

MILTON BRADLEY'S

ORIGINAL

LIARS DICE

R U L E S

FOR 2 TO 6 PLAYERS

CONTENTS:

- ★ 1 gameboard
- ★ 6 dice cups
- ★ 30 yellow dice
- ★ 1 red die

OBJECT:

After several rounds of play, be the last player with one or more dice. Players drop out of the game as they lose all of their dice.



A QUICK LOOK

A T · T H E · G A M E



A game of Liar's Dice consists of several rounds of play. Each round begins with an *opening bid*, continues as players *raise the bid*, and ends after a bid is *challenged* and the challenge is resolved.

A *Bid* is a claim that a certain amount of all yellow dice in play are showing either the same number, or a Wild Star. Players bid on what's showing on their *own* dice—and on *all other* yellow dice in play.

A *Challenge* is a claim that the current bid is too high—that is, the challenger doubts there are enough yellow dice in play to match the bid.

At least one player loses one or more dice on every round of play, as the result of a challenge. You lose dice in one of three ways:

- ★ As the *bidder*, when your challenged bid is too high;
- ★ As the *challenger*, when you challenge a bid that *isn't* too high;
- ★ As *any player except the bidder*, when the challenged bid is *exactly right*.

Players who have lost *all* of their dice must drop out of the game. Rounds of play continue until one player wins by being the only one left with dice!

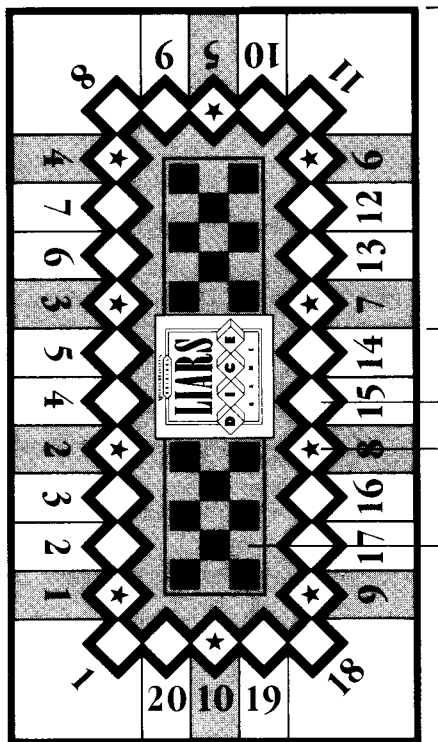
1. Each player takes a dice cup and 5 yellow dice. Place any unused dice cups and yellow dice out of the game.
2. Choose a player to make the opening bid in the first round of play. In all rounds to follow, the winner of the challenge in the *previous* round opens the bidding.

GAME SETUP

For a brief explanation of game parts and play, take a look at the Sample 2-Player Game Setup on the left.



Player A



A Sample 2-Player Game Setup



The Red Die

Players place this die on the bidding track to declare their bids.

The Bidding Track

Made up of bidding spaces. As bids are raised, the red die advances clockwise on the spaces along this track.

Bidding Spaces

Players place the red die on either Number Bid Spaces or Wild Star Bid Spaces to declare their bids.

Number Bid Space

Wild Star Bid Space

The Lost Dice Squares

Players place dice they lose on these squares, where they remain out of play.



Player B

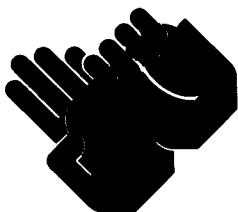
The Yellow Dice

Players bid on *all* yellow dice in play, including their own.

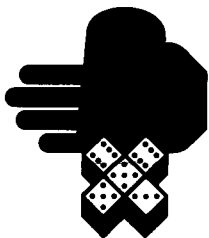


A ROUND OF PLAY

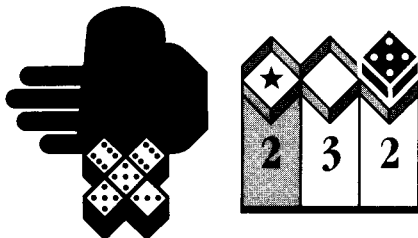
SAMPLE FIRST ROUND
IN A 2-PLAYER GAME



Both players shake up their 5 yellow dice, and hide them under their cups.



Each player secretly looks at the dice he rolled.



Player A has two 5's.
He makes an opening bid of two 5's.

There are four steps to every round of play. These steps are completed in the following order:

1. ALL PLAYERS ROLL AND HIDE THEIR YELLOW DICE.
2. THE OPENING BID IS MADE.
3. PLAYERS IN TURN RAISE THE BID UNTIL A BID IS CHALLENGED.
4. THE CHALLENGE IS RESOLVED AND THE ROUND ENDS.

For a quick introduction to the sequence of play in a round, see the Sample First Round in a 2-Player Game, at left.

All four steps in a round of play are described in detail below.

1. ALL PLAYERS ROLL AND HIDE THEIR YELLOW DICE.

To begin any round of play, shake all of your dice inside your dice cup, then place your cup upside-down over them to hide them. All players do the same. You may peek at your dice as often as you want during the round.

2. THE OPENING BID IS MADE.

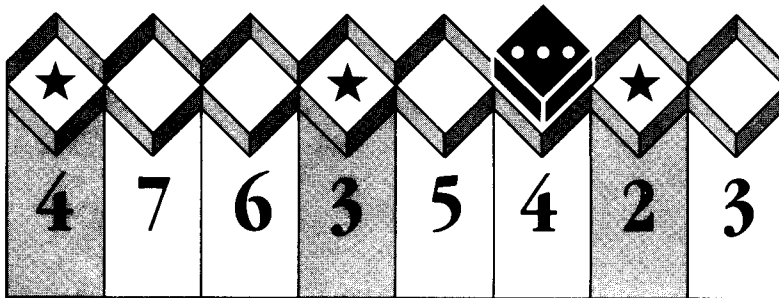
You may declare *any amount* of numbers (or Wild Stars) as your opening bid, even if you didn't roll them. Make sure your bid is reasonable, however; the player on your left will have the option to challenge it!

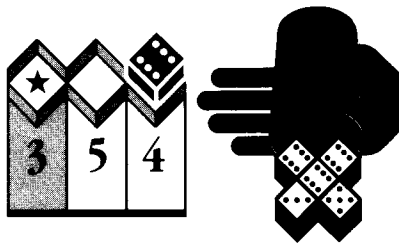
There are two kinds of bids: Number Bids and Wild Star Bids. Both are explained below, with examples.

Number Bids. The unstarred spaces along the bidding track are for Number Bids. A Number Bid is a claim that a certain amount of all dice in play are showing a particular *number* or *Wild Star*.

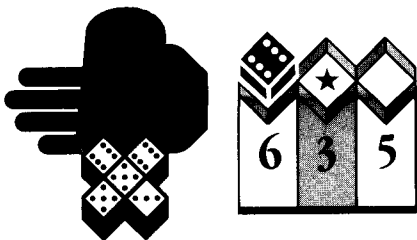
All matching numbers and all Wild Stars on the yellow dice count toward a Number Bid. For example, if you have two 3's and your two opponents each have one Wild Star (but no 3's), there are four 3's in play (3+3+★+★).

To declare a Number Bid, place the red die on an unstarred numbered space as shown in the example below.

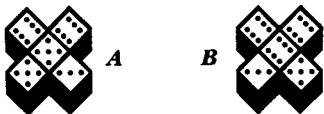




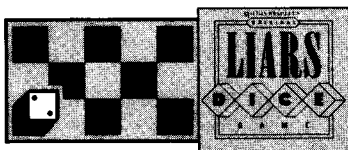
Player B has three 6's.
Hoping **Player A** has at least
one more, he raises
the bid to four 6's.



Player A has two 6's, so he
raises the bid to six 6's
(thinking **Player B** has four
6's—which he doesn't!)



Player B challenges
the bid. Both players lift
their cups to reveal
their dice, and all 6's
are counted.

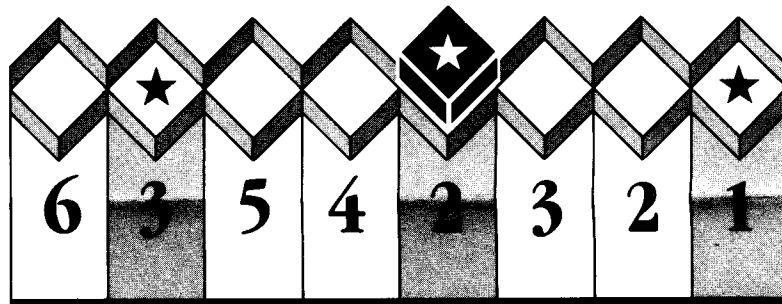


There are five 6's
—one less than the bid!
Player A (the bidder)
loses the challenge. He
surrenders one of his
dice to a Lost Dice Square,
and the round ends.

This bid states that there are at least four 3's in play. The bidding space "4" indicates the amount of dice you're bidding on. The 3 dots on the red die indicate the number you claim is showing on those 4 (or more) dice.

Wild Star Bids. The starred spaces on the bidding track are for Wild Star Bids. A Wild Star Bid is a claim that a certain amount of all dice in play are showing Wild Stars. Only Wild Stars in play count toward a Wild Star Bid.

To declare a Wild Star Bid, place the red die on a starred space, as shown in the example below.



This bid states that there are at least two Wild Stars in play.

3. PLAYERS IN TURN RAISE THE BID UNTIL A BID IS CHALLENGED.

After the opening bid is made, play continues to the left. Each player in turn has two options:

- ★ Either *raise* the current bid;
- ★ Or *challenge* the current bid.

Choose one option or the other on your turn—no passing allowed! Never bid or challenge out of turn! **Raising The Bid** and **Challenging The Bid** are explained in detail below.

Raising The Bid.

You can raise the bid in any one of the following three ways:

- ★ Either keep the red die on the same bidding space, and show a higher number on top;
- ★ Or move the red die *clockwise* to any higher Number Bid space, and show *any* number on top;
- ★ Or move the red die *clockwise* to any Wild Star Bid space, and show the Wild Star on top.

IMPORTANT: Immediately after opening or raising the bid, you may take advantage of the Show and Reroll Rule. This rule is explained on page 3.

Beyond Bidding Space 20: The last space on the bidding track is 20. If the bid goes higher than 20, the Number Bid space "1" becomes "21," and so on. The Wild Star Bid space "1" becomes "11," and so on.

Challenging The Bid.

If you don't believe there are enough yellow dice in play to support the current bid, you may challenge it rather than raise it. Remember—you can only challenge a bid on your turn!

To challenge the bid, just say, "I challenge!" Then resolve the challenge as explained below.

4. THE CHALLENGE IS RESOLVED AND THE ROUND ENDS.

To resolve a challenge, all players lift their cups to reveal their yellow dice. Count *all* dice in play that match the bid: numbers and Wild Stars for Number Bids; Wild Stars *only* for Wild Star Bids.

After counting the dice, determine who loses the challenge. This is done in the following way:

- ★ If the actual amount of dice is *more* than the bid amount, the *challenger* loses the challenge.
- ★ If the actual amount of dice is *less* than the bid amount, the *bidder* loses the challenge.
- ★ If the actual amount of dice is *exactly* the bid amount, *everyone except the bidder* loses the challenge!

Losing Dice: When you lose a challenge, you lose the difference between the *bid* amount of dice and the *actual* amount of bid dice in play. If the bid amount was *exactly* the actual amount, every player *except* the bidder loses one die! See **Challenge Examples** below.

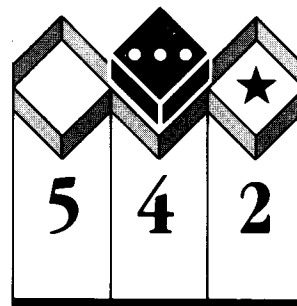
Place the amount of dice you lost on the Lost Dice Squares in the center of the gameboard. These dice are out of play for the remainder of the game.

Losing All of Your Dice: Once you lose all of your dice, you're out of the game!

Challenge Examples

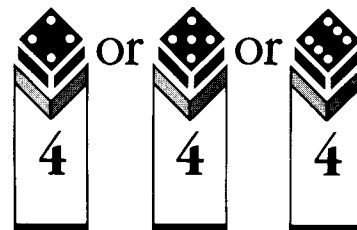
Example 1: You challenge a bid of nine 5's. When all yellow dice are revealed, seven 5's and four Wild Stars are counted. That's eleven 5's in all—two more than the bid amount.

The bidder was right: there *were* at least nine 5's in play. So you lose the challenge, and 2 of your yellow dice (11 actual dice – 9 bid dice). Surrender any two of your yellow dice to the Lost Dice Squares in the center of the gameboard!



R A I S I N G . T H E . B I D

BELOW ARE THREE WAYS
YOU CAN RAISE A
BID OF FOUR 3's.



You can keep the red die on the "4" space and raise the bid to four 4's, four 5's or four 6's.

Example 2: You challenge a bid of six Wild Stars. When the dice are revealed, five Wild Stars are counted. The bidder loses the challenge, and surrenders one die (6 bid dice – 5 actual dice) to a Lost Dice Square.

Example 3: You challenge a bid of fourteen 2s. The dice are revealed, and exactly fourteen 2s and Wild Stars are counted. You—and *all other players except the bidder*—lose the challenge! Everyone except the bidder surrenders one die to a Lost Dice Square.

Starting A New Round

After the challenge is resolved and the round ends, start a new round. The player who won the challenge in the last round makes the opening bid in the new round. Bidding can begin anywhere on the bidding track.

The Show and Reroll Rule

Immediately after opening or raising a bid, you may place one or more of your dice *outside* of your dice cup for all players to see, then reroll and hide *all* of your remaining dice. Any rerolled dice that match your bid will count toward it. Showing and rerolling could improve your chances for winning a possible challenge.

You can show *any* amount of dice outside of your cup, as long as you have at least *one* die left to reroll. The dice you show don't *have* to match your bid. They stay in view, outside your cup, for the rest of the round, and count toward the challenged bid if they match it.

A Show and Reroll Example:

The bid is ten 6s. You have four dice left: one 6, one Wild Star and two 4s. You raise the bid to eleven 6s; then you show your 6 and your Wild Star, and reroll your two 4s.

If you're challenged, the 6 and Wild Star outside your cup will count toward your bid—as well as any 6s or Wild Stars you got by rerolling your 4s!

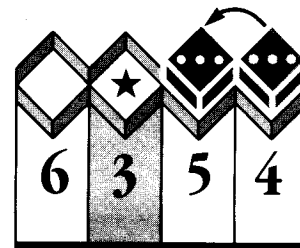
HOW TO WIN

Continue playing rounds until only one player has one or more yellow dice. This surviving player wins the game!

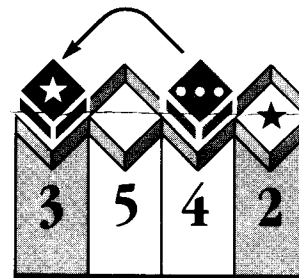
A GAME VARIATION: PLAYING FOR CHIPS.

Chips aren't included in the game, but you may use them (or any other counters) to play this interesting game variation. Each player starts the game with 50 chips. Two "pots" are used: one round-of-play pot and one game pot. At the beginning of every round, each player places one chip in the round-of-play pot, and one chip in the game pot.

The winner of the challenge wins the round-of-play pot. The winner of the game wins the game pot!



You can move the red die clockwise to any Number Bid space with a higher number (such as the "5" or "6" space), and show any number on top.



You can move the red die clockwise to any Wild Star Bid space (such as the "3" space), and show the Wild Star on top.

Note: To raise a Wild Star bid, move the red die clockwise to any other bidding space.