

# DiXit

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## Contents

- One game board inside the box (scoring track)
- 84 cards
- 36 voting tokens in 6 different colours numbered from 1 to 6
- 6 wooden rabbits (rabbeeples !)

## Setup

Each player chooses one rabbit and place it on the space 0 of the scoring track. Shuffle the 84 images and give 6 of them to each player. Make a draw pile with the remaining cards.

- With 4 players, each one takes 4 voting tokens (*from 1 to 4*).
- With 5 players, each one takes 5 voting tokens (*from 1 to 5*).
- With 6 players, each one takes 6 voting tokens (*from 1 to 6*).

*Note : Do not show your hand of cards to anyone.*

## Game turn

### The storyteller

One player is the storyteller for the turn. He looks at the 6 images in his hand. From one of these, he makes up a sentence and says it loud (without showing the card to the other players).

The sentence can take different forms : it can be made of one word or more, it can even be a sound. The sentence can be either invented or be inspired from existing work of art (*poetry or song sample, movie title, proverb, etc*).

*Who is the storyteller for the first turn? The first player who has found a sentence declares he'll be the storyteller for the first turn.*

### Selecting a card for storyteller

The other players select amongst their 6 images the one that matches the best the sentence made up by the storyteller.

Then, each of them gives their selected card to the storyteller, without showing it to the others.

The storyteller shuffles his cards with all the received cards. He then randomly places them face up on the table. The card on the left will be the number 1, the one next to it will be number 2, and so on...

### Find the storyteller's image: the vote

The goal of the other players is to find which image is from the storyteller amongst the displayed ones. Each player secretly votes for the card that he believes to belong to the storyteller (*who doesn't vote*). To do so, he places face down in front of him the voting token corresponding to the image he voted for. Once everybody has voted, all the voting token are revealed and placed on their corresponding images.

*Note : You're never allowed to vote for your own image.*

### Scoring

- If all players have found the storyteller's image, or if none has found it, then the storyteller doesn't score any point and everyone else scores 2 points.
- In any other case, the storyteller scores 3 points and so does the players who found his image.
- Each player, except the storyteller, scores one point for each vote that was placed on his image.

The players make their rabbit progress on the scoring track by a number of spaces equal to the points just scored.

### End of turn

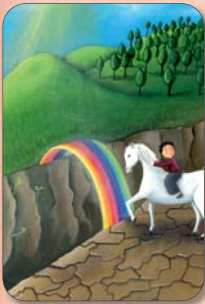
Each player draws cards into his hand up to 6. The storyteller for the new turn is the one on the left of the current one (*and we keep going clockwise for the following turns*).

## Game end

The game ends when the last card has been drawn. The player who's the furthest on the scoring track is the winner.



## Example of turn



5 players are around the table: Julien, Mathilde, Nicolas, Léa and Tom.

Julien is the first player to find a sentence inspired by an image from his hand.

So, he will start this first turn as the storyteller. The sentence he says to everyone is: "Where is happiness?", referring to the French movie "Happiness is in the field".

After hearing the sentence, the other players have to choose from their hand an image that will match the best the sentence provided by Julien.

Léa has those 6 cards in hand.



Amongst those 6 images, she chooses the 3rd one which is, for her, the closest from Julien's sentence "Where is happiness?". She gives this card to him.

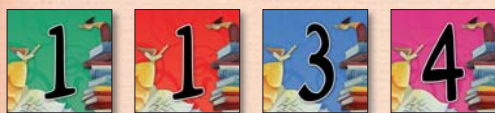
Mathilde, Nicolas and Tom also choose one of their cards and give them to Julien, the storyteller for this turn.

Julien shuffles his card with the ones he received from the other players and places them in the middle of the table.



Each player (*except the storyteller*) is going to vote for what he thinks is Julien's card.

Once everyone has selected his voting token, they reveal them.



Only Léa has found Julien's card (*number 4*). So Julien and her scores 3 points each. 2 players have voted for Léa's card (*number 1*) and so she scores 2 additional points.

Tom scores 1 point as one person has voted for his card (*number 3*).

At the end of this turn, Léa scores a total of 5 points, Julien 3 points, Tom 1 point; Mathilde and Nicolas don't score any point as they couldn't find Julien's card, nor anyone has voted for their cards.

For the next turn, Tom will be the storyteller as he's seated on the left of Julien.

## Game Tips

If the sentence given by the storyteller describes the image too precisely, all the players will easily find it and so he won't score any point.

At the opposite, if his sentence has very little to do with the image, it's quite likely that nobody will vote for him, and again he will score no points.

So the challenge for the storyteller is to find a sentence that is not too descriptive, nor too abstract, so that there are chances that only some players find it, but not all. At the beginning, this can be fairly hard to achieve, but you'll see that the inspiration comes more easily after few turns.

## Variants

**3 players** : each player has 7 cards, instead of 6. Every player except the storyteller gives 2 cards, instead of one. So we end up with 5 displayed cards to choose from.

**Counting** : When only one player has found the storyteller's card, they both score 4 points, instead of 3.

**Mimes or songs** : in this variant, the storyteller has the possibility to either sing a song or some music that could be somehow related to the card, or even mime it. The rest of the game stays the same.

Finally, nothing prevents you from mixing the different variants together or to create some of your own!

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