

Game Document

Liars Dice

AKA Pirates Dice, AKA Perudo

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Author: Mark Lyman



Versions

Version	Date	Author(s)	Notes
1.0	3/28/2023	Mark Lyman	Initial Release

Table of Contents

Versions	2
Table of Contents	3
Introduction	4
Equipment Needed	4
The Basic Game	5
Raise the Bid	6
Cut the Bid	6
Breaking out of Ones	7
Jinto	7
Call	8
Palifico	8

Introduction

This is an intense game of knowing when to lie and when to tell the truth and how to bluff about both. The person who bluffs the best will usually win.

Equipment Needed

- 2 to 20 People
 - We've played with more, but the game gets really long.
- 3 x Dice Per Person
- 1 x Cup Per Person to hide your dice

Win Condition

The winner is the player who remains when all other players have been eliminated.

The Basic Game

1. Everyone shakes their cup of dice and places their cups face down on the table. Everyone can peek at their own dice, but don't let others see your dice.
2. Player 1 (P1) starts by announcing how many dice they believe are showing a specific number. **Ones are always wild.**
 - a. For example, P1 may say "5 sixes". This means that out of **EVERYONE's** dice, they believe there are 5 of them showing the number six - *and this includes wilds.*
 - b. P1 may have seen they already have 2 sixes, so they guess that there are at least 4 more in the game - including wilds.
 - c. They also might be bluffing and have 0 sixes under their cup.
3. The next player to the left then has 4 choices. Each of these is explained below.
 - a. Raise the bid
 - b. Cut the bid
 - c. Jinto
 - d. Call
4. If a player says Jinto and wins, they get one of the dice from the losing player. If they lose any other way, they simply remove one of their dice from the game.
5. The winner of the round then starts the next round with a new bid.
6. When a player loses a dice and now only has a single dice left, they yell "Palifico" to begin a Palifico round. Palifico is explained below.
7. When a player loses their last dice, they are out of the game.
8. Play continues until there is only one player remaining.

Raise the Bid

- Raising the bid means the player increases the **quantity** of dice, but the player may also change the number.
 - For example, if P1 said “4 threes”, then P2 can raise the bid to “5 sixes”.
 - Notice only the QUANTITY must be raised, but the number being specified can be changed.
 - Another example, if P1 says “7 fours”, then P2 can say 8 or more of any other number, such as “11 fives”.
 - They can also just stay with the number, but still raise the **quantity**, such as raising “5 threes” to “6 threes” - this is a great way to get others to think there must be a large number of threes out there.
- **Keep in mind that ones are wild and count for any number.**
 - I keep repeating this because you WILL forget it.

Cut the Bid

- Cutting the bid means you cut the **quantity** in half (rounding up) and go to Ones.
 - If you cut the bid, you must go to Ones - You essentially lose all your wilds by doing this.
 - Example: P1 says “5 sixes”. P2 decides to cut the bid, and goes to “3 ones”
 - This is cutting the quantity of 5 in half which is 2.5, which rounded up is 3.
- This creates an issue for the next player, because they are stuck with Ones and there are no wilds.

Breaking out of Ones

A player can break out of Ones by doubling+1 the bid.

- Example, P1 says "4 ones". P2 then would then have to say 9 of something to escape the Ones.
 - This is because $4 \text{ doubled} + 1 = 9$

Jinto

Jinto is what a player says if they believe there is **EXACTLY** what the previous player just said.

- If they are correct, they get 1 of the previous players' dice.
- Example: P1 says "5 twos". P2 says "Jinto". Everyone reveals their dice and holds up fingers for how many twos they have (including wilds). If there are **exactly** 5, then P2 is correct and **wins one of P1's dice**. If P2 is incorrect because there are more or less than 5 then **P2 removes one of their dice from the game**.
- Only the one who says Jinto can win a dice if they are correct. If they are incorrect, they simply remove a dice from the game - **they do not give it to the opposing player**.

*This is the only way to gain more dice. Let me repeat. **The only way to gain dice is to say Jinto and be correct.***

Call

When a player believes there are less than what the previous player stated, they say "Call".

- All players reveal their dice and hold up fingers to show how many they have (including wilds).
- The loser of the call removes one of their dice from the game.
- Example: P1 says "7 fives". P2 says "Call". Everyone reveals their dice and holds up fingers to show there are only 4 fives (including wilds). P2 is correct and P1 removes one of their dice from the game.
- If there were 7 or more, P2 would be wrong and P2 would remove one of their dice from the game.

Palifico

When a player loses a dice and now only has a single dice left, they yell "Palifico" and everyone else also repeats "Palifico".

- The player who is now Palifico gets to start the bid.
- There are no wilds for this one round.
- All players must stay on the same number.
- Example: P1 says "1 five". P2 must stay on fives and there are no wilds.
- Call and Jinto are still valid to say.
- This means during a Palifico round, players only have 3 options.
 - Raise the bid
 - Jinto
 - Call
- Palifico only lasts for 1 round. Even if a player with 1 dice begins a later round, the round is normal (with wilds and everything).

- If a single-dice player wins a dice by winning a Jinto (which then brings them to 2 dice) - and then later they lose another dice (which brings them back to 1 dice) - then this is a new Palifico round.
 - Any time a player goes from 2 to 1 dice, it is a Palifico.