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Dixit

O·D·Y·S·S·E·Y

Rulebook

Designer's note

Dixit Odyssey takes you on a voyage of discovery during which you'll learn more about your companions... and yourself! In this hall of mirrors, each picture is a facet of a dream leading you into a strangely familiar parallel universe. As I see it, *Dixit Odyssey* delivers a very special gaming experience that puts every player - man, woman or child - in touch with their inner creativity.

Once you spread your wings, anything is possible!

Credits 2023 : *Game design: Jean-Louis Roubira • Artwork: Marie Cardouat & Pierô • Head of Collections: Mathieu Aubert • Project Managers: Alexandra Soporan, Quentin Gourbeault & Camille Jaulin • Development: Lucas Forlacroix • Art Director: Hervine Galliou • Layout and Ergonomic Design: Joeva Gaubin & Thomas Dutertre • Graphic Design: Simon Hay • Production Managers: Gracia Stephan & Stéphane Robert • Partner Managers: Maximilien Da Cunha & Marin Mari • Marketing Managers: Laurent Contios & Anne-Sophie Martin • Communication: Dorine Métral-Charvet, Ophélie Pimbert-Gris, Clément Garnier & Rosie Howe • Event Coordinator: Paul Neveur • Administration: Marion Ludovici • Libellud Team: Delphine Brennan, Maëva Da Silva, Matthis Gaciarz, Valentin Gaudicheau, Anouk Girard-Dagnas & Oleksandr Nevskiy.*

Game overview

During each turn, one player takes on the role of the 'storyteller' . They score points ( ) by making the other players guess their card thanks to a clue they give them. **This clue must be subtle, however: the storyteller scores no if everyone picks out their card!** The other players score by finding the storyteller's card, but also by playing a well-chosen card that lures other players to vote for it.

In *Dixit Odyssey*, you have two votes. Use them wisely! Will you hedge your bets or take a risk as you race to win?

The game ends when one or more players reach or pass 30 . Whoever has the most is the winner.

Setup

Components

- This rulebook
- 84 *Dixit* cards
- 2x12 voting dials
- 12 wooden rabbit pawns
- 12 colored tokens
- 1 game board, featuring:
  - **A** *1 scoring track*
  - **B** *12 card slots*
  - **C** *1 players' aid* *(Reminder of how to score)*

How to play

The first player who finds a clue to form a riddle becomes the storyteller for the first turn.

Create the riddle

After examining the 6 cards in their hand, the storyteller chooses one **(without revealing it)** and announces a word or phrase as the clue to the riddle *(see 'Advice for the storyteller', opposite)*. Each of the other players then consults the 6 cards in their own hand and picks the one they believe best illustrates the clue announced by the storyteller. Players **secretly** pass their chosen card to the storyteller, who adds their own card and **shuffles** them all together.

Solve the riddle

The storyteller randomly places the cards face-up in the numbered slots around the game board (leaving the slot numbers visible). *Example: in a six-player game, the storyteller places the 6 cards in the slots numbered from 1 to 6.*

The other players' goal is to find the storyteller's card. Each player (except the storyteller) takes their 2 voting dials and secretly turns the wheel on each dial to display the number of the card they believe is the storyteller's.
Players have two options:
- vote for two different cards, to increase the probability of finding the storyteller's card;
- or vote twice for the same card, to score more if it is indeed the storyteller's card.

Players are not allowed to vote for their own card. When everyone has voted, players simultaneously reveal their voting dials and place them on the cards they refer to.

Then scoring phase starts. The storyteller reveals which is their card, and counts the number of votes placed on it:



If the storyteller's card received all the votes:

The storyteller does not score any points.

The other players each score .



If the storyteller's card received some but not all votes:

The storyteller scores .

The other players each score for each of their voting dials on the storyteller's card:

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If no players voted for the storyteller's card:

The storyteller does not score any points.

The other players each score .



Additionally, in all cases, each player (except the storyteller) scores a bonus per voting dial placed on their own card.

Players move their rabbit pawn along the scoring track one space per scored.

End of turn

Collect all cards played during the turn and place them face-up in a discard pile, away from the play area. Each player then draws one new card from the draw pile to get back up to 6 cards in their hand again. If too few cards remain in the draw pile to allow all players to draw one, first shuffle together the remaining cards and the discard pile to form a new draw pile.

The player to the left of the storyteller becomes the new storyteller for the next turn.

End of the game: If, at the end of a turn, one or more players have reached or exceeded 30 on the scoring track, the game ends immediately. The player who has the most is the winner. In the event of a tie, the tied players are joint winners.

1. Each player chooses a color and collects the corresponding two voting dials, rabbit pawn and player color token.
2. Players place their rabbit pawn on the starting space on the scoring track. This pawn indicates the number of scored by the player during the game.
3. Shuffle all 84 cards and deal 6 of them face-down to each player.
4. Make a draw pile with the remaining cards.



Advice for the storyteller

Your clue can be a sentence consisting of as many words as you like. You can make it up, or use a quote from an existing poem, song, film or proverb, for example. You can even sing or mime your clue, or use an onomatopoeia.

If your clue is too easy (for example, too descriptive) or too hard (for example, too abstract or too personal), you might not score any points. You should therefore aim for the middle ground, so that your card attracts some but not all the votes. It may not seem easy at first, but inspiration comes quickly!



Example 1: The storyteller says **"The Ugly Duckling"**. *The card makes them think about differences and being one-of-a-kind. They think the other players know the tale, and hope they will understand their allusion when they spot the black watch.*

Example 2: The storyteller says **"The Day After Tomorrow"**. *As they see it, the card conjures up a science-fiction future, or a potential future reality. They think their expression is a good clue, allowing players to guess their card, yet vague enough to avoid making the choice too obvious. Hopefully, things will go as planned!*



Example of a 6-player scoring phase



The storyteller's card received some but not all votes.

Pink is the storyteller for this turn, so they score .

Purple and **Green** placed one of their votes on the storyteller's card, so they each score . **Blue** also guessed right, but scores a total of because they cast both their votes for the storyteller's card.
Orange and **Red** failed to identify the storyteller's card, so they do not score points.

Red and **Green** respectively voted twice and once for the card played by **Purple**. So **Purple** scores a bonus of .
Purple and **Orange** each voted once for the card played by **Blue**. So **Blue** scores a bonus of .
Orange voted once for the card played by **Red**. So **Red** scores a bonus of .

At the end of this turn, the players have scored as follows:

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Three-player game

Players play with 7 cards in hand instead of 6.

- To create the riddle, the players (except the storyteller) each select 2 cards instead of 1. As a result, there will be 5 cards displayed around the board, including the storyteller's card. At the end of the turn, they complete their hand by drawing 2 cards instead of 1.
- All other rules are unchanged. When solving the riddle, players (except the storyteller) still score the bonus of per vote for their own cards.

Visit our website for more *Dixit Odyssey* rules.

Dixit Expansions

The dream goes on with the expansions!



Each expansion contains an original universe in 84 unique oversized cards...

... and more to come!