

# MEMODIXE



5 to 10 minutes



from 5 years



2 to 6 players

## Presentation

In MemoDiXe, the expression "to have an elephant memory" makes sense! The little ones, like the big ones, will have to work their memory in order to win as many DiXes as possible.

## Goal of the game

The player with the highest number of DiXes at the end of the game will be declared "King of the Dwarves" and winner!

## Required Material



9 DiXes to form the game board (the square)



1 additional DiXe per player for the reserve

Example: for a 4-player game,  
13 DiXes are needed (9 for the  
game board and 4 for the reserve).

## Set up



Launch 9 DiXes to form the game board, called "square"



Without changing the face of the dice, place them now to create a square of 3 DiXes out of 3. Space your dice well with each other.



Set aside the remaining extra DiXes, these will be the "reserve".

## The Game

The youngest player starts.  
Then we play clockwise.

In turn, players will have to return 2 DiXes to reveal the symbol on the hidden side of the dice. The goal of the game is to succeed in constituting pairs of symbols.

Attention, any hit DiXe must be returned!

When a player returns his 2 DiXes, 2 cases are possible:



**If the two revealed symbols are different:** the player places the DiXes in the square (in their initial position) and it's the turn of the next player.



**If the 2 symbols revealed are identical,** we go to the solving of the player's turn:

1. The player triggers the power related to the symbol (see the skills list). When a power requires to discard DiXes, they are out of the game and won't be used for the rest of the game.
2. Unless otherwise stated, the player wins 1 DiXe of choice. The remaining DiXe is restarted and replaced as is on its original location in the square.
3. While DiXes remain in the reserve, complete the square. The player draws, throws and places the necessary DiXe(s) in the square.

**Example:** In turn, Grégory returns 2 DiXes and reveals a pair of Suns. It refers to the power of the Sun: it does not win one of these DiXes and must raise them to place them in the square. However, in compensation, he steals a DiXe to the player of his choice. During this turn, as the two returned DiXes are returned to the square, no DiXe in the pool is drawn. Then we go to the next player.

## Game over

At the beginning of his turn, if a player thinks that it is no longer possible to reveal a pair of symbols with the remaining DiXes in the square, he must shout "DiXe!".

We then proceed to a verification by returning all the dice:

1. If the player is wrong and there are still identical symbols in play (we can still form one or more pairs), the latter loses and discards all DiXes he has acquired during the game. He restarts the remaining DiXes and places them back in the square, the game continues.
2. If the player is right and all the remaining symbols are different (you can not form a pair), the player wins a final DiXe. It's the end of the game! DiXes are counted: the player who wins the most DiXes during the game is named the winner!

**Optional:** After shouting "DiXe!" The player wins a DiXe but he still has the right, if he finds that he won't be the winner if the end of the game is triggered, to restart the remaining DiXes and place them as they are in the square. The game continues!

At the end of the game, in case of a tie, it's the last player to shout "DiXe!" who wins. If none of the players competing for the first place is concerned, it is considered that they finish in a tie.

**Example:** Antoine thinks there are no more pairs under the hidden side of the DiXes of the square. He shouts "DiXe!". We proceed to the verification. Antoine was right, the remaining symbols are all different. He thus wins a last DiXe. This is the end of the game. Players count their DiXes. Antoine and Gregory won the same number of DiXes. Antoine wins the game because he was the one who shouted "DiXe!" at the right time !





# Skills



You can secretly watch 2 DiXes from the square.

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Replay immediately after solving your turn.

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When you restart the remaining DiXe, if you come across the bomb, you win. Otherwise, replace it as is in the square.

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Take one of the two returned DiXes, restart the other die and return it to its original location. If it falls on the "skull" face up, then each player discards 1 DiXe.

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After solving your turn, you can secretly (the other players look away) swap the location of 2 DiXes on the square (without returning them).

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You don't win DiXe. Relaunch the 2 DiXes returned and replace them as is in the square. In compensation, you steal a DiXe to the player of your choice. Nothing happens if none of the players have DiXe in their possession.

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You don't win DiXe. Relaunch the 2 DiXes returned and replace them as is in the square. The player or players who have won the most DiXes during the game must give one to the one who has the least (in case of a tie, the players choose to who they want to give their DiXe). If all players are tied, nothing happens.

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After solving your turn, choose a DiXe from the square, launch it and replace it.

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After solving your turn, choose a DiXe of the square and put it in side. It can not be used by other players until your next turn. For one round, the square is considered complete with 8 DiXes. Leave a free space for the DiXe set aside.

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You do not win DiXe. Relaunch the 2 DiXes returned and replace them as is in the square. You can now replay.

