

next round. If a player gets down to one Die, then they are considered PalaFico and opens the next round. In PalaFico rounds, 1's are allowed for an opening bid and 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 and so on. 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 to 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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INSTRUCTIONS



Contents

- 4 Sets of Colored Dice

- 4 Colored Dice Cups

Objective

Outbid, outbluff and outlast your opponents to be the last player with Dice in their Cup.

Set Up

All players receive one colored Dice Cup and five designer colored Dice.

Game Play

All players shake their Cups tossing their Dice onto the table, being sure to shield them from other players. Players peek at their own Dice. The youngest player bids first with how many Dice they believe are on the table.

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 can't be certain how many Fives there are, it is just a calculated guess.) Bidding moves to the left and player 2 may either increase the bid or say "liar!" (After a bid is made, players don't 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.

If a player declares 6 Fives, 6 is the quantity of Dice and 5 is the number on the Dice. When increasing the quantity of Dice players may bid a lower Dice number. **For example:** a bid of 3 Threes, the next player may bid 4 Twos. To increase the number on the Dice, players must bid the same or greater quantity than the last player's bid. In Liar's Dice, 1's are considered wild and can be used as any number. A player with 3 Fours and 2 Ones (wilds) would actually have 5 Fours. Players cannot open a round by bidding 1's. Players can choose 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 1's, is counted. **For example:** if a player bid 7 Fours, then all 4's and 1's 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 their Die. If the final total is less than the declared bid, then the player 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 player who lost a Die in the previous round bidding first in the new round. Once a player loses all their Dice, they are out of the game and the player to their left begins the