

Liars Dice

A classic bluffing game

Ages 8+ years

2 to 4 Player's

SET UP

Each player receives one dice cup and five dice

OBJECTIVE

Outbid, out bluff and outlast your opponents to be the last player with dice in his/her cup.

GAMEPLAY

Player's roll one die to determine who goes first, the player with the highest roll makes the opening bid and play continues to the left (clockwise)

Together, each using 5 dice, all players shake their cups and "laydown" their rolls making sure to shield their dice from all other players' view. Each person peeks at their own dice to see what they have rolled.

The first player bids how many dice on the table feature a specific number. For example: player#1 has the following dice: 1 two, 2 Threes and 2 fives. Player#1 Then bids that there are 6 fives on the table he/she is simply making a calculated guess)

The next player may either increase the bid or say "liar" (after a bid is made, a player does not have the option to pass. They must either increase the bid or say "liar!")

Bids may be increased in three ways

- Increase the quantity of dice bid
- Increase the number on the dice
- Increase both the quantity and the number on the dice

In the example above, a player declares 6 fives, 6 as the quantity of dice, 5 is the number on the dice.

When increasing the quantity of dice a player may bid a lower value

For example: If a player bids 3 three's, the next player may bid 4 twos.

To increase the number on the dice, a player must bid the same or a greater quantity than the last player's bid. (in our example, 6 fives were bid. To increase the number on the dice, a player would have to bid at least 6 sixes)

In front porch classics Liars dice ones are considered wild and can be used as any number, a player cannot open a round by bidding ones

If a player chooses not to increase a bid, they can challenge by saying "liar". When a player has been challenged, everyone raises their cups and the total number, including ones, is counted. (For example: If a player has bid 7 fours, then all the fours and ones on the table would be added up.)

If the total of dice is equal to or greater than the challenged bid number, then the player who made the challenge must discard one of his dice.

If the final total is less than the declared bid, then the person who lost loses a die. The person who lost a die in the previous round declares first in the new round.

Once a player loses all his/her dice, then she is out of the game and the player to their immediate left begins the next round.

If a player gets down to one die, then he/she is considered Palafico and opens the next round. In Palafico rounds, ones are allowed for an opening bid and they are not wild. Also during a Palafico round, players may not increase the number on the dice from the opening bid. (For example: If a Palafico opens with 2 threes, then the number must remain three. Subsequent players must bid either 3 threes, 4 threes, 5 threes, etc.)

When there are only 2 players remaining in the game the Palafico rules are waived. The last person with a die wins the game.

STRATEGY

- Basic poker strategy should be followed. Try not to "tell" your bluffs (give a sign that you are bluffing)
- Try not to bluff too often. It's best to keep your opponents off guard by bluffing one time and then playing straight the next.
- Keep track of how many dice have been pulled from the game (and buy whom). The odds of a number showing up decrease every time a die is pulled from the game.