

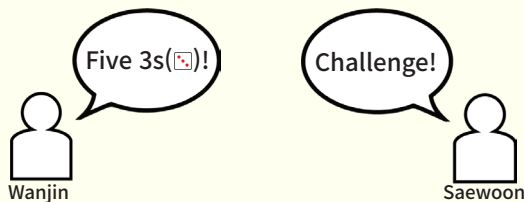
## Open!

• Actual < Prediction (Challenge succeeds!): If the actual number of dice is less than the predicted number, the challenge succeeds. As a penalty for the incorrect prediction, the previous player removes a number of their dice equal to the difference between the predicted number and the actual number from the game.

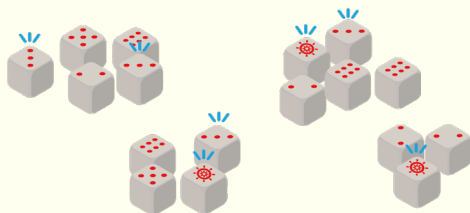
• Actual ≥ Prediction (Challenge fails!): If the actual number of dice is greater than or equal to the predicted number, the challenge fails. As a penalty, the challenger removes a number of their dice equal to the difference between the predicted number and the actual number from the game. If the predicted number is equal to the actual number, the challenger removes 1 die from the game.

*Note: When determining the result, remember that ship's wheel dice (🌀) must always be included in the actual number!*

A player who loses all their dice as a result of a challenge is eliminated from the game.



Wanjin predicted “five 3s (3),” and Saewoon declared a challenge on his turn. All players reveal their dice.



After checking everyone's dice, there were 4 dice showing 3 (3) and 3 ship's wheel dice (🌀). Therefore, the actual number of dice is 7. Since Wanjin's prediction of at least 5 was correct, Saewoon fails the challenge. As a penalty for failing the challenge, Saewoon loses 2 of his dice, which is the difference between the predicted number and the actual number.

## 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 player whose turn follows the challenger 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.

Illustration by Wanjin Gill

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\*The functions of 'Liar's Dice's game board, box and dice cup are patent pending. (KR)10-2023-0170292, (KR)10-2022-0051131

# EN LIAR'S DICE

ages 8+ | 2-6 players | 15 min.

“Liar's Dice” is a game about predicting your opponent's dice and making bets. While your opponents lose their dice, protect your own until the end to claim victory.

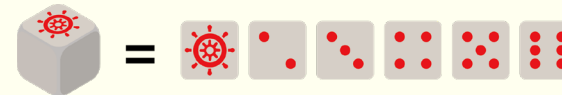
## Contents

1 game board, 31 dice, 6 dice cones

## Setup

Place the game board in the center of the table and put 1 die near the “1” space on the board. This die is called the ‘prediction die’. Each player takes 1 dice cone and 5 dice. The remaining dice are not used in the game.

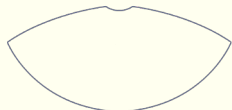
To determine the starting player, each player rolls all 5 of their dice. The player with the most ship's wheel dice becomes the starting player. In case of a tie, the player with the highest total value of the remaining dice becomes the starting player.



The 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.

### Before the game, make the dice cones as follows:

1



1. Unfold the dice cone as shown in the picture.

2



2. Grab both sides of the dice cone and roll it inward. (It is recommended to have the smooth side facing outward.)

3



3. Make a cone shape as shown in the picture and attach the end.

4



4. You can hold the dice cone more comfortably by grabbing the end with two fingers, as shown in the picture.

### Play!

All players put their dice in their dice cones and roll them. When rolling, cover the dice with the cone so that other players cannot see the results. Then, slightly lift the dice cone so that only you can see the dice results.

2

### Making a 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 that there are at least six dice showing the number 3 among all the players' dice.

\* Remember that ship's wheel dice can be any value, so they are always included!

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



(An example of predicting that there are at least six 3s 🎲.)

If you predicted how many ship's wheels(🚢) there are, place the prediction die on the red ship's wheel space to mark it.



(An example of predicting that there are at least four ship's wheel dice 🚢.)

3

clockwise. On their turn, a player must choose one of the following two actions:

- Making a new prediction
- Challenging

### - Making a New Prediction

When making a new prediction, the player must make a prediction that meets one of the following two conditions:

- Advance the prediction die by at least 1 space. At this time, the player may change the value of the prediction die to any desired value.
- Change the value of the prediction die to a higher value without advancing it.

If the prediction die was on the red ship's wheel space, the player can only make a prediction that advances the prediction die by at least 1 space. When placing the prediction die on the red ship's wheel space, always place it with the ship's wheel icon facing up.

### - Challenging

Instead of making a new prediction, a player can take the challenge action, claiming that the previous player's prediction was incorrect.

When a challenge is declared, all players reveal their dice by lifting their dice cones. Then, compare the predicted number of dice (prediction) with the actual number of dice (actual) to determine the success of the challenge as follows:

4