

Play Dixit at distance

The Dixit logo is written in a stylized, gothic font. The letter 'i' in 'Dixit' has a red dot, and the 'X' is a large, red, stylized letter. The logo is set against a background of a large, golden, fluffy cloud.

Stay at home and escape into the universe of Dixit, even at distance!

We offer you an alternative to meet with family and friends around Dixit during lock-down, in groups of 2 or 3 players per screen, for a game up to 6 players simultaneously.

To play remotely each group must have:



A computer,
smartphone
or tablet



1 **Dixit** (base game)
or 1 **Dixit Odyssey**
(stand-alone) or a
Dixit Expansion



At least 1 group
must own a stand-alone
game



A video-sharing
or instant messaging
system common
to the different
groups.

How to play

The group with the most participants in front of a screen designates a first player, who becomes the storyteller.

Following the regular game rules, at the beginning of each round the storyteller secretly chooses a card from their 6-cards hand. Only the players (or player) physically present next to them give a card face-down to the storyteller.

The storyteller randomly draws face down cards from the draw pile in order to reach a total of 6 cards, regardless the total number of players.

The storyteller shuffles and reveals the 6 cards to all the players, placing them in a row.

Then the players who are not with the storyteller start the voting phase as in the regular rules.

The left-most card of the storyteller is considered Number 1 and the right-most card is Number 6 (beware of sharing agreement on the cards numbers order beforehand).

Card presentation suggestions: If your equipment allows, display the cards via your camera so that all participants can see them correctly. You can also send a screenshot or picture to any messaging platform.

Suggested voting pattern if you don't have all the Dixit voting tokens on your side:



Each takes a piece of paper to secretly write down the number of the chosen card and reveal them simultaneously.

Or

When all players are ready, show your votes at the same time by holding up as many fingers as the chosen card number. You can also announce the card number aloud.

The scoring follows regular Dixit rules:

When no one or everyone finds the storyteller's card, the storyteller scores no points. All other players score **2 points**.

In other cases, the storyteller and the players who found the right card each score **3 points**.

In addition, players who have played a card in this round, except the storyteller, score an additional **1 bonus point** for each vote received on their card.

Assign a storyteller to another team and start the next round. The first player who reaches or exceeds 30 points is the winner.

Example:

Valentin and Laurent are in Poitiers in front of screen A, Mathieu, Shady and Alexandra are in Parthenay in front of screen B.

Alexandra in front of screen B is the storyteller for the first round. She announces the clue "Revolution" and puts her card face down in front of her. Mathieu and Shady add a clue card from their hand face down and Alexandra completes with 3 cards taken randomly from the draw pile.

Alexandra shows the 6 cards in front of the camera for both groups to see.

Each of the other players writes on his sheet the number of the chosen card.

After the resolution of the votes, Laurent in front of screen A, becomes storyteller and the next round begins.

