O N ' C A R D

🕐 15 minutes

🧍 from 5 years

🧑‍🏫 2 to 4 players

Presentation

DiXe on Card is a **press your luck** game. Roll your DiXes and try to make the **combinations on the cards**.

In addition, you can optimize and print your cards using the mobile application.

Goal of the game

The player who **turns over his 5th card** will be declared the winner of the game.

Required material

6 DiXes and the 6 associated cards per player.

Cards can be generated from the mobile app. DiXes starters cards can also be printed from PDF rules.

Setting up

Put your 6 cards in line in front of you with the character visible. Choose **2 cards that you turn over** to reveal the character's power.

Game play

1. Goal

Objective of the game is to flip the cards by making the **3 combinations of symbols** on the cards. You make these combinations by rolling your DiXes.

During his turn, the player will try to advance one of his cards (the active card) in the series of combinations to be made.

2. Game mechanics

2.1. Start the turn: first roll

At the start of the turn, the player can resume the DiXes placed on his cards. He must have **at least 3 DiXes in his hand** before making his first throw.

After the first throw of DiXes, the player must **choose a card** for which he will try to complete combinations 1 to 1. He will have to continue playing with this card for the rest of his turn. This card is the active card.

2.2. During turn: other rolls

At each throw, the player must obtain **at least 1 symbol** which has not yet been added to the combination.

For each symbol obtained that the player wishes to add to his combination, he places the DiXe above the map. **DiXes characters are jokers**. They can also be placed above the card.

It is not necessary to choose the symbol replaced by the joker, the joker automatically adapts as needed to complete the combination.

2.3. End of turn

A player's turn ends when:

- the player decides to stop,
- the player finalizes the combinations of a card,
- the player does a failed throw.

3. Actions during an opponent's turn

During an opponent's turn, the goal is to **save symbols**. A text on the card indicates the conditions for saving the symbols of the DiXes.

These symbols can be used during your turn.

For example, the save condition on Doryphore card is **1 pair or 1 three***.*

Whenever the opposing player does a pair or three of a kind, you can change the DiXe Colorado Potato Beetle in order to save one of its symbols.

There are 2 types of conditions :
- the conditions each time an opponent throws,

- the conditions at the end of an opponent's turn.

Cards have 0, 1 or 2 half squares on the left side.

These half-squares indicate the **backup slots** on which to place the DiXe for the purpose of saving a symbol.

For example, the condition on this Zonbi card is **Use at least 1 joker**

This condition requires 3 steps (indicated by the 2 boxes on the side of the card) to be fulfilled and thus be able to save a symbol.

When a condition indicated on the cards is fulfilled after the throwing of an opposing player, you can place the DiXe corresponding to the card on the backup slot with the number 1. You place the DiXe on the character side.

*In the example, an opponent has just **Made a throw without drawing a character**. The player therefore takes his Hanuman DiXe and places it on slot 1 of his card.*

If there is no backup slot on the card, you can immediately choose a DiXe symbol to save it and place it on the map, with this symbol on the visible side.

*In the example, an opponent has just **Missed a combination**.*

As it is the end of his turn, this card condition (which is a condition "at the end of an opponent's turn") allows a symbol to be saved directly (with the Arkan Sonney DiXe).

If the DiXe is already placed on the card in a backup slot, you can **advance the DiXe** to the next slot.

In the example, the condition has already been fulfilled 2 times. The DiXe is therefore placed on slot 2 of the card.

If the DiXe is already on the last backup slot, you can **choose a DiXe symbol to save** it and place it on the card, with this symbol on the visible side.

*In the example, an opponent again **used at least one joker** to complete their combination. The player therefore took the DiXe placed on slot 2 of the card to choose a symbol and place it on the card.*

This symbol is now saved and can be used during his turn.

It is only allowed to apply one event "on each throw" per opponent's throw. You must therefore choose one of the validated conditions and advance the corresponding DiXe to save one of its symbols.

However, all of an opponent's end-of-turn conditions can be applied.

4. Actions during his turn

4.1. Complete a combination

At each launch, the player must **place at least 1 of the DiXes launched** to complete the current combination (combination for which DiXes have already been placed).

DiXes which fall on their character are wild cards, they can complete the combination and replace any symbol.

It is not necessary to choose the symbol replaced by the joker, the joker automatically adapts as needed to complete the combination.

In expert mode, you can only place 1 joker per combination per throw.

In super expert mode, you can place 1 joker per combination per turn, you can stop a combination with a joker and place a 2nd joker on your next turn.

*In the example, the player can add the **bomb** he just got into his combination.*

At the first throw of his turn, the player chooses one of his cards for which he will do the combinations, it is the active card. He then places at least 1 DiXe to complete the first combination.
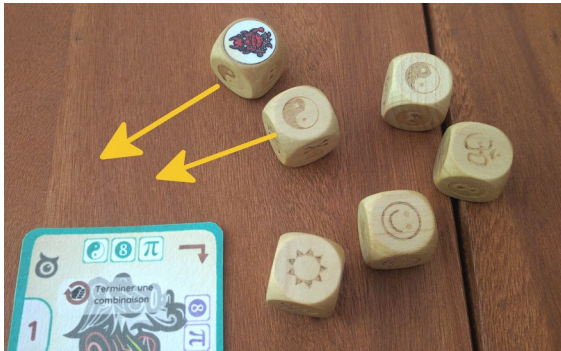
*In the example, the player drew **a joker** and **a yinyang**. He chooses to start the first combination of Mister Badger.*

After completing the combination, the player can decide to stop or **reroll the remaining DiXes**.

4.2. Miss his throw

If the DiXes rolled do not make it possible to complete the current combination (none of the symbols obtained after the roll makes it possible to complete the combination and no character was obtained), then the throw is considered to be missed. The player must then **resume the DiXes** positioned on the combination and **reset his card** (put it back in the "normal" direction).

Then it's the next player's turn.

In the example, the player is making the 2nd combination of Arkan Sonney.

*During his previous throws, he managed to put **a joker**, **a skull** and **a smiley** in the combination.*
Unfortunately he chose to raise but got a yinyang, a pi and an eight.
None of these symbols is used to complete the combination.
*He needed **a bomb**, **an aum** or **a joker**.*

4.3. Stop a current combination

You can decide, if you find it too risky to continue rolling the dice, to stop the current combination. In this case, the round stops and passes to the next player.

You can **leave the DiXes** already positioned on the combination. When you wish during the opponents' turn, you can take back these DiXes already positioned for use in saving actions. You can also take them back at the start of your turn to launch them. Unlike a failed throw, you do not reset the card.

In the example, the player is making the last combination of Mister Badger He has already managed to put 2 symbols and 1 joker.

But he only has 2 DiXes left, he prefers to stop there and not reroll his last 2 DiXes. He can then takes one or more of the 3 DiXes of the combination in his hand.

4.4. Finish a combination

If after a throw, the symbols obtained make it possible to finalize a combination, this one is considered as finished.

In the example, the bomb completes the combination.

The card is then turned **a quarter of a turn** in order to move on to the next combination.

We resume the DiXes placed to complete the previous combination and reroll all the DiXes to start **completing the new combination**.

You cannot change the active card after having completed a combination, you must continue the same card by going to the next combination.

In the example, the player tilted his Arkan Sonney card to go to the next combination and then raised his DiXes.

He will be able to start completing this last combination.

4.5. Use a saved symbol

After a throw, the player can decide to use one or more symbols saved on his cards.

The player can use all the symbols saved, including those placed on his other cards.

If after his throw, he has not obtained any symbol allowing to complete the current combination, the use of **a saved symbol means that he had not miss his throw**.

In the example, the player tries to make the last combination of Arkan Sonney. His last throw (eight and smiley) does not complete the combination.

Fortunately, he has the skull symbol saved on another card.

He can use it to complete the combination and reroll (or decide wisely to stop there).

After using the saved symbol, the DiXe returns to the player's hand.

4.6. Resume DiXe(s)

At the start of his turn, a player can decide to take back 1 or more DiXes placed on his cards (DiXes loaded or symbols saved).

In any case, he must have at least 3 DiXes to start for the start of his turn.

In the example, the player has only 2 DiXes in hand at the start of his turn. He must take back at least 1 of his DiXes placed on the cards, he must throw at least 3 DiXes on the first throw.

He decides to resume the Hanuman DiXe because it still has 2 steps left before it can save one of its symbols.
On the other hand, he decides to leave the DiXe on Skull Yorick (as well as the 2 other saved symbols) hoping to be able to make it progress later.

4.7. Use the skill of a character

If the player draws one of the characters **whose card has already been flipped** and obtains other symbols / characters which make it possible to complete the current combination, he can decide to use the character's skill.

He can then apply the **text on the card**. If several poskills are activated, the player chooses the order of application of these.

If the player uses the skill of the card, he cannot use this DiXe to complete the current combination (unless indicated on the card).

In the example, the player has roll the smiley which allows him to complete the current combination. He is therefore not obliged to use the Hanuman DiXe which he has just roll on his character.

Since he has already successfully flipped the Hanuman card, he can apply the effect of the skill shown on the card.
Here for Hanuman, the player has the right to drop off the Hanuman DiXe on his card and use it later to complete a combination.

4.8. Complete character combinations

If a throw allows the player to complete the **3rd combination**, his turn is then over.

In the example, the player has just roll a joker which allows him to complete the last combination of Arkan Sonney.

The player can then **flipped the card**. He can take advantage of the character's skill from his next turn.

The player's turn then stops, it's the next player's turn.

In the example, the player flipped his Arkan Sonney card. He can use his skill on his next turn.

End of the game

The first player to successfully turn over their **5th card** is the game winner.

Details & special cases

Mr Blaireau :

You can only borrow 1 DiXe at a time. If you shoot Mr Blaireau while you already have a borrowed DiXe, you can only use Mr Blaireau as a joker. You can only borrow the DiXes in opponent's hands.

Hanuman & Audrey Junior :

In expert mode, you cannot use it as a joker if you have already placed a joker in the combination during your turn.

Special case: it is the first throw of my turn, and I do nothing to start a combination.

Action: you can use an already saved symbol, otherwise the turn goes to the next player.

Special case: I validate a card while a DiXe is placed on it.

Action: you take the DiXe back in your hand.

Special case: I just validated a combination and on the next roll, I do nothing to complete the new combination.

Action: the turn goes to the next player, but your card does not reset.

Special case: I just made a throw with only 1 character for which I have already turned the card, but I did not roll symbols to complete the combination.

Action: you must use the character as a joker to complete the combination (unless you use a saved symbol), you cannot use his skill (unless indicated in the text of the skill).

Special case: I just made a throw with only 1 symbol, I also have this same symbol saved.

Action: you can choose to use the saved symbol or the rolled symbol.

Oni — lvl 5 — 2 / 1 — Use at least 1 joker

Skull Yorick — lvl 5 — 1 — 5 or 6 DiXes rolled

Kala — lvl 5 — 1 — 1 pair or 1 brelan

Mister Badger — lvl 5 — 1 — Finish a combination

Arkan Sonney — lvl 5 — Miss a combination

Hanuman — lvl 5 — 2 / 1 — Roll without getting a character

Wakan Tanka — DiXe on Card

If you get Arkan Sonney after a roll, you can load it on his card to the symbol of your choice. This symbol is automatically validated in the next combinations.

Wakan Tanka — DiXe on Card

If you get Hanuman after a roll, you can load it on his card. At the next missed throw, you will be able to use Hanuman as a joker.

Wakan Tanka — DiXe on Card

If you get Kāla after a roll, you can load it on his card. As long as it is charged, your opponents must shoot 2 jokers to use 1. Take back Kāla in your hand at the beginning of your next turn.

Wakan Tanka — DiXe on Card

If you get Mr. Blaireau after a roll, you can borrow a DiXe from an opponent. Use this DiXe in your throws. Give back the DiXe as soon as you shoot the character or at the end of your turn.

Wakan Tanka — DiXe on Card

If you throw Oni and nothing completes the combination, you can load it on his card and reroll the other DiXes. You can take back Oni at the end of your turn.

Wakan Tanka — DiXe on Card

If you get Skull Yorick after a roll, you can tilt his card a quarter of a turn. Once the card is upside down (tilted 2 times), you can reset an opponent card by putting your card right.

Hedge bindweed — lvl 5 — 2 / 1
Use at least 1 joker

Pumpkin — lvl 5 — 1
5 or 6 Dixes rolled

Basilisk — lvl 5 — 1
1 pair or 1 brelan

Poppy — lvl 5 — 1
Finish a combination

Pear — lvl 5
Miss a combination

Lotus flower — lvl 5 — 2 / 1
Roll without getting a character

Hortus Erbarius — DiXe on Card

If you get Pear after a roll, you can tilt his card. During the opponent's turn, if the card is tilted, you can force the player to redo a throw. Then put Pear card right back.

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Hortus Erbarius — DiXe on Card

If you get Lotus flower after a roll, you can reroll it with the DiXes of your choice.

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Hortus Erbarius — DiXe on Card

If you get Basilisk after a roll at the same time as validating the current combination (without using Basilisk), automatically validate the following combination.

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Hortus Erbarius — DiXe on Card

If you get Poppy after a roll, you can use it as a joker and reroll the DiXes that fell on double or triple symbols.

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Hortus Erbarius — DiXe on Card

If the Hedge bindweed is in the last 3 DiXes in hand, you can place it as a joker in the current combination.

v1.0

Hortus Erbarius — DiXe on Card

If you get Pumpkin after a roll and another character, validate the current combination.

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