

LIAR'S DICE

Ages 8+ 2-6 players 15 min

***Liar's Dice** is a game about correctly predicting your opponents' dice — or bluffing them into believing you anyway! While your opponents lose their dice, protect yours to claim victory.*

Contents

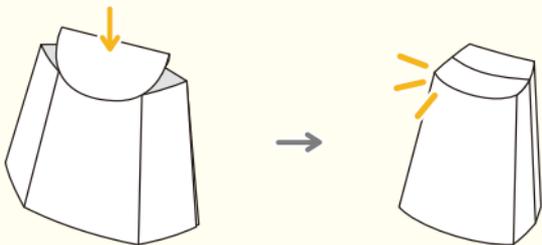
1 game board, 31 dice, 6 folding dice cups.

Setup

Place the game board in the center of the table and put one die near the "1" space on the board to use as the **prediction die**.

Give each player one dice cup and five dice. Any remaining dice are not used in the game.

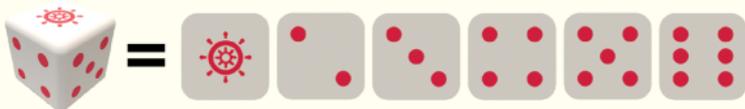
Dice cups: Open up your dice cup by pushing down on the bottom layer until it snaps into place as shown:



Starting player: Each player rolls all of their dice. Whoever rolled the most ship's wheel symbols is the starting player. If there is a tie, the tied player with the highest total from their other dice is the starting player.



The dice in **Liar's Dice** do not have a "1" face; instead, they have a ship's wheel symbol. This ship's wheel is a "wild" symbol that can represent any dice value.



Play!

All players put their dice in their dice cups and roll them, making sure to keep the dice covered with the cup so other players cannot see them. Then, slightly lift the cup so only you can see the dice results.

Making the first prediction

The starting player predicts how many of a specific dice value there are in total among all the players' dice.

For example, if a player predicts "six 3s (🎲)," it means they are predicting there are at least six dice showing the number 3 among all the players' dice.

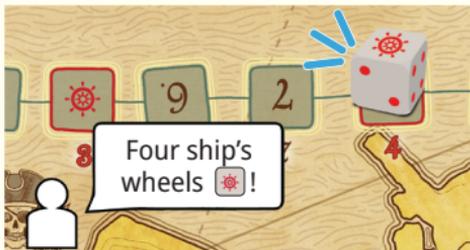
Remember that ship's wheel symbols (🎲) can be any value from 1 to 6, so they must be considered in every prediction!

Use the prediction die to mark that prediction on the board. Place the die on the space corresponding to the predicted quantity with the predicted value facing up.



An example predicting at least six 3s.

If the starting player predicted how many ship's wheels (☠️) there are, place the prediction die on the matching red ship's wheel space to mark it with the ship's wheel icon facing up.



An example predicting at least four ship's wheel symbols.

After the starting player makes a prediction, play proceeds with players taking turns in clockwise order.

On your turn, you must choose between making a new prediction or challenging the previous prediction.

Making a new prediction

When making a new prediction, you must either:

- Advance the prediction die by at least one space on the board. At the same time, you may change the prediction die to any value you choose.

OR

- Change the value of the prediction die to a **higher** value without advancing it on the board.

If the prediction die was on the red ship's wheel space, you can only make a prediction that advances the die by at least one space.

When placing the prediction die on a red ship's wheel space, always place it with the ship's wheel icon facing up.

Challenging the previous prediction

Instead of making a new prediction, you can challenge the previous prediction by claiming the previous player's prediction was incorrect.

When you declare a challenge, all players lift their dice cups to reveal their dice.

Reveal your dice!

Count the **actual** quantity of dice with the predicted value and compare that to the **predicted** quantity.

- **If the actual quantity is less than the predicted quantity, their prediction is incorrect, and your challenge succeeds.**

As a penalty for their incorrect prediction, the previous player loses a number of their dice equal to the difference between the predicted quantity and the actual quantity.

- **If the actual quantity is greater than or equal to the predicted number, their prediction is correct, and your challenge fails.**

As a penalty for your failed challenge, you lose a number of your dice equal to the difference between the predicted quantity and the actual quantity. If the actual quantity is exactly equal to the prediction, you still lose one die.

Note: When counting the actual quantity of dice, remember that ship's wheel symbols () count as any value, so they must always be included in the total!

Dice lost as the result of a challenge are removed from the game — place them on the rectangular grid on the board for safekeeping. If you lose all of your dice, you are eliminated from the game.

Example Challenge

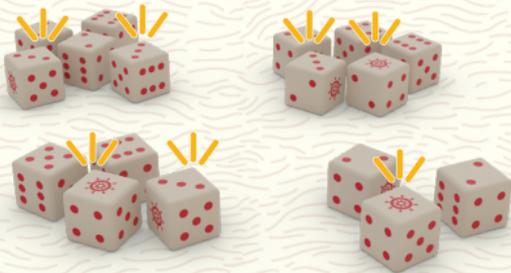
Jack predicted “five 3s (🎲),” and the next player, Morgan, declared a challenge. All players reveal their dice.



Jack



Morgan



After checking everyone's dice, there are four dice showing a value of 3 (🎲) plus three ship's wheel symbols (🚢).

This means the actual quantity of 3s is seven. Since Jack's prediction of at least five is correct, Morgan's challenge fails.

As a penalty, Morgan loses two dice, which is the difference between the predicted quantity and the actual quantity.

End of Round

After a challenge, return the prediction die to its starting position, and all players reroll their remaining dice. The player who challenged in the previous round starts a new round by making the first prediction. If the challenger was eliminated, the next player in turn order makes the first prediction.

End of Game

The game continues with repeated rounds until only one player remains and all others are eliminated. The last remaining player wins the game.



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All rights reserved. The functions of the Liar's Dice game
board are patent pending. (KR)10-2023-0170292.

