

Jean-Louis ROUBIRA Marie CARDOUAT

Dixit



Libellud

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Expansions

The dream goes on with the expansions!

QUEST
Dreamlike search
for innocence

JOURNEY
Mysterious and
enchanting voyage

ORIGINS
Genesis of
fantastic worlds

DAYDREAMS
Evocative waking
reveries

MEMORIES
Dazzling childhood
souvenirs

REVELATIONS
Unveiling fairy grace

HARMONIES
Dawn of natural
balance

ANNIVERSARY
Where all these
worlds meet

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



...and more to come!

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Libellud

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Contents

- Built-in scoring track
- 84 Image Cards
- 36 Voting Tokens in 6 different colours numbered from 1 to 6
- 6 Wooden Rabbit Meeples (rabbeeples!)

Setup

Each player chooses a rabbit and places it on space 0 of the scoring track. Shuffle the 84 Image Cards and deal 6 to each player. Make a draw pile with the remaining cards.

- 4-Player Setup: 4 Voting Tokens per player (value 1 to 4).
- 5-Player Setup: 5 Voting Tokens per player (value 1 to 5).
- 6-Player Setup: 6 Voting Tokens per player (value 1 to 6).

Note: Do not show your hand of cards to anyone.

Game turn

The storyteller

One player is the storyteller for the round. They look at the 6 Image Cards in their hand and make up a sentence to describe just one of them, then say the sentence aloud without showing the card to the other players.

The sentence can take different forms: it can be made of one word or more, it can even be a sound. The sentence can be either invented or inspired by an existing work of art (poetry or song, movie title, proverb, etc).

Who will be the storyteller for the first round? You decide! Is it the person who last read a story or held a book? Or the person who can come up with their sentence fastest?

Choosing a card for the storyteller

Each other player selects the card from their hand that best matches the storyteller's sentence. They pass their card to the storyteller, without showing it to the others.

The storyteller shuffles their card with all the received cards, then randomly places them face up on the table. The card on the left will be number 1, the one next to it will be number 2, and so on...

Finding the storyteller's image: the vote

The goal of the other players is to find which Image Card on display is the one described by the storyteller. Each player secretly votes for the card that they believe belongs to the storyteller (who doesn't vote) by placing a Voting Token with the desired number face-down in front of them. Once everybody has voted, all the voting tokens are revealed and placed on their corresponding Image Cards.

Note: You can't vote for your own Image Card!

Scoring

- If all players have found the storyteller's image, or if none have found it, then the storyteller doesn't score any points and everyone else scores 2 points.
- In any other case, the storyteller scores 3 points and so do the players who found their image.
- Each player, except the storyteller, scores one point for each vote that was placed on their image.

The players move their rabbits along the scoring track one space per point scored.

End of turn

Each player draws a new card to bring their hand up to 6 once more. The role of the storyteller moves one player to the left and continues moving clockwise each round.

Game end

The game ends at the end of a turn during which a player reaches or exceeds 30 points. The player with the most points wins the game. In case of a tie, the tied players share the victory.



Example of turn



5 players are around the table: Julien, Mathilde, Nicolas, Léa and Tom. Julien is the first player to find a sentence inspired by an image from his hand.

So, he will start the first turn as the storyteller. The sentence he says to everyone is: "Where is happiness?" referring to the French movie "Happiness is in the Field."

After listening to the sentence, the other players have to choose an image from their hand that will best match the sentence provided by Julien.

Léa has those 6 cards in hand:



Amongst those 6 images, she chooses the 3rd one which is, for her, the closest to Julien's sentence "Where is happiness?". She gives this card to him. Mathilde, Nicolas and Tom also choose one of their cards and give them to Julien, the storyteller for this turn.

Julien shuffles his card with the ones he received from the other players and places them in the middle of the table.

Each player (except the storyteller) is going to vote for the one they think is Julien's card.



Once everyone has selected their voting token, they reveal them.



Only Léa has found Julien's card (number 4). So she and Julien score 3 points each. 2 players have voted for Léa's card (number 1) and so she scores 2 additional points. Tom scores 1 point as one person has voted for his card (number 3).

At the end of this turn, Léa scores a total of 5 points, Julien 3 points and Tom 1 point; Mathilde and Nicolas don't score any points as they couldn't find Julien's card, and no-one has voted for their cards.

For the next turn, Tom will be the storyteller as he's seated to the left of Julien.

Game Tips

If the sentence given by the storyteller describes the image too precisely, all the players will easily find it and so they won't score any points.

On the other hand, if the sentence has very little to do with the image, it's quite likely that nobody will vote for their card, and again the storyteller will score no points.

So the challenge for the storyteller is to find a sentence that is neither too descriptive, nor too abstract, so there is a chance that some players find it, but not all of them.

At the beginning, this can be fairly hard to achieve, but you'll see that inspiration comes more easily after a few turns.

Variants

3 players: each player has 7 cards, instead of 6. Every player except the storyteller plays 2 cards per round, instead of one. So we end up with 5 displayed cards to choose from.

Scoring: When only one player has found the storyteller's card, they both score 4 points, instead of 3.

Mimes or songs: in this variant, the storyteller can either sing a song or some music that could be somehow related to the card, or even mime it! The rest of the game stays the same.

Nothing prevents you from mixing the different variants together or creating some of your own!

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