

Liar's Dice

Revised 2024-12-16

<https://www.poslfit.com/games/liarsdice>



50	$8\frac{1}{3}16\frac{2}{3}$
49	$8\frac{1}{6}16\frac{1}{3}$
48	8 16
47	$7\frac{5}{6}15\frac{2}{3}$
46	$7\frac{2}{3}15\frac{1}{3}$
45	$7\frac{1}{2}15$
44	$7\frac{1}{3}14\frac{2}{3}$
43	$7\frac{1}{6}14\frac{1}{3}$
42	7 14
41	$6\frac{5}{6}13\frac{2}{3}$
40	$6\frac{2}{3}13\frac{1}{3}$
39	$6\frac{1}{2}13$
38	$6\frac{1}{3}12\frac{2}{3}$
37	$6\frac{1}{6}12\frac{1}{3}$
36	6 12
35	$5\frac{5}{6}11\frac{2}{3}$
34	$5\frac{2}{3}11\frac{1}{3}$
33	$5\frac{1}{2}11$
32	$5\frac{1}{3}10\frac{2}{3}$
31	$5\frac{1}{6}10\frac{1}{3}$
30	5 10
29	$4\frac{5}{6}9\frac{2}{3}$
28	$4\frac{2}{3}9\frac{1}{3}$
27	$4\frac{1}{2}9$
26	$4\frac{1}{3}8\frac{2}{3}$
25	$4\frac{1}{6}8\frac{1}{3}$
24	4 8
23	$3\frac{5}{6}7\frac{2}{3}$
22	$3\frac{2}{3}7\frac{1}{3}$
21	$3\frac{1}{2}7$
20	$3\frac{1}{3}6\frac{2}{3}$
19	$3\frac{1}{6}6\frac{1}{3}$

1	$\frac{1}{6} \frac{1}{3}$
2	$\frac{1}{3} \frac{2}{3}$
3	$\frac{1}{2} 1$
4	$\frac{2}{3} 1\frac{1}{3}$
5	$\frac{5}{6} 1\frac{2}{3}$
6	1 2
7	$1\frac{1}{6}2\frac{1}{3}$
8	$1\frac{1}{3}2\frac{2}{3}$
9	$1\frac{1}{2}3$
10	$1\frac{2}{3}3\frac{1}{3}$
11	$1\frac{5}{6}3\frac{2}{3}$
12	2 4
13	$2\frac{1}{6}4\frac{1}{3}$
14	$2\frac{1}{3}4\frac{2}{3}$
15	$2\frac{1}{2}5$
16	$2\frac{2}{3}5\frac{1}{3}$
17	$2\frac{5}{6}5\frac{2}{3}$
18	3 6

17	9	18	19	10	20	1					
16	<p>Setup Sit in random positions around the board with an opaque cup holding 5d6. Find an extra d6 to serve as a marker. The winner of the previous game goes first; choose randomly for the first game.</p> <p>Start of Round Everyone rolls their dice in their cups, placing the cups down on the table concealing the dice. The first player makes an opening bid (see below) by placing a marker d6 on the inner track.</p> <p>Subsequent Turns The turn passes to the left, and the new player either challenges the previous bid or moves the marker d6 to raise it. If they have two or more hidden dice, they may reveal one but not all of them, then reroll the rest before raising. Revealed dice stay revealed for the rest of the round.</p> <p>Bids Place the marker d6 on a numbered square on the inner track to bid the printed number of dice matching the value shown on the marker. Squares labelled with one pip can only be bid with a value of one. To raise, either increase the value in place, or advance the marker and choose a new value.</p> <p>Challenge When a challenge is called, all remaining players reveal their dice. Treating ones as wild, compare the bid number to the total number on all dice. If the bid is higher/lower, the challengee/-er loses dice in number equal to the difference. If the bid is equal, the challenger loses one die, the challengee loses none, and all other players who have at least two dice lose one. A player who loses their last die sits out the rest of the game.</p> <p>End of Round The round ends when a challenge is resolved. The winner of the challenge starts the next round.</p> <p>End of Game The game ends when only one player has any dice left.</p>					1					
8						2					
15						3					
14						2					
7						4					
13						5					
12						3					
6						6					
11						10	5	9	8	4	7