**Liars’ dice game.**

**Textual description.**

2 or more players may play. Practically, this will usually be limited by how many are sitting around the dining table or equivalent.

It is expected that the players can see each other since this is basically a game of skill of reading body language in the same fashion as poker. An ideal scenario would be players seated around a table and each player accessing the game via their mobile smart phone.

It is not expected that the game will be played for any stakes (money). The winner is the last person remaining after all have been eliminated.

Each player has the same number of tokens or “lives” at the beginning of the game. (This should be configurable. A sensible default is 3 lives.)

The game proceeds over several rounds. At each round, one of the players will lose a life. (There is a small chance that a round will progress to the AAAAA hand without any player losing a life token.) When a player has lost all their lives, they are eliminated from the game. Eventually, only one player will remain – this is the winner.

There is a single set of poker dice. There are 5 dice in the set. All dice are fair and have identical markings. The 6 faces are: 9, 10, J, Q, K, A in the style of playing cards. There is no distinction of suits.

The hand formed by the set of dice is identifiable within a fixed hierarchy of hands. The hierarchy is as follows:

* 5 x A
* Other 5 of a kind
* 5 x 9
* 4 of a kind (Aces) with a K (“kicker”)
* 4 of a kind (Aces) with a Q (“kicker”)
* Etc etc
* 4 of a kind (Aces) with a 9 (“kicker”)
* 4 of a kind (Kings) with an Ace kicker
* 4 of a kind (kings) with a queen kicker
* Etc etc
* 4 of a kind (kings) with a 9 kicker
* 4 of a kind (queens) with an ace kicker
* 4 of a kind (queens) with a king kicker
* 4 of a kind (queens) with a jack kicker
* Etc etc other 4 of a kind
* 4 of a kind (nines) with a 10 kicker
* Full House (3 aces and 2 kings)
* Full House (3 aces and 2 queens)
* Etc Etc full houses
* Full House (3 aces and 2 nines)
* Full House (3 kings and 2 aces)
* Full House (3 kings and 2 queens)
* Etc etc full houses
* Full House (3 nines and 2 tens)
* Straight 9, 10, J, Q, K
* Straight 10,J, Q, K, A
* Three of a kind (3 aces a king and queen)
* Three of a kind (3 aces , a king and jack)
* Three of a kind (3 aces, a king and 10)
* Three of a kind (3 aces, a king, and 9)
* Three of a kind (3 aces, a queen, and jack)
* Etc etc other 3 of a kind
* Three of a kind (3 nines, a jack and a 10)
* Pair of aces and pair of kings and a queen
* Pair of aces, and pair of kings, and a jack
* Etc etc
* Pair of aces and pair of kings, and a 9
* Pair of aces and pair of queens, and a king
* Pair of aces and pair of queens, and a jack
* Etc etc
* Pair of aces and pair of queens and a 9
* Pair of aces and pair of jacks and a king
* Etc etc
* Pair of tens, and pair of nines, and a jack
* Pair of aces, and a KQJ
* Pair of aces, and a KQ10
* Pair of aces, and a KQ9
* Pair of aces, and a KJ10
* Pair of aces, and a KJ9
* Pair of aces, and a K, 10, 9
* Pair of aces and a Q, J, 10
* Etc etc
* Pair of aces and a J, 10, 9
* Pair of kings and a A, Q, J
* Etc etc
* Pair of kings and a J, 10, 9
* Pair of queens and a A, K, J
* Etc etc
* Pair of nines and a Q, J, 10
* Ace high, 10 missing
* Ace high, J missing
* Ace high, Q missing
* Ace high, K missing

At the start of a game, the first round is started by one player rolling all 5 dice such that no other players can see them. He/she declares a rank for the hand. (The declaration of rank does not have to match the actual ran of the dice roll – i.e. lies are permitted.)

For subsequent rounds, the player to lose a life in the last round will be the one to roll all 5 dice first. For the very first round, players will decide amongst themselves who shall start. (Maybe they could draw lots?)

The player sitting to the left of the player declaring a rank for the dice has 2 choices: (1) to accept the hand, or (2) to call the declaring player a liar.

On calling “liar!”, the hand is revealed for all players to see. If the declaration was a lie (i.e. the hands actual rank is less than the declared rank) then the declarer loses a life token; otherwise, the player claiming “liar!” loses a life.

If the player accepts the hand but finds it is of lower rank than declared, he takes responsibility; the declaring player (even though lying) does not lose any life tokens.

When a hand is accepted, the accepting player can choose to re-roll 0, 1, 2, 3, 4, or all 5 of the dice. If dice are re-rolled, the player must declare, to all other players, how many dice are being rerolled. Each die is rolled only once. The other players do not see what the re-rolled dice faces were showing before the re-roll or their new faces.

After the (optional) re-rolling, the player declares a new rank for the hand; the new rank must be higher than the rank declared when the hand was accepted.

Play continues with passing the hand to the player on the left (if they accept it) until one player calls “liar”.

It is possible for the declared rank to reach 5 aces without any player having called “liar!”; for this case, no life tokens are lost by any player and a new round is begun by the player who accepted the 5 aces (even if they were not actually 5 aces) re-rolling all 5 dice.