Dixit Party

6-12 players

In this variant of Dixit Odyssey, there is no single "right answer": the aim is to pick the most popular card possible while avoiding the boobytrapped card!

Setup

1 Each player chooses a color and collects the corresponding two voting dials, rabbit pawn and player color token.

2 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.

3 Shuffle all 84 cards and deal 4 of them face-down to each player. **Leave them face-down for now**.

4 Make a draw pile with the remaining cards.

How to play

The first person to suggest a name for the airship becomes the storyteller for the first turn.

🖋 Create the riddle

BEFORE LOOKING AT THEIR CARDS, the storyteller announces a word or phrase as the clue *(see "Advice for the storyteller" in the rules for the base game)*. **In this variant, the storyteller's clue is not inspired by one of their own cards**.
All players (including the storyteller) may now inspect the 4 cards in their hand and pick whichever one they believe best illustrates the storyteller's clue. Everyone passes their chosen card to the storyteller, who adds their own card and shuffles them all together.

🖋 Vote for the most popular card

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 goal for players is to vote for the card that will receive the most votes. Everyone (including the storyteller) **takes one of their own voting dials** and secretly votes for the card they believe best represents the clue announced by the storyteller. The more votes on the same card, the more points players score!
Players vote by turning the wheel on their voting dial to display the number of the card for which they wish to vote, then place the dial face-down on the table.
Next, the storyteller uses their second voting dial to **boobytrap one of the cards** 🃏 by turning the wheel to show its number: **that card will score no points!**
All players (including the storyteller) then reveal their voting dial and place it on the corresponding cards. Last but not least, when everyone has placed their dial on a card, the storyteller reveals which card is boobytrapped and flips it face-down. Then the scoring phase starts:

Players who voted for the **boobytrapped** card do not score any points. ✖

A player who was the only one to vote for a particular card does not score any points. ✖

Other players each score one point per vote (including their own) garnered by the card they voted for.

"New horizons"

Everyone who voted for **2** scores +3 points, because there are three voting dials on the card.

Only one player voted for **3**. That player therefore does not score any points. ✗

The 2 players who voted for **6** would normally score +2 points each, as there are two voting dials on the card. Unfortunately for them, however, this card was boobytrapped by the storyteller, meaning they score nothing.

🐤 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 4 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.
Everyone then passes their hand to their left-hand neighbor, who does not look at them for the moment. 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.

Tips

· As the storyteller, don't overthink your clues! Just say something that inspires you: the first thing you like that springs to mind. More important choices lie ahead, so don't dwell too much on this one!

· Be wary of always choosing the most obvious card: the storyteller may be planning to boobytrap it.

Dixit for teams

8, 10 or 12 players

In this variant of Dixit Odyssey, you must team up with a partner to win! Share your tasks efficiently to score the most points!

Setup

1 Players form teams of 2, choose one color per team and collect the corresponding 2 voting dials and rabbit pawn. The two team-mates each take a dial, and sit facing each other across the table.

2 Teams place their rabbit pawn on the starting space on the scoring track. This pawn indicates the number of points scored by the team during the game.

3 Shuffle all 84 cards and deal **4** cards face-down to each player.

4 Make a draw pile with the remaining cards.
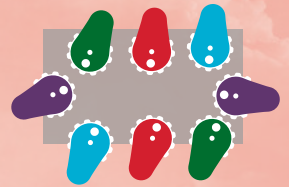
How to play

The first person to suggest a name for the airship becomes the storyteller for the first turn.

🖋 Create the riddle

After examining the **4** 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' in the rules for the base game*). **Then, their partner, and one member from each other team, secretly** pick whichever card in their hand they believe best illustrates the storyteller's clue.
Team-mates are allowed to discuss and agree which of the two players will play a card, but only in the presence of the other players, and without showing or describing the cards they have in hand.
When all teams have contributed a card, the storyteller collects and shuffles them together with their own card.

✒ 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 an 8-player game, place the 5 cards in the slot numbered from 1 to 5.* **The aim for the other teams is to guess which card was played by the storyteller. Each player who did not give a card to the storyteller takes their voting dial and secretly sets it to show the number of the card they think is the storyteller's.**

When they have all voted, they simultaneously reveal their voting dials and place them on the corresponding cards. Then scoring phase starts. The storyteller reveals which card they played and counts the number of votes placed on it. Record points scored by players by moving the team's rabbit pawn forward one space per point on the scoring track.

If the storyteller's card received all the votes:

The storyteller does not score any points. ✗

The other teams each score 🌸+2 .

If the storyteller's card received some but not all the votes:

The storyteller scores 🌸+3 .

Players who voted for the storyteller's card also score 🌸+3 . The other players score no points. ✗

If nobody voted for the storyteller's card:

The storyteller does not score any points. ✗

The other teams each score 🌸+2 .

Additionally, **in all cases**, each player 🐰 (except the storyteller) scores a bonus 🌸+1 per vote garnered by their own card.

Example of a 10-player scoring phase

"Go on, have a yogurt!"

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

The storyteller is a member of the **Blue** team, which therefore scores 🌸+3 .

The **Purple** and **Green** teams found the storyteller's card and therefore score 🌸+3 each.
The **Orange** and **Pink** teams failed to identify the storyteller's card and therefore score no points. ✗

The **Orange** team voted for the card played by the **Green** team, which therefore scores 🌸+1 .
The **Pink** team voted for the card played by the storyteller's partner in the **Blue** team. The **Blue** team scores 🌸+1 .

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

🐰 = 🌸+4   🐰 = 🌸+4   🐰 = 🌸+3   🐰 = ✗   🐰 = ✗

✒ End of turn

Collect all cards played during the turn and place them face-up in a discard pile, away from the play area. Everyone who played a card then draws a new one from the draw pile to get back up to 4 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 teams have reached or exceeded 30 🌸 on the scoring track, the game ends immediately. The team who has the most 🌸 is the winner. In the event of a tie, the tied teams are joint winners.