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## LIAR'S DICE INSTRUCTIONS

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### LIAR'S DICE

These instructions are for a basic version of Common Hand Liar's Dice, in which each player has his or her own set of dice, all dice are rolled at once and bids relate to all the dice in play. There are many ways to play the game – varying by country, region and even from pub to pub – and part of the fun is finding the one you like best.

1. Each player places 6 dice in his or her cup.
2. All players "roll" simultaneously, shaking their cups and overturning them onto the table, taking care to conceal their dice from other players beneath the cup. If any dice land on top of each other, that player must roll again.
3. Once all the dice are rolled, and each player has peeked at their own hand, the first player makes a "bid" – declaring a face value and the minimum number of dice under all the cups on the table showing that value. For instance, "6 fours" (meaning that if all the cups were lifted, there would be at least 6 dice with 4 dots facing up).
4. Play goes clockwise around the table, with each player in turn either making a bid or challenging the previous bid – calling the bidder, a liar.

### BIDDING

A player who elects to bid must choose any number of dice (up to the total number under everyone's cups) at a higher value than the previous bid or a higher number of the same value (so, for example, either "3 sixes" or "8 fours" would be a legitimate bid after an opening bid of "6 fours"). The next player then has the same choice – bid higher than the previous player (in number of dice or face value) or challenge that player's bid.

### CHALLENGING

When a challenge is declared, all players lift their cups to show their hands. If the challenged bid was correct (in keeping with the initial example above, that would mean at least 6 fours are showing among all the dice on the table), then the challenger loses one die. If the bid was incorrect (meaning there are fewer than 6 fours showing), the bidder loses one die. Lost dice are placed on the table off to the side, so players can keep track of how many total dice remain in play.

5. After a challenge, all players roll again and the loser of the challenge bids first (unless he or she gets knocked out of the game, in which case the last bidder bids first). Play continues until only one player still has dice and is declared the winner.

### A FEW VARIATIONS:

#### RANDOM CHALLENGE

Anyone can challenge the bid without waiting for their turn. This makes for a lively, raucous game. If multiple players challenge at once, the player closest to the bidder takes priority.

#### SPOT ON

Instead of challenging the bid, a player can choose to agree with it, saying the bid is exactly right, or "spot on." In that case, when the cups are lifted, if the number/value is higher or lower than what was bid, the player who declared "spot on" loses the round (and one die). However, if the bid is actually "spot on," the player who declared it wins. This risky variant is sometimes added as a way to let players win back dice lost in previous rounds, or to force everyone other than the bidder and the person who declared "spot on" to lose a die.

#### ACES WILD

This means that a die showing a value of one (1) can stand in for any value. So, if the bidder says there are 3 fours, and when the dice are revealed on a challenge, there are 2 fours and a one (or "ace"), the one stands in for a four, and the bidder wins.

#### TIE BREAKER

If 2 players end up with only one die each, they may place bids on the minimum total face value of the 2 dice together. In other words, Player One may say "7," and Player Two, who must bid higher, may say "10." If Player One challenges and the revealed dice add up to less than 10, Player One wins the challenge and the game.