

CARD EFFECTS

Except for the core cards that make up players' decks at the beginning of the game, every card in Dexikon has an effect, most of which take place when the card is played.

Most cards have only one type of effect, and are a single colour. Some of the cards have two types of effect, and show two different colours. Multi-type cards cause both effects to take place.

Action (blue)

Action effects take place during your turn, and can be resolved in any order.



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Attack (orange)

Attack effects inconvenience other players, forcing them to gain Penalty cards. They take place at the end of your turn.



Response (yellow)

You can show a Response card during another player's turn to ignore any or all Attack cards they have played. The Response card is not discarded when you do this.



Cleanup (green)

Cleanup effects take place at the end of your turn, often letting you draw extra cards in your new hand.



End of the game (black)

These cards do not have an effect until the very end of the game.



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Quick turn overview:

- **Play cards** from your hand, resolving the effects printed on any blue Action cards.
- Rearrange the cards in play to spell a word and score points.
- Resolve any orange **Attack** cards in play (they affect each of your opponents, unless they have a yellow Reaction card in hand).
- (Optional) Return and **refresh the pool**.
- Choose one of the following ways to **use your points**:
 - SPEND all the points to buy new cards.
 - BANK the points (record them on the score sheet), then get half that value (round down) to buy new cards.Note - You must buy at least one card if possible. You can buy any number of pool cards, and a single core card.
- Resolve any green **Cleanup** cards in play (they generally let you draw extra cards at the end of the turn).
- Move all cards played this turn (plus any cards bought) to the discard pile.
- Draw a new hand of six cards, plus any extras from Cleanup cards. If your draw deck runs out, shuffle your discard pile to form a new draw deck.

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DEXIKON

A deck-building word game by Andrew Rowse
Artwork and graphic design by Simon Brewer

SETUP

The aim of the game is to spell words to score points, and then either SPEND or BANK those points.

SPENDING points lets you buy new letter cards. Since you begin the game with only low-value cards, you will need to spend points in order to buy higher-value cards.

BUT

BANKED points are what count at the end of the game – the player who has banked the most points is the winner. However, when you bank a word, you only get half its value to spend on new cards.

During the game, you will have your own personal deck of cards, and each turn you'll draw six of those cards into your hand. When you use or discard cards, they'll be placed (face-up) into your personal discard pile, next to your deck. Any time you need to draw a card but your deck is empty, shuffle up your discard pile and turn it face-down to form a new deck.

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GAME CONTENTS

1 Score pad

71 core cards

13 x AT

13 x ES

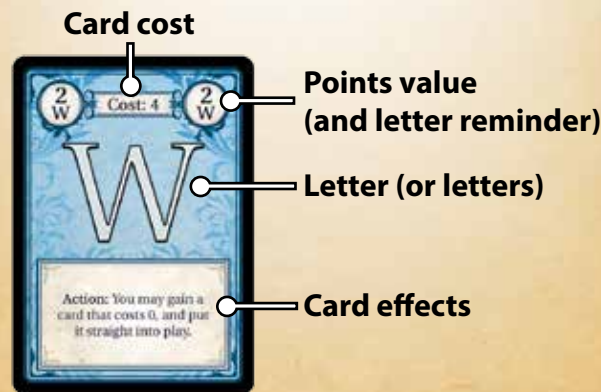
13 x IOU

27 x Penalty

5 x Special Penalty

53 pool cards

2 or 3 copies of each of the other 19 letters of the alphabet.



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SETTING UP THE GAME

- Put the core cards (**AT, ES, IOU** and dark pink ? cards) in the middle of the table in three separate stacks. Put the purple ? cards to one side for now.
- Shuffle all of the pool cards together and place them in the middle of the table. This is the **'pool stack'**. Leave a space next to the pool stack for **'pool returns'** – cards will be placed here in the game when players use 'return' effects or 'refresh' the pool.
- Deal six cards from the pool stack face up in the middle of the table. This is the **'pool'**. It helps to rearrange the pool so that the cards are sorted in order of cost.



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- Give each player a 10 card starting deck: 2 of each of the **AT, ES** and **IOU** cards, and 4 ? (Penalty) cards.

Note - For younger players, or players whose native language is not English, you can replace one or more of the 4 Penalties with purple Special Penalty cards. These are slightly more powerful than regular Penalties, and will make those players more competitive.

- Each player shuffles his or her deck, puts it face-down on the table, and draws six cards to form their starting hand.
- Give each player a score sheet. Randomly select a player to go first, and put a check in the 'First?' box on that player's score sheet. This will help keep track of player order – and thus which player takes the last turn.

*Note – The game end is triggered when any player has scored **seven** words (after which you add up each player's best five words).*

- Optional: Choose a comprehensive dictionary, word list or app that will act as an authority in case there are disagreements about players' spelling. This dictionary should include plurals and conjugations. Don't skip this step when playing against fiercely competitive opponents!

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