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PUBLISHER : Régis BONNESSÉE

Dixit

Rulebook



Designer's note





"When we were kids, what could be more universal and fun than our wildest hide-and-see games? With this game, I wished to allow everyone to reconnect with their inner child..."



How do I use a word or a sentence to put my gaming partners on the right track, while maintaining enough ambiguity? A space of emotions and surprises, *Dixit* has been able to captivate so many, from the youngest to the not-so-young, taking us to the limits of our imagination. But above all, *Dixit* brings us closer together. Perhaps because for us, Image is fundamental!"

Credits: Designer: Jean-Louis Roubira · Illustrator: Marie Cardouat · Head of Studio: Mathieu Aubert · Project Manager: Laurent Contios · Game development: Valentin Gaudicheau · Artistic Director: Maëva Da Silva · Lay-out and ergonomic: Thomas Dutertre · Graphic design: Allison Machepey & Ophélie Pimbert-Gris · Production Manager: Alexandra Soporan · International Sales: Maximilien Da Cunha · Head of Marketing: Laurent Contios · Communication and events: Isabelle Doll & Paul Neveur · Back office: Marion Ludovici & Pascale Belot



Game overview

During each turn, a different player plays the role of the “storyteller” . They score points  by making the other players  guess their card thanks to a clue they give them. **But this clue must be subtle because, if everyone finds their card, the storyteller does not score at all!** All the other players score  by finding the storyteller’s card and by attracting other players’ votes thanks to a smart decoy card choice.


The game ends when one or more players reach or exceed 30 . The player with the most  is the winner.

Setup

Components

- ◆ This rulebook
- ◆ 84 *Dixit* cards
- ◆ 8 voting dials
- ◆ 8 wooden rabbit pawns
- ◆ 1 game board composed of:
 - A** 1 scoring track
 - B** 8 card slots
 - C** 1 players’ aid
(Reminder of how to score)

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**), from which they say a clue aloud (*a word or phrase, see ‘Advice for the storyteller’ on the next page*). Each other player then selects, from the 6 cards in their hand, the card that they feel best illustrates the clue given by the storyteller. Then each player **secretly** gives the chosen card to the storyteller, who **shuffles** all 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 6 players, 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 voting dial, then secretly turns the wheel to display the number of the card that they think 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 they refer to.

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








If **all** players voted for the storyteller’s card
or if **no** player has voted for the storyteller’s card:



-  The storyteller does not score points. 
-  The other players each score 2 .




If **some** players voted for the storyteller’s card,
but not all of them:

-  The storyteller scores 3 .
-  Players who voted for the storyteller’s card also score 3 .
- The others do not score points. .





In addition, each player 
(except the storyteller) scores
1 bonus  for each vote received
on their own card.

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

End of turn

All of the cards used during the turn are placed face up in a pile away from the game to form the discard pile. Each player draws one card from the draw pile to have 6 cards in their hand again. If there are not enough cards left in the draw pile to deal to all players, the remaining cards and the discard pile are shuffled 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 or exceeded 30  on the scoring track, the game ends immediately. The player who has the most  is the winner. In the case of a tie, the concerned players share the victory.

- 1 Each player chooses a color, then takes the corresponding dial and rabbit pawn.
- 2 Each player places their rabbit pawn on the starting space of the scoring track. This pawn indicates the number of 🌸 earned by the player during 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 desired. It can be invented or borrowed from existing works (poetry, song, film, proverb...). The clue can even be sung, mimed or be an onomatopoeia.

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 of them, can find their card. It may not seem easy at first, but inspiration comes quickly!



Example 1: the storyteller says **"It's MY birthday!"**.
The card reminds them of someone who is in the spotlight and around whom all the attention is focused, like on a birthday. They hope that some players will follow their train of thought!

Example 2: the storyteller says **"Rebirth"**.
This card reminds them of life going on and passing from generation to generation. They feel that this word is a well-balanced clue, so that their card can be guessed without being too obvious. They hope they got it right!



Example of a 6-player scoring phase



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 **Green** have found the storyteller's card, so they each score 3 🌸.

Violet, **Yellow** and **Red** did not find the storyteller's card, so they do not score points ❌.



Red voted for **Violet's** card. So **Violet** scores 1 bonus 🌸.

Violet and **Yellow** 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 hand instead of 6.

- To create the riddle, the 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 hands by drawing 2 cards instead of 1.

- During the resolution phase, players 🐰🐰 (except the storyteller) still score 1 bonus 🌸 if they have received a vote on their own card (regardless of which card).

The rules remain otherwise unchanged.

Dixit

Expansions

The dream goes on with the expansions!

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for innocence*

JOURNEY
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ORIGINS
*Genesis of
fantastic worlds*

DAYDREAMS
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MEMORIES
*Dazzling childhood
souvenirs*

REVELATIONS
Unveiling fairy grace

HARMONIES
*Dawn of
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ANNIVERSARY
*Where all previous
worlds meet*

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