

If a player gets down to one die, then he/she is considered palafico and opens the next round. In palafico rounds, ones are allowed for an opening bid and they are not wild. Also during a palafico round, players may not increase the number on the dice from the opening bid. (For example: if a palafico opens with 2 threes, then the number must remain three. Subsequent players must bid either 3 threes, 4 threes, 5 threes, etc.) When there are only two players remaining in the game the palafico rules are waived. The last person with dice wins the game.

STRATEGY:

- Try not to bluff too often. It is best keep your opponents off guard by bluffing one time and then playing straight the next.
- Keep track of how many dice have been pulled from the game (and by whom). The odds of a number showing up decrease every time a die is pulled from the game.



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PLAYERS
2-4

FRONT PORCH
CLASSICS

AGES
21+



GUINNESS®

PUB GAME SERIES

LIAR'S DICE

Instructions

53632

SET UP: Each player receives one Guinness dice cup and five dice.

OBJECTIVE: Outbid, outbluff and outlast your opponents to be the last player with dice in his/her cup.

GAME PLAY: Players roll one die to determine who goes first. The player with the highest roll makes the opening bid and play continues to the left (clockwise).

Together, each using five dice, all players shake their cups and "lay down" their rolls making sure to shield their dice from all other players' view. Each person peeks at their own dice to see what they have rolled.

The first player bids how many dice on the table feature a specific number. For example: Player #1 has the following dice: 1 Two, 2 Threes, and 2 Fives. Player #1 then bids that there are 6 fives on the table. (Player #1 does not know for certain how many fives there are on the table, he/she is simply making a calculated guess.) The next player may either increase the bid or say "liar!" (After a bid is made, a player does not have an option to pass. They must either increase the bid or say "liar!")

Bids may be increased in three ways:

1. Increase the quantity of dice bid.
2. Increase the number on the dice.
3. Increase both the quantity and the number on the dice.

In the example above, a player declares 6 fives. 6 is the quantity of dice, 5 is the number on the dice.

When increasing the quantity of dice a player may bid a lower dice number.

For example: If a player bids 3 threes the next player may bid 4 twos.

To increase the number on the dice a player must bid the same or greater quantity than the last players' bid. (In our example, 6 fives were bid. To increase the dice number, a player would have to bid at least 6 sixes.)

In Guinness Liar's Dice, ones are considered wild and can be used as any number. A player with 3 fours and 2 ones (aces) would actually have 5 fours.

A player cannot open a round by bidding ones.

If a player chooses not to increase the bid, they can challenge by saying "liar". When a player has been challenged, everyone raises their cups and the total bid number, including ones, is counted. (For example: If a player has bid 7 fours, then all fours and ones on the table would be added up.) If the final total is equal to or greater than the challenged bid number, then the player who made the challenge must discard one of his/her dice.

If the final total is less than the declared bid, then the person who made the bid must discard one die. The round is over when someone discards a die.

Players gather their remaining dice and roll again, with the person who lost a die in the previous round declaring first in the new round. Once a player loses all his/her dice, then he/she is out of the game and the player to their immediate left begins the next round.