



# Dixit



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## Contents

- Built-in scoring track
- 84 Image Cards
- 36 Voting Tokens in 6 different colours numbered from 1 to 6
- 6 Wooden Rabbit Meeples (rabbeeples!)

## Setup

Each player chooses a rabbit and places it on space 0 of the scoring track. Shuffle the 84 Image Cards and deal 6 to each player. Make a draw pile with the remaining cards.

- 4-Player Setup: 4 Voting Tokens per player (value 1 to 4).
- 5-Player Setup: 5 Voting Tokens per player (value 1 to 5).
- 6-Player Setup: 6 Voting Tokens per player (value 1 to 6).

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

## Game turn

### The storyteller

One player is the storyteller for the round. They look at the 6 Image Cards in their hand and make up a sentence to describe just one of them, then say the sentence aloud 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 an existing work of art (poetry or song, movie title, proverb, etc).

*Who will be the storyteller for the first round? You decide! Is it the person who last read a story or held a book? Or the person who can come up with their sentence fastest?*

### Choosing a card for the storyteller

Each other player selects the card from their hand that best matches the storyteller's sentence. They pass their card to the storyteller, without showing it to the others.

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

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

The goal of the other players is to find which Image Card on display is the one described by the storyteller. Each player secretly votes for the card that they believe belongs to the storyteller (who doesn't vote) by placing a Voting Token with the desired number face-down in front of them. Once everybody has voted, all the voting tokens are revealed and placed on their corresponding Image Cards.

*Note: You can't vote for your own Image Card!*

### Scoring

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

The players move their rabbits along the scoring track one space per point scored.

### End of turn

Each player draws a new card to bring their hand up to 6 once more. The role of the storyteller moves one player to the left and continues moving clockwise each round.

## Game end

The game ends at the end of a turn during which a player reaches or exceeds 30 points. The player with the most points wins the game. In case of a tie, the tied players share the victory.

