LIAR’s DICE

Difficulty: 4/5

Players: 3-6

Length: 30 minutes

5 six-sided dice per player

SOMETHIng to hide your dice behind (e.g Dice cup)

## Game Rules

### Starting the Game

Each player rolls their five dice hiding the results from the others.

### Face Values

1s are wild and can count as any value. Unless they are called by the first bidder. All other dice are worth the value rolled.

### Bidding

Players take it in turns to make a bid. This is a statement about what dice values have been rolled. If four people are playing, initially there are 20 dice on the table. Therefore, it is possible to have 20 of one face value**. Each bid must be higher than the previous one in number or face value.** You can bid by using the dice in front of you to help make a good prediction or bid something else to throw other players off.

|  |  |  |  |
| --- | --- | --- | --- |
| **Correct** | **Incorrect** | **Correct** | **Incorrect** |
| Five 2s | Five 2s | Five 4s | Five 4s |
| Six 2s | Six 2s | Six 4s | Six 4s |
| Four 5s | Three 2s | Four 5s | Three 2s |

### Challenging

On your turn instead of bidding you can challenge the previous bid by calling “Liar” at this point all dice are revealed. The bid is valid if there are at least as many of that valued as called, including any wild ones. If the bid is valid the challenger loses one of their dice; it is not used for the remainder of the game. If the bid is not valid the bidder loses one of their dice. The loser goes first in the next round.

### Winning

A player is eliminated when they lose all their dice. The last player left with dice remaining is the winner. Alternatively, players can agree a time to stop and the winner is the player with the most dice remaining.

### Elimination Round

If the remaining players all have a single round remaining – the rules are changed slightly. Each player rolls and instead of bidding o the number of a certain face value, the bids are placed on the sum of the face values instead.

Example for two players

Player 1: 6

Player 2: 7

Player 1: 10

Player 2: Challenge

If the sum of the dice is 8 -- then Player 2 wins by calling Player 1's bluff.

Farkle

Difficulty: 3/5

Players: 2+

Length: 5 minutes per person

6 six-sided dice

## Game Rules

### Object of the Game

Score more points than your opponents

### Play

* At the beginning of each turn, the player throws all the dice at once.
* After each throw, one or more scoring dice **must** be set aside and their score added to the total points for this turn.
* The player may then either end their turn and bank the score accumulated so far or continue to throw the remaining dice.
* If the player has scored all six dice, they have "hot dice" and may continue their turn with a new throw of all six dice, adding to the score they have already accumulated. There is no limit to the number of "hot dice" a player may roll in one turn.
* If none of the dice score in any given throw, the player has "farkled" and all points for that turn are lost.
* At the end of the player's turn, the dice are handed to the next player in succession (usually in clockwise rotation), and they have their turn.

|  |  |
| --- | --- |
| **Dice combination** | **Score** |
| **Each 1** | **100** |
| **Each 5** | **50** |
| **Three 1s** | **1000** |
| **Three 2s** | **200** |
| **Three 3s** | **300** |
| **Three 4s** | **400** |
| **Three 5s** | **500** |
| **Three 6s** | **600** |
| **Three pairs** | **1500** |
| **1-2-3-4-5-6** | **3000** |

### Winning

Once a player has achieved a winning point total of 10,000, each other player has one last turn to score enough points to surpass that high-score and win instead.

For a shorter game use a point total of 5,000.

PIG

Difficulty: 2/5

Players: 2+

Length: 15 Minutes

six-sided dice

## Game Rules

### Object of the Game

Score more points than your opponents

### Play

Decide who will start by having each player roll a dice – the one with the highest score starts the game

A player’s turn starts by rolling only one dice. Each time the player rolls the dice, the following options exist:

* The player rolls a 1 – his turn ends without any points (he also loses the points from any previous rolls in the current turn).
* Any other number than a 1 is rolled – the player can add that number to the points scored in his current turn and continue by rolling the dice again.
* The player decides to end his current turn and add all the points from his turn to his overall score.

### Winning

The first player to reach 100 points wins the game.

mexican dice

Difficulty: 1/5

Players: 2+

Length: 15 Minutes

3 six-sided dice per player \*

## Game Rules

### Object of the Game

Be the last player standing!

### Play

Each player places one of their dice in front of them with the 6 facing upwards. This dice keeps track of your lives during the game.

Players then all roll their other two dice and shout out the sum of values rolled. The player (or players) with the lowest total lose a life and rotate their life die down to show the new number of lives they have remaining.

Repeat the sequence of rolling and losing lives. If a player loses all their lives they are out of the game.

### Winning

The last player to have lives remaining wins the game.

\*If you don’t have enough dice, you can pass two dice round the circle rather than each player rolling their own two dice.

CHICAGO

Difficulty: 1/5

Players: 2+

Length: 15 Minutes

2 six-sided dice

## Game Rules

### Object of the Game

Score the most points

### Play

The game is played in 11 rounds, in each round there is a different target total, 2,3,4,5,6,7,8,9,10,11,12. In each round each player takes their turn and rolls both dice, trying to roll the number of that round. For example, in the round with number 2, you aim to roll a 1 on each dice giving you a total of 2.

Every player that rolls the number of the current round gets a point and adds it to his overall score

### Winning

After all 11 rounds are finished the game ends and the player with the higher number of points is declared the winner.

QUIXX

Difficulty: 4/5

Players: 2+

Length: 15 Minutes

6 six-sided dice: 2 white, 1 red, 1 yellow, 1 green, 1 blue

## Game Rules

### Object of the Game

Each player tries to mark with a cross, on his card, as many numbers in the four colour-rows as possible. The player gets more points the more crosses he has in one colour-row. Whoever has the most points, in total, at the end wins.

### Scoresheet

Create a scoresheet for each player:

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | Lock |
|  | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | Lock |
|  | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | Lock |
|  | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | Lock |
| Penalty Points | | | | |  |  |  |  |  |  |  |  |

### Crossing Numbers

Numbers must be crossed out from left to right, numbers can be skipped but you cannot go back and fill them later. (You can mark skipped numbers with a dot so you don’t accidently mark them)

For example: You could cross out 5 and then 7 in the red row, but 2,3,4 and 6 could no longer be crossed out.

### Play

The first “active” player is determined by rolling a dice. Highest roll goes first.

The active player rolls all six dice.

Action 1: The active player says out loud the total of the 2 white dice. Each player may if they want cross off this value in any one of their rows.

Action 2: The active player then may if they want to combine a coloured die with one of the white die and add cross this number off in the row corresponding to the coloured die.

For example: A player adds together the white 4 with the blue 6 and crosses out, in the blue colour-row, the number 10.

#### Important!

If the active player doesn’t cross off a number in either action, they must take a penalty point.

The player on the persons left becomes the active player and play continues.

### Finishing a row

If a player wishes to cross out the last value in a row, they must first have at least 5 previous crosses in this row. When they put the cross in the final space they also cross off the padlock next to it. This locks the colour for all players and that colour die is removed from the game. Multiple players can lock at the same time and the active player can still play (and lock) in that colour for action 2 if a row was locked in action 1.

### End of the Game

The game ends immediately if any player gets 4 penalty points or once any two rows are locked and two die removed from the game.

### Scoring

##### Row scoring

The score for each row is based on the number of crosses a player has in it (including any padlock crosses)

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| No. of Crosses | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Points | 1 | 3 | 6 | 10 | 15 | 21 | 28 | 36 | 45 | 55 | 66 | 78 |

##### Penalty Points

Each penalty point takes 5 points off a players score.

### Winning

The player with the most points wins the game.