

VIXING



10 to 15 min



From 5 years



2 to 6 players

Presentation




In ViXing, the Vikings are hungry! Use cunning and skill to bring down the pantry and take possession of the delicious food hidden in it. Happy feast!

Goal of the game



To win the party and feast in peace, take possession of all the vikings on the playground, then drop the pantry!

Required material

9 DiXes distributed as follows:

-  2 DiXes, placed one on the other, to form the pantry.
-  6 DiXes who will take on the role of the Vikings.
-  1 DiXe used as "launcher". It represents the charismatic power of the player.

Setting up

-  Place 2 DiXes, one over the other, in the middle of the playground, your pantry is ready. Players will stand on two opposite sides.
-  Position 3 DiXes (their face visible) on each side of the pantry, at a distance of about one hand (flat) of the latter. Space your vikings well together to form a line covering the edge of the field. Subsequently, the Vikings will change places but it is considered that this line still exists, we will speak of "imaginary line".

Precision: A player's camp is considered to extend from the formed line by his vikings to the pantry.

The Game

Using a flick, the player who succeeds in placing a viking closer to the pantry (without touching it) begins the game.

You can also nominate the first player by competing for the best angry Viking Scream.

Precision: a flick is a shot made with the fingertips, as when throwing a ball.

During a turn, there is always an attacking player and a defending player.

1. The attacker's shot

The attacking player takes the "Launcher" DiXe and positions it at the same level as his vikings (on the same line) and must, with the help of a flick, try to touch one of the opposing vikings.

3 cases are possible:



No opposing viking has been touched, the player of the opposing team becomes an attacker, he takes the DiXe "thrower" and plays his turn.



The pantry overturns accidentally: the game ends immediately. It's the player at the origin of the shot that loses or makes lose his team.



At least one of the opposing vikings has been hit, this one is "enlisted" and can not resist the charm of the attacking player. He becomes a spy on behalf of the latter (if other Vikings are affected by ricochet, we consider that they become spies themselves too).

Warning: do not move the vikings spies, they stay where they stop. We now go to the choice of power by the defending player.

Example: Julien makes his first shot, he manages to hit an opponent Viking. The latter ricochets and touches another opponent Viking. It is considered that the two opposing Vikings are enlisted and become spies for Julien or his team. Laurent must now defend himself and move on to the "choice of power" phase.

2. The choice of the defense power

The defending player looks at the visible symbols on the vikings who become spies and triggers the defense power of his choice.

Warning: it's possible to activate only one power per turn: refer to the section "Skills".

Precision: if during the attacker's shot, an opposing viking leaves the field of play, the defending player must restart this DiXe, place it where he wishes, on the imaginary line of his vikings and can activate his power.

3. The banishment of spies

In order to avoid any attempt at spying, the defending player must now return, still with the help of a flick, all the vikings who have become spies towards the opponent's side.

Following the ban, 2 cases are possible:



If the viking spy lands in the attacking player's side, then he stays where he is, he should not be moved.



If the viking spy leaves the field of play or does not reach the attacking player's side, then the latter can place it, where he wishes, in his camp.

Hint: In order to protect his viking spy from a future "enlistment" by the opponent, the attacking player has every interest in placing him under cover, behind the pantry. Attention, however, you are not allowed to place the viking spy at a distance of less than 1 DiXe from the pantry.

Vikings love to play acrobats and climb the shoulders of others to form "Viking towers".

During the "Spying Ban" phase, when the defending player touches one of the attacking player's Vikings during his return fire, the Viking hit is placed above the Viking Spy.

Precision: if the viking spy touches, by ricochet, several vikings of the attacking player, one then forms a tower with all the vikings affected.

Beware: it is not possible to form a Viking Tower if the Viking Spy inadvertently leaves the field of play or if it does not land in the attacking player's side. In this case, as usual, the attacking player can place the viking spy, where he wishes, in his camp.

End of the game

To win, you have to combine the following two conditions:

1. Have taken possession of the 6 Vikings of the game.
2. Drop the pantry.

As soon as a player succeeds in enlisting the 6 Vikings of the game, he can immediately try to drop the pantry with the "Launcher" DiXe, always being careful to shoot him from the imaginary line of his vikings. If he manages to overthrow him, the player wins!

Reminder: if the pantry falls by mistake during the game, it is the player at the origin of the shot that loses or makes lose his team.

Example: Julien has enlisted 5 Vikings and inadvertently drops the pantry. The game stops immediately. Julien loses the game because he failed to enlist, in time, the sixth Viking remaining in play. Laurent won the game.



Skills



Move an opposing viking, wherever you want, to the opponent's side.
Tip: You can put the latter on another viking to form a tower.



You can choose any power.



The attacking player must immediately return one of his vikings to your side, as if it were a ban.



You can place one of your Vikings where you wish it in your camp. You also have the possibility of reducing of a floor a tower by kidnapping the Viking crobat of the top.



On the next turn, during the "Attacker Shot" phase, the opposing player will have to close their eyes, count aloud for 5 seconds, and then shoot blind.



To banish the spy viking whose face fell on "Aum", you have the right to perform the flick 2 times in a row to place it at best in the opposing camp.



In the next round, the opposing player will not be allowed to use his dominant hand to shoot. Thus, right-handers will use their left hand and left-handed, their right hand.



In the next turn, during the "Attacker's Shot" phase, place the "Launcher" DiXe at the same level as the pantry, then shoot.



In the next turn, you play the "Attacker Shot" step 2 times in a row. Beware, the defense power can not be activated after the 1st shot. It will be triggered only after the 2nd shot and once.



Nothing is happening.



Variations of game



Variation for the little ones: you can play without applying the powers.



Variant of 4 or 6 players: form 2 teams of 2 or 3, the order of play will be as follows: a first player of a team starts the game, then it's the turn of one of the players of the opposing team and so on.