chop: They need to send all the invites before the end of the week, and they're running out of time. Hopefully they won't make any mistakes!

Game overview

Dixit Kids is a cooperative game in which you invite as many rabbits as you can to the **Head Mailrabbit's** birthday party!

During a turn, one player will be the **Head Mailrabbit**. When they visit a *Burrow*, they choose one of the rabbits to be their **Guest**. The **Head Mailrabbit** chooses a card from their hand that matches the mood of the **Guest**: That card is the **Invite**.

The other players are the **Trainee Mailbunnies**. They must deliver the mail to the rabbit that the **Head Mailrabbit** did **not** choose.

Then they must find the **Invite** in the mail so they can put it in the **Guest's** paw.

Components and setup

1 1 game board

Take all the game components out the box. Place the game board inside the box, on top of the cardboard insert.

2 8 wood Rabbit pawns

Place 2 Rabbit pawns in each *Burrow*.



For the standard game (recommended for your first few games), place the Sun  pawn on "Monday". Once you've gotten used to the game, you can try the harder mode. Place the Sun  pawn on "Wednesday".

3 32 Door tiles

Take 8 tiles at random: 4  and 4 . Put the remaining tiles to one side as they will not be used in this game.

Close the *Burrows* by placing 2 *Door* tiles (1  and 1 ) on each *Burrow*, rabbit side up.



4 1 Head Mailrabbit pawn

Place the Head Mailrabbit pawn on its starting space.



5 1 Sun pawn

Place the Sun  pawn in its starting position along the box edge: Either "Monday" or "Wednesday," depending on how difficult you want the game to be.

6 84 Dixit cards and card holder

Shuffle the 84 cards and deal 3 cards face down to each player. Place the remaining cards in the card holder, which represents the **Head Mailrabbit's** Mailbag.



The oldest player is the **Head Mailrabbit** for the first turn. Give that player the Mailbag.

How to play

Head Mailrabbit

The *Head Mailrabbit* must choose their *Guest* from the 2 rabbits in the Burrow their pawn is stood by.

They move the *Head Mailrabbit* pawn onto the space in front of the rabbit they chose. That rabbit is the *Guest*.

Then they choose a card that matches that *Guest's* mood from the 3 in their hand.

They place the card they chose face down on the table, keeping it secret from the other players. That card is the *Invite*.

Choose the *Invite*

Trainee Mailbunnies

The *Trainee Mailbunnies* must deliver the mail to the other rabbit in that **same Burrow**, meaning the rabbit that **wasn't** chosen by the *Head Mailrabbit*.

When the *Head Mailrabbit* has chosen their *Guest*, each *Trainee Mailbunny* chooses a card from their hand that matches the mood of the other rabbit in the *Burrow* (the rabbit that does not have the *Head Mailrabbit* pawn in front of it).

When everyone has chosen their card, they place it face down on the *Invite*, keeping the cards secret from the other players.

Example of a 4-player game

Anna is the *Head Mailrabbit*, so needs to choose which of the 2 rabbits will be her *Guest*.

She places the *Head Mailrabbit* pawn in front of her chosen rabbit.

She chooses a card that matches the mood of that rabbit, and places it face down.



Cole, **Seb** and **Naomi** need to deliver the mail to the other rabbit in the *Burrow*. Each of their cards should match the mood of that rabbit.



Cole picks a card that matches perfectly.

Seb's card doesn't match very well. It's not obvious what his card means, but he thinks that the other players will get it.

Naomi does not have a card that matches. She plays a card that is very different from the *Guest's* mood.

They all place their cards face down on the *Invite*.

Finding the *Invite*

The *Head Mailrabbit* takes all the cards played and shuffles them together. They lay those cards out face up on the table.

When you are the *Head Mailrabbit*, make sure you do not give any clues about which card is the *Invite* and do not react to any card when you reveal the cards!

The *Trainee Mailbunnies* must find the *Invite* among the cards: Which one best matches the mood of the *Guest*?

The *Trainee Mailbunnies* must not talk at this point in the game! When a *Trainee Mailbunny* has decided which card they think is the *Invite*, they raise their finger.

Resolving a turn

Once all the *Trainee Mailbunnies* have raised their finger, the *Head Mailrabbit* counts to three, then all the *Trainee Mailbunnies* point at the card they think is the *Invite* at the same time. The *Head Mailrabbit* reveals which card was the *Invite* and counts how many *Trainee Mailbunnies* found it. There are two possible outcomes:

Two or more *Trainee Mailbunnies* found the *Invite*: The *Guest* got their *Invite*!



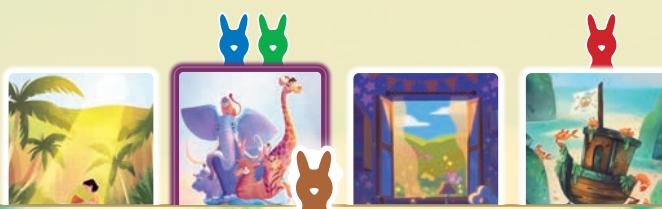
The *Head Mailrabbit* opens the doors of the *Burrow* and takes out **both** Rabbit pawns: The *Guest* doesn't want to go to the party alone! Place those 2 pawns on the spaces that match their colors in the center of the board.



Place the two *Door* tiles back on the *Burrow*, showing the "closed door" side. The *Head Mailrabbit* pawn doesn't need to visit this *Burrow* again for the rest of the game.

Fewer than two *Trainee Mailbunnies* found the *Invite*: Oh no! The *Invite* has gotten mixed up in the mail... The *Head Mailrabbit* will need to visit this *Burrow* again later to give the rabbit an *Invite*.

Example with 4 players



Naomi and **Seb** found the **Invite**!

Two **Trainee Mailbunnies** found it, so the **Guest** got their **Invite**. The 2 rabbits in the *Burrow* join the party.



End of the turn

The **Head Mailrabbit** moves the **Sun** pawn to the next day of the week.



If the **Sun** pawn hasn't reached "Sunday" yet, then set up a new turn. The **Head Mailrabbit** gives the **Mailbag** to the player on their left. That player becomes the **Head Mailrabbit** for the next round. The new **Head Mailrabbit** puts aside the cards used in the previous round. Next, they deal 1 new card face down to each player (including themselves), without looking at them, so everyone has **3** cards in their hand again.

The **Head Mailrabbit** moves their pawn along the path to the next *Burrow* with its doors "rabbit" side up (following the arrows). Then start a new turn!

End of the game

The game ends when:

- All the **Rabbit** pawns are sat around the table in the center of the board **or**
- The **Sun** pawn has reached its final position: "Sunday".

Place the **Head Mailrabbit** pawn on its place at the table: The birthday party can begin! But how memorable will it be?

0 rabbit guests	The Head Mailrabbit is feeling a bit alone...
2 rabbit guests	It's a small but sweet party.
4 rabbit guests	Despite a few empty seats, everyone has a fun time!
6 rabbit guests	The Head Mailrabbit will remember this party for a long time!
8 rabbit guests	It's an awesome party, with gallons of carrot juice!

2025 Crédits: Designers: Élodie Clément, Théo Rivière and Jean-Louis Roubira · Artwork: Lucie Dessertine, Emily (Seung Eun) Paik, Seppyo (Mélanie Bardin) and Iris Wincker (Lemonjuiceday) · Heads of Studio: Mathieu Aubert and Benoit Forget · Project managers: Camille Jaulin, Léa Moinet, Delphine Brennan, Quentin Gourbeault and Alexandra Soporan · Development: Lucas Forlacroix · Developmental support: Wilfried and Marie Fort · Art director, prototyping and ergonomics: Hervine Galliou · Graphics: Hervine Galliou, Simon Hay, Jœva Gaubin and Vincent Diez · Production manager: Stéphane Robert · Partnership manager: Marin Mari · Marketing: Anne-Sophie Martin and Inès Othmann · Communications: Clément Garnier and Rosie Howe · Administration: Marion Ludovici · Other contributors: Maëva Da Silva, Thomas Dutertre, Maximilien Da Cunha, Matthias Gaciarcz and Oleksandr Nevskiy. The designers, Libellud team and Space Cow team want to thank Eve, Rémi, Sylvain, Thierry, Amaya, Gabriel, Anastasia, Côme, Sören, Noëlie, Gaspard, Madeline, Olivia and Léa, Aline and her little playtesters, and the Maison des 3 Quartiers in Poitiers.

Dixit™ is a game designed by Jean-Louis Roubira and published by



Dixit

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