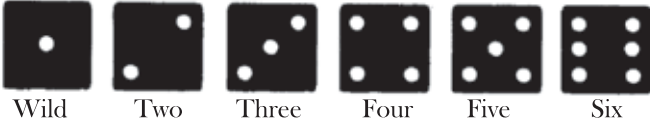


2-4 Players
Ages 6+

LIAR'S DICE RULES

CONTENTS: 4 dice cups, 20 dice



Wild

Two

Three

Four

Five

Six

SETUP:

Give each player a dice cup and 5 dice. Roll one die to determine who goes first. The player with the highest roll will make the opening bid.

HOW TO PLAY:

The game is played in rounds. A round consists of the following: players rolling their dice, an opening "bid" being made, and each successive player raising the bid until it is challenged, and then the challenge being resolved.

To start, each player shakes his/her dice in his/her cup and turns it upside down on the table. Each player then looks at his/her dice not allowing the other players see his/her dice.

The player who goes first bids. For example, he/she might bid with, "four 2's". The four is the quantity of dice and the 2 is the number on each die. Players should consider their own dice as well as the total number of dice in play when bidding.



The "one dot" die is wild and can be us as any number.

Play continues to the left. The next player either raises the bid or challenges it. Bids can be increased in three ways:

1. By increasing the quantity of the dice bid (for example, from four 2's to five 2's)
2. By increasing the number on the dice (for example, from four 2's to four 3's)
3. By increasing both the quantity and the number (for example, four 2's to five 4's)

CHALLENGE:

If a player thinks the bid he/she heard is too high, he/she can challenge it. When a bid is challenged, all players lift up their cups to expose their dice. All dice exhibiting the bid number, including "wilds", are counted. If the final number is equal to or greater than the challenged bid number, the player who made the challenge loses one die. If the final number is less than the challenged bid number, the player who bid loses a die. That round is over. The die that a player loses is placed in the center and is out of play.

The next round starts with each player shaking their remaining dice again. The player who has just lost a die begins the bidding. Once a player has lost all his/her dice, he/she is out of the game. The player left is the winner.



WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.

1 SET



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