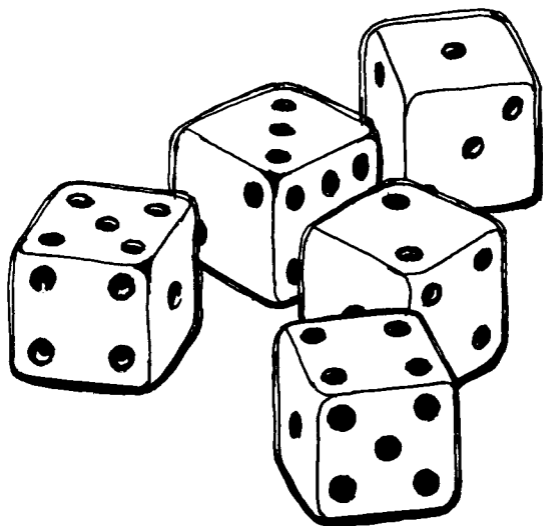


instructions for  
**Liar's**  
**dice**  
& other games



## LIAR'S DICE

### A Game For 2 Players, Using 10 Dice

Each player uses 5 dice and a dice cup.

To determine who bids first, each player rolls 1 die. The highest roll bids first.

Each player rolls five dice but keeps his dice CONCEALED from the other player. The player who bids first must bid at least 2 of any dice number. His opponent may either accept the bid and make a HIGHER bid or challenge the bid. If the bid is challenged, all dice are exposed and ALL (including the other player's dice) may be used to make the bid. If there are an insufficient number of the particular dice bid the challenger wins, if the bid is made, the bidder wins.

Bidding alternates until a challenge is made.

A player may bid something he does not have in his group of dice, thus the name LIAR'S DICE.

#### EXAMPLE:

Player A rolls



Player B rolls



1. Player A bids 2 twos

2. Player B bids 2 threes

Player A bids 3 twos

4. Player B bids 3 threes

5. Player A bids 4 twos

6. Player B challenges A's bid of 4 twos. A is the winner because the three he has and the one B has makes a total of the 4 needed for the bid.

## ACES

### A Dice Game For 3 or More Players, Using 10 Dice

To determine who plays first each player rolls 1 die. The highest plays first, next highest second, sits to the left of the player going first, etc. Ties roll again.

The player going first rolls all 10 dice. All aces (ones) are placed in the middle. All twos are passed to the player on his right, and all threes are passed to the player on his left. Fours, fives and sixes are rolled again by the same player, and again the dice are passed as explained above. When he has no dice left, the cup is passed to the player on his left. That player then rolls any dice he has in the same manner as the first player. Play continues until only one die is left and the player rolling an ace (one) to place it in the middle wins the game.

## CONFIDENCE

### Any Number Can Play; 5 Dice Are Required

#### TO BEGIN:

All players roll one die. The one rolling the highest value begins the game.

#### TO PLAY:

1. The first player shakes ALL FIVE dice in the cup and turns the cup over on the table so nobody can see what is rolled.
2. He tilts the cup back, without permitting the others to see the contents, and inspects the results.
3. The values that can be acquired with these dice are similar to the value of cards in the well-known game of "Poker". The main difference is that there are no "suits" on the dice, so the values of Royal Flush, Straight Flush or Flush cannot apply. The dice are rated in this sequence, with the highest value as 5 of a kind:

Highest Die (Six)

Pair (2 identical Dice, as 2 fives)

Two Pair (2 groups of 2 identical dice)

Three of a Kind (3 identical dice, as 3 sixes)

Straight (Consecutive dice, such as 1, 2, 3, 4 and 5, or 2, 3, 4, 5 and 6)

Full House (Three of a kind and a pair)

Four of a Kind (Four identical dice)

Five of a Kind (Five identical Dice)

4. After inspecting the dice, the starting player recovers the dice with the cup, ANNOUNCES a value of the dice and then slides the hidden dice to the player on his left, BEING CAREFUL NOT TO TUMBLE THE DICE.
5. THE TRUE VALUE NEED NOT BE ANNOUNCED! A player can claim a false value and try to bluff!
6. The player receiving the HIDDEN DICE has an option. He may CHALLENGE or BELIEVE the other player's claim and must state his decision BEFORE looking at the dice.
7. If a player CHALLENGES a claim, he must state out loud "CHALLENGE," and then reveal the dice for all to see.

a) If the value of the dice is as CLAIMED OR HIGHER, the CHALLENGER has lost. He is eliminated from the game.

EXAMPLE: Player No. 1 shakes the dice as in #1, examines its contents and finds ONE, TWO, FOUR, FOUR, SIX. He claims his value as it truly appears — "a pair of FOURS" with SIX, TWO, ONE, which is the reason the CHALLENGER has lost. If he claimed a pair of THREES, the CHALLENGER has lost because the ACTUAL value is HIGHER than CLAIMED.

- b) If the value of the dice is LOWER than claimed, the CHALLENGER has called the other's BLUFF and WON. The player who was caught trying to BLUFF is eliminated from the game.

EXAMPLE: Player No. 1 finds ONE, TWO, FOUR, FIVE, SIX — his ACTUAL value is only SIX high with FIVE, FOUR, THREE, ONE, BUT he claims "a pair of THREES." The CHALLENGER has won because the actual value of the dice is LOWER than the CLAIM.

8. If the player receiving the dice BELIEVES the value claimed is true, he tilts the cup and secretly examines the dice by himself. Regardless of whether the contents are of HIGHER or LOWER value, he has accepted the CLAIMED VALUE and must claim a HIGHER value than the one just accepted when he passes the cup with the dice to the left.

9. Prior to making a higher claim, the player can do ONE of THREE things (a, b or c):

- a) He can replace the cup covering the dice, WITHOUT shaking the dice, then pass it to his left.

EXAMPLE: Player No. 1 finds 3 THREES and 2 FOURS BUT only claims a PAIR of THREES and a PAIR of FOURS. Player No. 2 can take their ACTUAL worth (thus claiming a higher value) without shaking the dice. This can lead into some interesting bluffing.

- b) He can KEEP ANY of the values of the dice as they were given to him, by placing them on the table for all to see, and shaking the remaining dice.

EXAMPLE: When the cup is passed to Player No. 2, the claim he accepted was "3 FOURS, TWO, ONE." He examines the dice and sees that the claim is true. He chooses to place the 3 FOURS on the table and shake the other 2 dice. The cup is turned over on the table, hiding the dice and inspected. The two dice under the cup now show a FOUR, TWO. Player No. 2 can now safely claim 4 FOURS (the 3 on the table plus the 1 under the cup) and a TWO.

- c) He can select to shake ALL five dice even though the preceding player has placed some dice on the table.

10. When a claim has been CHALLENGED, the winning player starts a new sequence of values by shaking ALL 5 dice.

11. Play continues in this method until only one player remains. This player is the WINNER.

## DROP DEAD

### A Dice Game For Any Number Of Players, Using 5 Dice

Scores for each player are recorded on paper.

This is a game of elimination. A player in his turn rolls all five dice. He may score the total of all pips showing providing he did not roll a TWO or a FIVE. If he rolled any twos or any fives he scores a zero and sets those dice aside. He rolls the remaining dice again, and once again scores the total of all pips showing providing he did not roll a two or a five. He continues to roll and score until he has no dice

remaining. His score is then totalled and the dice passed to the next player. The player with highest score WINS.

It is conceivable that a player could go out on the first roll if he rolled a 2, 2, 2, 5, 5 or other combinations containing either twos or fives but, conversely, he may be lucky and make several rolls without a two or a five showing.

EXAMPLE:						SCORE TOTAL
1st ROLL						15
2nd ROLL						0
3rd ROLL						16
4th ROLL						0
5th ROLL						0
6th ROLL						3
7th ROLL						0
					TOTAL SCORE	34

## HORSES

### A Dice Game For Any Number Of Players, Using 5 Dice

Each player throws one die to determine who goes first. Highest man plays first.

The player going first may roll the dice one, two or three times, the other players are allowed only the same number of rolls as the first player. When the player makes his first roll, he may put aside any dice he wishes to save and put the remaining dice in the cup for the

second roll — he need not save any dice. After the second roll he again sets aside those dice he wishes to save and puts the remaining dice in the cup for the third roll. He need not save any, and may roll all the dice (including those he had saved). After the third roll, the dice are final and he must score on the final dice.

### Rank Values

Five of a Kind

Four of a Kind

Three of a Kind and a Pair (Full House)

Three of a Kind

Two Pairs

One Pair

**NOTE:** The minimum score is one pair and sequences (Straights) do not count.

A round is complete when every player has had a chance with the dice. The winner of the round has a "HORSE". When two players are playing, usually two "HORSES" out of three win the game. Determine how many "HORSES" win the game before you start.

After each round the dice are passed to the person on the left of the first player in that round. That person then becomes the first player in the next round.

Another way to play this game is by counting aces as wild.

## SHIP, CAPTAIN, MATE & CREW

### A Dice Game for 2 Or More Players, Using 5 Dice

To determine who goes first, each player rolls one die, the highest going first and the lowest last.

Each player in his turn casts all five dice, trying to roll a 6 (the Ship), a 5 (the Captain) and a 4 (the Mate). He must roll a 6, then a 5 and then a 4, in that order, the remaining dice (the Crew) are his score for that round. When he rolls the dice, he sets aside the dice he can save and rolls the remaining dice, i.e., it is not necessary to roll a 6, 5, 4 in one roll. He has 3 rolls to accomplish this in each turn. If he is lucky enough to roll a 6, 5, 4 on the first roll, he may roll twice again for a higher score.

10 rounds are played, and the player with the highest score wins the game.

# PIG

## A Dice Game Using 2 Dice For Any Number Of Players

Score sheets are required for keeping each player's score.

Roll the dice to determine who plays first. Highest roll goes first, lowest goes last.

Each player in his turn rolls the dice. If either of the dice is a ONE he scores zero and passes the dice to the next player. If there are no ONES showing he scores the total number of pips showing and MAY STOP with that score or ROLL AGAIN. He may roll the dice as many times as he wants adding the dice pips. However, if he rolls and a ONE comes up he MUST score a zero for that whole turn (including other rolls in that turn). If DOUBLE ONES are rolled at any time he loses **all** his score, and starts again at ZERO.

The first player to score 100 wins.

## MARTINETTI

### A Dice Game For Any Number Of Players, Using 3 Dice

Each player rolls all three dice to determine who goes first. The player with the highest score goes first and the player with the lowest score goes last.

A board is drawn marking off 12 numbered squares and a marker is used by each player.

START FINISH	1	2	3	4	5	6	7	8	9	10	11	12
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MARTINETTI BOARD

The player going first rolls all three dice. If one of the dice is a one, he moves his marker to the square marked "1." If he rolls a one and a two on the first roll he could put his marker on number "3" because he rolled a one for square "1", a two for square "2" and a total of 3 for square "3." On each roll of the dice he is rolling for the point adjacent to his marker. If a player rolls the dice and he moves his marker he continues to roll the dice until he cannot move and the dice are passed to the next player.

The first player to move his marker from "START" to "12" and back to "FINISH" wins the game.