GAME DESIGN : Jean-Louis ROUBIRA ARTWORK : Marie CARDOUAT & Pierô DESIGN : Régis BONNESSÉE





#### Designer's note

*Dixit Odyssey* takes you on a voyage of discovery during which you'll learn more about your companions... and yourself! In this hall of mirrors, each picture is a facet of a dream leading you into a strangely familiar parallel universe. As I see it, *Dixit Odyssey* delivers a very special gaming experience that puts every player - man, woman or child - in touch with their inner creativity.

Once you spread your wings, anything is possible!

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#### **Game overview**

During each turn, one player takes on the role of the 'storyteller' . They score points () by making the other players guess their card thanks to a clue they give them. This clue must be subtle, however: the storyteller scores no if everyone picks out their card! The other players score is by finding the storyteller's card, but also by playing a well-chosen card that lures other players to vote for it.

In *Dixit Odyssey*, you have two votes. Use them wisely! Will you hedge your bets or take a risk as you race to win?

The game ends when one or more players reach or pass 30 🤍 . Whoever has the most 栏 is the winner.

#### Setup

#### Components

- This rulebook
- 84 *Dixit* cards

12 colored tokens

• 12 wooden rabbit pawns

- cards
- - (Reminder of how to score)

1 game board, featuring:

1 scoring track

How to play

The first player who finds a clue to form a riddle becomes the storyteller of the first turn.

#### **Create the riddle**

After examining the 6 cards in their hand, the storyteller chooses one (without revealing it) and announces a word or phrase as the clue to the riddle (see 'Advice for the storyteller', opposite). Each of the other players then consults the 6 cards in their own hand and picks the one they believe best illustrates the clue announced by the storyteller. Players secretly pass their chosen card to the storyteller, who adds their own card and shuffles them all together.

# **Solve the riddle**

The storyteller randomly places the cards face-up in the numbered slots around the game board (leaving the slot numbers visible). Example: in a six-player game, the storyteller places the 6 cards in the slots numbered from 1 to 6.

The other players' goal is to find the storyteller's card. Each player (except the storyteller) takes their 2 voting dials and secretly turns the wheel on each dial to display the number of the card they believe is the storyteller's.

Players have two options:

- vote for two different cards, to increase the probability of finding the storyteller's card;
- or vote twice for the same card, to score more 🍏 if it is indeed the storyteller's card.

Players are not allowed to vote for their own card. When everyone has voted, players simultaneously reveal their voting dials and place them on the cards they refer to.

Then scoring phase starts. The storyteller reveals which is their card, and counts the number of votes placed on it:



Additionally, in all cases, each player (except the storyteller) scores a bonus per voting dial placed

on their own card.

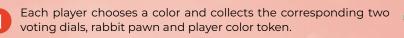
Players move their rabbit pawn along the scoring track one space per 🌍 scored.

## **& End of turn**

Collect all cards played during the turn and place them face-up in a discard pile, away from the play area. Each player then draws one new card from the draw pile to get back up to 6 cards in their hand again. If too few cards remain in the draw pile to allow all players to draw one, first shuffle together the remaining cards and the discard pile to form a new draw pile.

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

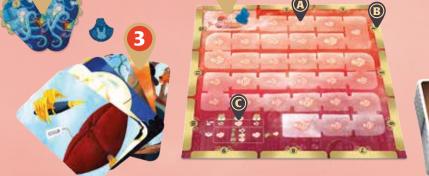
End of the game: If, at the end of a turn, one or more players have reached or exceeded 30 🌍 on the scoring track, the game ends immediately. The player who has the most 👘 is the winner. In the event of a tie, the tied players are joint winners.



Players place their rabbit pawn on the starting space on the scoring track. This pawn indicates the number of scored by the player during the game.

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

Make a draw pile with the remaining cards.



# Advice for the storyteller

Your clue can be a sentence consisting of as many words as you like. You can make it up, or use a quote from an existing poem, song, film or proverb, for example. You can even sing or mime your clue, or use an onomatopoeia.

If your clue is too easy (for example, too descriptive) or too hard (for example, too abstract or too personal), you might not score any points. You should therefore aim for the middle ground, so that your card attracts some but not all the votes. It may not seem easy at first, but inspiration comes quickly! Example 1: The storyteller says **"The Ugly Duckling"**. The card makes them think about differences and being one-of-a-kind. They think the other players know the tale, and hope they will understand their allusion when they spot the black watch.

Example 2: The storyteller says **"The Day After Tomorrow"**. As they see it, the card conjures up a science-fiction future, or a potential future reality. They think their expression is a good clue, allowing players to guess their card, yet vague enough to avoid making the choice too obvious. Hopefully, things will go as planned!



## Example of a 6-player scoring phase



The storyteller's card received some but not all votes.





Pink is the storyteller for this turn, so they score .

Purple and Green placed one of their votes on the storyteller's card, so they each score **Blue** also guessed right, but scores a total of **because** they cast both their votes for the storyteller's card.

Orange and Red failed to identify the storyteller's card, so they do not score points.

**Red** and **Green** respectively voted twice and once for the card played by **Purple**. So **Purple** scores a bonus of .

Purple and Orange each voted once for the card played by Blue. So Blue scores a bonus of 202.

Orange voted once for the card played by **Red**. So **Red** scores a bonus of

At the end of this turn, the players have scored as follows:

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**Three-player game** 

Players play with 7 cards in hand instead of 6.

- To create the riddle, the players (except the storyteller) each select 2 cards instead of 1. As a result, 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.
- All other rules are unchanged. When solving the riddle, players 👑 (except the storyteller) still score the bonus of their own cards.



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The dream goes on with the expansions!

