

Basic Rules of Dixonary

Dixonary is an online word game in which players try to guess the definition of an obscure word. The game currently played on the Dixonary Google Group originally began on CompuServe on 4 July 1989, and has been claimed by some to be the world's longest-running online game, still going strong.

Each round consists of one player selecting and announcing a word, with other players composing a fake definition for it. The list of definitions is then posted, and players vote for two. Points are awarded for correct guesses and for receiving votes for convincing fakes.

The basic rules are very simple and it's easy to get started.

1. The winner of the previous round ("the dealer") publicly posts a new word and sets a submission deadline. The game relies on trust, so players must not look up the word in a dictionary.
2. The other players send their fake definitions to the dealer privately by email before the deadline posted by the dealer.
3. The dealer publicly posts the definitions (fake + real) with a deadline for voting.
4. Each player votes publicly for two definitions. You can vote even if you didn't submit a definition. If, at this time, you find that you know the real definition, you are barred from voting ("DQ").
5. After the deadline the dealer scores the round, giving 2 points to each player who guessed the correct definition and 1 point for each vote players received for their own definition.
6. The person with the highest score becomes the next dealer. Repeat from step 1.

The many friendly and helpful Dixonary players will happily give new players advice and/or help walk you through the dealing process. Have fun, and ask for help if you think you need it! And don't panic! Remember, it's just a game.

For a more detailed explanation covering rules and precedents established for possibilities not mentioned above (e.g. deadlines, word choice, tie-breaks, lost defs, similar defs, dealer mistakes, etc), consult the Real Rules at dixonary.net.