Liar's Dice: How to Play Overview

Liar's Dice has a balance between luck and strategy, since you can bluff and deceive your friends about what you rolled.

In the variation outlined below, each player starts with 5 dice and is typically played with 3-5 players.

Summary

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Choose who goes first	Each player rolls one die, highest die rolled goes first.
The start of each round	Each player rolls all of their dice and keeps the numbers hidden from the other players.
First turn	Player bids a number on a dice and a number of dice showing that number. Example "2 two's"
The next player's turn	Play continues around the players in clockwise fashion. After the first player, each player has 2 options: 1. Raise the Bid 2. Challenge
Bid	A player may raise the bid in one of 3 ways: 1. Increase the number of dice a. Example: If the first bid is "two 3s," the next player could bid "three 3s," 2. Increase the number on the dice a. Example: If the first bid is "two 3s," the next player could bid "two 4s," 3. Increase both the number of the dice and the number on the dice a. Example: If the first bid is "two 3s," the next player could bid "three 5s."
Challenge	If a player decides to challenge they will say either "Challenge" or "Liar" When this event happens, all players reveal all of their dice and all of the dice are counted. If there are fewer dice than the player bid, then the player loses a die. If there are equal or more dice than the bid, the Challenger loses a die.
After a challenge	After a challenge, a new round starts all players roll the dice that they have left. The player that lost the challenge takes the first turn and play continues.
Winning the game	The game is won when only one player has dice left.

