

Dixit

Roger's Rules: Firedrake/BGG

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Setup

- Each player receives a set of voting tokens and a hand of 6 cards.

Play

- In rotation, each player becomes the Active player.

- Active player chooses a card from hand, lays it face down, and announces a clue.

- Each other player chooses a card from hand to match the clue and lays it face down.

- All players fill their hands to 6 cards.

- Active player shuffles all chosen cards and lays them out face up, with a numbered voting token face up by each.

- Each other player attempts to identify which of the cards was the one chosen by the active player, and lays one of their voting tokens face down.

- All players (except the active player) reveal their voting tokens.

Scoring

- If **all** or **none** of the players chose the active player's card: 0 points for active player, 2 points for each other player.

- or if **some** players chose the active player's card, 3 points for active player and for each player who guessed correctly.

- in either case, players other than the active add 1 point for each player who guessed *their* card.

End game

The game ends when any player has 30 or more points; the player with most points is the winner.

3-player variant

- Hand size is 7 cards.

- Non-active players each add 2 cards rather than 1.