

Liar Dice

Dice Rolls

You must roll your dice in the beginning of the game, and after a completed challenge. Should one or more of your dice land on top of another -- you must roll again. You do not have to look at your dice immediately.

Face Values

Unless called by the first bidder - 1's are wild. That is, if the first bid is 4 1's -- 1's are no longer wild.

Bids

Your bid is for all the dice on the table. If four people are playing, initially there are 20 dice on the table. Therefore, it is possible to have 20 of one face value. **Each bid must be higher than the previous one in number or face value.**

Example:

Correct

Five 2's

Seven 2's

Four 5's

Incorrect

Five 2's

Seven 2's

Six 2's

The Challenge

You may only challenge on your turn and you may only challenge the current bid as given by the previous player (there is a variant exception to this rule in the next step). A challenge is started by raising your cup. If the bid is **equal to or less than** the number of the dice of same face value -- the challenged bidder wins. However, if the bid is greater than the number on the table -- the challenger wins.

The challenge loser places one die in front of his/her cup -- and is not to be used for the remainder of the game. The loser gets the first turn on the next round and the game continues until only one player remains.

Ties

There are no ties in Liar Dice. However, should the remaining players be reduced to 1 die each -- there is a type of elimination round. Each player rolls and instead of bidding on the number of a certain face value, the bids are placed on the sum of the face value itself.

Example for two players

Player 1: 6

Player 2: 7

Player 1: 10

Player 2 : Challenge

If the sum of the dice is 8 -- then Player 2 wins by calling Player 1's bluff.