

Liar's Dice
Also known as Dudo / Cachito
Perudo / Dadinho
and Pirates' Dice



Background

The history of Liar's Dice is unclear. It dates to the mid-16th century Spanish in South America and spread throughout the Caribbean in the 17th century. Some believe that it originated with the Native Americans in South America before the Spanish conquest and was adapted to its modern form by the Spanish in the mid-16th century. Others believe that it simply was developed by the Spanish with no prior version existing among the Native Americans.

It is a betting game played by two or more players with non-transparent cups and standard six sided dice. Each player gets one cup and a set number of dice. Sometimes this is five dice and other times it is six dice.

Betting

Prior to each round, all players put a pre-determined amount of money into a pot. The winner of the round claims the pot. Anything can be used to bet. For example, the losers may have to polish boots or stand extra hours on watch aboard ship.

Determining Seating

Players each roll one die in order to determine in what order they sit. The highest first, then next lowest and so on. In the event of a tie between 2 players, they simply re-roll until one gains a higher score.

Throwing the Dice

All players simultaneously shake their dice in their cups (covering the opening with one hand) and slam the cups face down on the table without allowing any dice to come out of the cup.

Each player carefully lifts one side of their cup to see the dice they have thrown without allowing any other player to see their dice. If by chance one die landed on top of another, the player will say, "crooked dice" and lift his/her cup showing everyone that one of the dice has landed crooked. That player puts all the dice back into the cup and throws again.

Ones are Wild

All ones are wild and are included in the total count. For example, if 3 fours and two ones are face up, the count is 5 fours.

Bids

The first player (as determined earlier) bids how many of one number he/she thinks are face up among all the dice in the game. For example, the player might say 4 fours in which case he/she bets that there are at least 4 fours showing among all the dice in the game. With four players each having six dice, there is a maximum possibility of having 24 of one number showing face up.

Raises

Continuing on in the order that was determined earlier, each player either raises or calls. To raise, the player must bid a higher number or the same number of a higher type of dice. For example, if the first player says 4 threes, the second player may say 5 twos (higher number) or say 4 sixes (higher type as six is higher than four). Eventually, the bid may seem too large to be possible. At that point, the next player to bid calls.

Calls

Still following the order of players, the first player who believes the last bid is too high may call. This may be done by saying, "You're a liar." At that point, all the dice on the table are revealed and counted. If the total count including ones as wild dice are equal or greater than the last bid, the player who called loses one dice. If they aren't, then the player who made the last bid loses one dice. For example, if the last bid was 11 threes and the total number of threes showing face up (including the ones as wild dice) is 13, the bidder wins and the caller loses one dice. If the total number is 10, the bidder loses one dice.

Winning

Play continues as before with fewer and fewer dice in the game. Each player who loses all their dice is out of the game. Eventually, there will be only two players remaining. Finally, the last player remaining wins whatever was bet in the pot.

Next Round

For the next round, all players are back in with the full amount of dice. The player who was second in the first round now becomes the first players and all other players move up in position with the first player now moving to the last position. Play continues as long as desired.

Names for the Numbers on the Dice

Some versions of the game give names to each of the numbers on the dice. For example, twos are called Ducks. To bid 5 twos, one would say 5 Ducks. They are as follows:

- ❖ **1 – Ace**
- ❖ **2 – Duck**
- ❖ **3 – Tripods**
- ❖ **4 – Cow**
- ❖ **5 – Horse**
- ❖ **6 - Ant**