

TOC

Gameplay	2
Getting Started	4
Rozwinięcie	5

Gameplay

Each player starts the game with six random cards. Players then take turns being the storyteller. The player whose turn it is to be storyteller looks at the six images in his or her hand. From one of these, he or she makes up a sentence or phrase that might describe it and says it out loud (without showing the card to the other players).

Each other player then selects from among their own six cards the one that best matches the sentence given by the storyteller. Then, each player gives their selected card to the storyteller, without showing it to the others. The storyteller shuffles his or her chosen card with the cards received from the other players, and all cards are then dealt face up. The players (except for the storyteller) then secretly guess which picture was the storyteller's, using numbered voting chips.

Scoring

Scoring according to Dixit revised rules

The original rules were revised after publication.[2]

If all players find the storyteller's card

Storyteller: 0 points

Other players: 2 points

If no players find the storyteller's card

Storyteller: 0 points

Other players: 2 points (+1 bonus point per vote for his/her card)

If at least 1 player, but not all players have found the storyteller's card

Storyteller: 3 points

Players who found the card: 3 points (+1 bonus point per vote for his/her card)

Other players: 0 points (+1 bonus point per vote for his/her card)

In the original rules, players who did not find the storyteller's card were ineligible for bonus points. In the revised rules, the other players receive +1 bonus point per vote for his/her card.

In the original rules, the winner is the first player to reach 30 points. In the revised rules, the winner is the player with the most points when the last card is drawn.

Getting Started

Dixit is a French card game created by Jean-Louis Roubira, illustrated by Marie Cardouat, and published by Libellud. Using a deck of cards illustrated with dreamlike images, players select cards that match a title suggested by the "storyteller", and attempt to guess which card the "storyteller" selected. The game was introduced in 2008. Dixit won the 2010 Spiel des Jahres award.[1]

Other editions	Link
Dixit Odyssey (standalone game for 12 players)	Link
Dixit Classic (the first Dixit game)	Suspdndisse lectus augte, auctor in ali-qual nec, fringilla id dnlor.
Dixit 2 Quest	Aliqu`m erat volutpat.

Rozwinięcie

Delete this text and replace it with your own content.



