Liar’s Dice

PLAYERS 2 to 6 DICE 5 dice and a cup for each player TYPE Bluffing LEVEL Easy TIME 20 minutes

THE GOAL

Be the last player with any dice left, by bluffing and by catching other players’ bluffs.

SETUP

A cup and five dice for each player. Two to six players. Anyone may start.

THE FIRST ROLL

Everyone shakes their dice in the cup, slams it down and peeks at their own dice.

A TURN

- Make a bid: a number and a face, such as three 4s, about all the dice on the table.
- Next player raises the bid, or calls Liar.
- A raise is more dice, or the same number with a higher face.

CALLING LIAR

- Calling Liar: everyone lifts their cups and counts the dice that match the bid.
- Ones are wild in many groups. Agree before you start.

SCORING

- If the bid was right, the caller loses a die.
- If the bid was wrong, the bidder loses a die.

WINNING

The last player who still has dice wins.

HOUSE RULES

- **Ones are wild.** Dice showing 1 count as any number, which makes bids easier to meet. Bids on ones themselves are treated separately in most versions.
- **Spot on.** A player may instead call exactly right: if the count matches the bid exactly, every other player loses a die.
- **Starting with fewer dice.** Start with three dice each for a shorter game.

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