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› Libellud Dixit Board Game Instruction Manual (Model DIX01)

Libellud DIX01

Libellud Dixit Board Game Instruction Manual

MODEL: DIX01

1. Introduction

Dixit is a board game of creative guesswork and storytelling, designed to stimulate imagination. Players use beautifully illustrated cards to bluff opponents and guess which image matches a given story. The game encourages creative thinking and social interaction.

This manual provides instructions for setting up and playing the Dixit Board Game, Model DIX01. It is suitable for 3 to 6 players, ages 8 and up, with an approximate playtime of 30 minutes.



Image 1: The Dixit Board Game box, featuring whimsical artwork and game details.

2. Components

The Dixit Board Game (Model DIX01) includes the following components:

- 1 Game Board (integrated into the box)
- 84 Image Cards
- 6 Wooden Rabbit Pawns (scoring markers)
- 36 Voting Tokens (6 sets of 1-6, one set per player)
- 1 Rulebook



Image 2: Close-up of Dixit game cards and two wooden rabbit pawns, illustrating the artistic style of the components.

3. Setup

1. **Prepare the Game Board:** Open the game box and place the integrated scoring track in the center of the playing area.
2. **Place Rabbit Pawns:** Each player chooses a color and takes the corresponding wooden rabbit pawn. Place all rabbit pawns on the starting space (marked '0') of the scoring track.
3. **Distribute Voting Tokens:** Each player takes a set of voting tokens (numbered 1 to 6) matching their chosen rabbit pawn color. These tokens are kept secret from other players.
4. **Shuffle and Deal Cards:** Shuffle the 84 image cards thoroughly. Deal 6 cards face down to each player. Players should keep their hands secret. Place the remaining cards face down to form the draw pile.
5. **Choose the First Storyteller:** Randomly select a player to be the first Storyteller. The role of Storyteller rotates clockwise in subsequent rounds.



Image 3: All Dixit game components, including the board, cards, rabbit pawns, and voting tokens, arranged as they would be during game setup.

4. Operating (How to Play)

The game proceeds in rounds, with each round consisting of the following phases:

4.1. Storyteller's Clue

- The current Storyteller looks at the 6 image cards in their hand.
- They choose one card and, without showing it to others, create a short phrase, word, or sentence that describes the image. This clue can be a single word, a sound, a quote, a song title, or anything that comes to mind.
- The Storyteller announces the clue aloud and places their chosen card face down on the table.

4.2. Players Choose Matching Cards

- All other players look at the 6 image cards in their own hands.
- Each player selects one card from their hand that they believe best matches the Storyteller's clue.
- Players place their chosen card face down on the table, without revealing it to anyone.

4.3. Reveal and Vote

- Once all players have submitted a card, the Storyteller collects all face-down cards (including their own).
- The Storyteller shuffles these cards to ensure anonymity and then places them face up in a row on the table. Each card is assigned a number (1, 2, 3, etc.) from left to right.

- All players, *except the Storyteller*, secretly vote for the card they believe is the Storyteller's original card. They do this by placing their corresponding numbered voting token face down in front of them. Players cannot vote for their own card.
- Once all votes are cast, players reveal their voting tokens simultaneously.

4.4. Scoring

Points are awarded based on the votes:

- **If all players guess the Storyteller's card correctly, OR if no players guess the Storyteller's card correctly:** The Storyteller scores 0 points. All other players score 2 points each.
- **In all other cases (at least one, but not all, players guess correctly):**
 - The Storyteller scores 3 points.
 - Each player who correctly guessed the Storyteller's card scores 3 points.
 - Each player (excluding the Storyteller) scores 1 point for every vote their own card received.

Players move their rabbit pawns on the scoring track according to the points earned.

4.5. End of Round

- All played image cards are discarded.
- Each player draws new cards from the draw pile until they have 6 cards in hand.
- The role of Storyteller passes to the next player clockwise.

5. Game End

The game ends when the draw pile is empty and players can no longer replenish their hands to 6 cards, or when a player reaches a predetermined score (e.g., 30 points, as indicated on the board). The player with the most points on the scoring track wins the game.

6. Specifications

Feature	Detail
Product Dimensions	11 x 11 x 2.25 inches
Item Weight	3.52 ounces
Model Number	DIX01
Manufacturer Recommended Age	8 - 12 years (suitable for 8+)
Number of Players	3 - 6 players
Average Playtime	30 minutes
Language	English
Manufacturer	Publisher Services Inc (PSI) for Libellud

7. Maintenance

To ensure the longevity of your Dixit Board Game components:

- Store all cards and tokens in a cool, dry place, away from direct sunlight and moisture.
- Handle cards with clean, dry hands to prevent damage and wear.
- Keep the game box closed when not in use to protect components from dust and loss.
- Avoid bending or creasing the cards.

8. Troubleshooting

If you encounter issues during gameplay:

- **Unclear Clues:** If a Storyteller's clue is too vague or too obvious, remind players of the scoring rules (Storyteller gets 0 points if all or none guess correctly). This encourages balanced clue-giving.
- **Lost Components:** In case of lost components, check the manufacturer's website or contact customer support for potential replacements or solutions.
- **Disputes on Rules:** Refer to this instruction manual for clarification. If a situation is not explicitly covered, players may agree on a house rule for consistency.

9. Warranty and Support

For information regarding product warranty, replacement parts, or customer support, please refer to the official Libellud website or contact the retailer where the game was purchased. Keep your proof of purchase for any warranty claims.