Disney EDITION

DiXit

Rulebook

If you already know the rules of Dixit, please be aware that they do not change for this version! If you wish, during the game you can also try including Disney references in your riddles.

Designer's note

Dixit was born from my desire to offer players a journey full of surprises in an imaginary and poetic world.

Each illustration in the game opens a window into the garden of our dreams, and all it takes is one word to share its wonders with everyone.

Over the years, and much to the delight of players, the remarkable imaginations of different illustrators have led us to venture in to new dreamlike lands.

Now, for the first time ever, the world of *Dixit* will explore the magical stories of Disney and Pixar! A truly epic encounter that will unleash player's creativity. Join us in this all-new adventure, and experience the wonder of Disney.

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Game overview

During each turn, a different player takes on the role of the "Storyteller" 👑. They score points (☁️) if some of the other players 🐰 successfully find their card, thanks to a clue they provide. **But this clue must be subtle, because if everyone finds their card, the Storyteller does not score any points at all!**

All of the other players score ☁️ if they correctly identify the Storyteller's card, and if other players believe their own cards are the Storyteller's original card.

The game ends when one or more players reach 30 ☁️. This player (or these players) are then declared the winner/s.

How to play

After setup, the first player who finds a clue to form a riddle becomes the Storyteller 👑 for the first turn.

✥ Create the riddle

The Storyteller looks at the 6 cards in their hand. They select one that inspires them **(without revealing it)**, and then say a clue aloud to the other players about their chosen image - *this could be a single word or phrase, see 'Advice for the Storyteller' on the next page for more details*. Each other player then selects one card from their own hand in secret that they believe best illustrates the clue given by the Storyteller. They then pass their chosen card face down **(without revealing this)** to the Storyteller, who **shuffles** all of the cards collected with their own.

✥ Solve the riddle

The Storyteller randomly places the cards face up around the game board next to the indicated card slots (the numbers on the slots must remain visible). *Example: with 5 players, the Storyteller places the 5 cards in the slots numbered from 1 to 5.*

The other players' goal is to find the Storyteller's card. Each player (except the Storyteller) takes their voting dial and secretly turns the wheel to display the number of the card that they believe is the Storyteller's card. Players cannot vote for their own card. When everyone has voted, the players simultaneously reveal their voting dials and place them on the cards that they link to.

Then the scoring phase starts. The Storyteller reveals which is their card, and counts the number of votes it has received:

If **all** of the players voted for the Storyteller's card **OR** if **none** of the players voted for the Storyteller's card: 👑 The Storyteller does not score any points. ❌ 🐰 The other players each score **2** ☁️.	If **some** of the players voted for the Storyteller's card, **but not all of them**: 👑 The Storyteller scores **3** ☁️. 🐰 The players who voted for the Storyteller's card also score **3** ☁️. The remaining players do not score any points. ❌	**In addition**, each player 🐰 (except the Storyteller) scores **1** bonus ☁️ for each vote received on their own card.

Players move their character pawns along the scoring track one space per ☁️ scored.

✥ End of turn

All of the cards used during the turn are then placed face up in a pile away from the game to form the discard pile. Each player then draws one new card from the draw pile to get back up to 6 cards in their hand again. If there are not enough cards left in the draw pile for all players to take one, then the remaining cards and the discard pile are shuffled together to form the new draw pile.

The player to the left of the Storyteller becomes the new Storyteller for the next turn.

End of game: If, at the end of a turn, one or more players have reached **30** ☁️ on the scoring track, the game ends immediately. This player, or these players, are then declared the winner/s.

① Each player chooses a character pawn and the corresponding voting dial.

② Each player places their character pawn on the starting space of the game board. This pawn indicates the number of ☁ earned by the player since the beginning of the game.

③ Shuffle all 84 cards and **deal 6 of them** face down to each player.

④ Make a draw pile with the remaining cards.

Advice for the Storyteller

The clue can be a sentence consisting of as many words as you like. It can be invented, or borrowed from existing works (poetry, songs, movies, proverb...). The clue can even be sung, hummed, or mimed.

If the clue is too easy (for example too descriptive) or too difficult (too abstract or personal), the Storyteller may not score any points. They must find the right balance, so that at least one player, (but not all players), can successfully find their card. It may not seem easy at first, but inspiration comes quickly!

*Example : the Storyteller says « **It's my birthday!** »*

The card reminds them of a birthday celebration. They see a character in the centre of the design, around which others are gathered, with their attention focused solely towards the central character, just like a celebratory birthday gathering. The Storyteller hopes that some players will follow their train of thought!

You can choose a clue that may or may not be related to the Disney story on which the card is based. However, we recommend that you do not refer directly to the story if you are playing with people who are a little unfamiliar with the characters or movie shown.

Example of a 6-player scoring phase

"It's my birthday!"

Some players voted for the Storyteller's card, but not all of them.

Pink is the Storyteller for this turn, so they score **3** ☁.

Blue and **Yellow** have found the Storyteller's card, so they each score **3** ☁.
Black, **Green** and **Red** did not find the Storyteller's card, so they do not score points. ❌

Red voted for **Black**'s card. So **Black** scores **1** bonus ☁.
Black and **Green** voted for **Blue**'s card. So **Blue** scores **2** bonus ☁.

At the end of this turn the players scored respectively:

🔴 = 3 ☁   🔵 = 5 ☁   🟡 = 3 ☁   ⚫ = 1 ☁   🟢 = 0 ☁   🟠 = 0 ☁

Playing with 3 players

Players play with 7 cards in their hand instead of 6.

● To create the riddle, all players 🐾 (except the Storyteller) each select 2 cards instead of 1, so there will be 5 cards displayed around the board, including the Storyteller's card. At the end of the turn, they complete their hand by drawing 2 cards instead of 1.

● The rules remain otherwise unchanged. During the answer phase, all players 🐾 (except the Storyteller) still score **1** bonus ☁ if they have received a vote on their own card (regardless of which card).

Here are 3 examples to help you create your riddles and play:

1 — With more subtlety

"Reborn"

The Storyteller would like to say "Let it go" because the card reminds them of the castle freed from the grip of winter. But since the card is based on the movie Frozen, from which this song quote is taken, they believe the clue to be too obvious. Instead, they choose to say "**Reborn**" as their clue, because the end of winter means the return of spring and life.

2 — By simply observing the images

"Take a break"

The Storyteller sees in this card a young girl who appears to be stopping time. To them, with the scene taking place at night, she also appears quite restful and peaceful, as if she's about to fall asleep. For this reason, they propose the clue "**Take a break**".

3 — With Disney references

"The missing one"

The Storyteller knows that Uncle Scrooge (the character pictured on the card) is constantly counting the coins in his Vault to make sure nothing is missing. On this card, it looks like he is searching for something, or one coin in particular. Therefore, the storyteller chooses the clue "**The missing one**".

Dixit™

Discover the universe of *Dixit*, with the award-winning base game and all the expansions, which have sold over 12 million copies!

The games of the *Dixit* universe are simple and unique. They encourage communication and imagination, and move you to dreamlike worlds.

Dixit Cards

All games and expansions with *Dixit* cards are compatible with each other.