

Liar's Dice

Definitive Table Rules

Optional Variants Included

Compiled and Edited by:
David "Butters" Rainear Jr.

Version 1.0

Liar's Dice

Table of Contents

1. Overview
 2. Equipment
 3. Objective
 4. Round Structure
 5. Rolling Dice
 6. Making Claims
 7. Wild Ones
 8. Player Turn Options
 9. Raising the Claim
 10. Calling Liar
 11. Losing Dice
 12. Starting the Next Round
 13. End of the Game
 14. Optional House Rules
 - A. Spot On
 - B. Opening Bet Minimum
 - C. No Wild Ones
 - D. Palifico Round
 - E. Interrupt Challenge
 15. Betting Rules Reference
-

1. Overview

Liar's Dice is a bluffing and probability game played with hidden dice. Players make claims about how many dice of a certain number exist across the entire table.

Players must either raise the claim or challenge it.

If a claim is challenged and proven false, the player who made the claim loses a die. If the claim is correct, the challenger loses a die.

The last player with dice remaining wins.

2. Equipment

Each player needs:

5 six sided dice

A cup or hand to hide their roll

Recommended players: 3 to 6

3. Objective

Be the last player with at least one die remaining.

4. Round Structure

Each round follows this order:

1. All players roll their dice secretly.
2. Players make betting claims.
3. Players either raise the claim or challenge it.
4. Dice are revealed if challenged.
5. A player loses a die.
6. A new round begins.

5. Rolling Dice

All players shake and roll their dice privately.

You may look at your own dice but must keep them hidden from the other players.

6. Making Claims

A claim is a statement about how many dice of a certain number exist across all players' dice.

Examples:

Three 3s

Four 5s

Six 2s

A claim means there are **at least that many** of that number across the entire table.

7. Wild Ones

1s are wild.

This means a 1 can count as any number when checking most claims.

Example:

If the claim is **Four 5s**, then both 5s and 1s count toward the total.

Important exception:

If the claim itself is **ones**, then only actual 1s count.

8. Player Turn Options

On your turn you must do one of the following:

Raise the claim

Call Liar

Call Spot On (optional house rule)

You may not pass.

9. Raising the Claim

To raise the claim you must make a higher claim than the previous one.
Claims must follow the betting rules described later in the document.

10. Calling Liar

Instead of raising the claim, you may challenge the previous player by saying:

Liar.

All players reveal their dice.

Count the matching dice across the table.

Remember:

Ones count as wild unless the claim was about ones.

Result:

If the claim was true or higher than stated, the challenger loses one die.

If the claim was false, the player who made the claim loses one die.

11. Losing Dice

When a player loses a die, it is removed from the game permanently.

Players with no dice remaining are eliminated.

12. Starting the Next Round

The player who lost a die begins the next round.

All remaining players roll their remaining dice again.

13. End of the Game

The game ends when only one player has dice remaining.

That player wins.

14. Optional House Rules

These rules may be used if the table agrees before the game begins.

A. Spot On

Instead of raising the claim or calling liar, a player may call:

Spot On.

This means the player believes the previous claim is exactly correct, not higher or lower.

All players reveal their dice.

If the claim is exactly correct:

Every other player loses one die.

The player who called Spot On loses nothing.

If the claim is not exactly correct:

The player who called Spot On loses one die.

Alternate Spot On Variant

Some tables play a softer version.

If a player calls Spot On and the claim is exactly correct, the caller **regains one die they previously lost** instead of causing other players to lose dice.

If the caller already has the maximum number of dice, nothing happens.

If the claim is not exactly correct, the caller still loses one die.

B. Opening Bet Minimum

To prevent extremely low opening bets, the table may require a minimum opening claim at the start of each round.

The opening claim must be **at least half the number of players, rounded up**.

Examples:

3 players → minimum opening bet is 2

4 players → minimum opening bet is 2

5 players → minimum opening bet is 3

6 players → minimum opening bet is 3

The opening player may choose any face value, but the quantity must meet the minimum requirement.

Example with 5 players:

Legal opening bets:

Three 2s

Three 4s

Three 6s

Illegal opening bets:

Two 5s

One 6

This rule speeds up the early game and prevents obvious low bets.

C. No Wild Ones

In this variant, 1s are not wild.

All dice only count as the number actually shown.

D. Palifico Round

In this variant, special rules apply when a player is reduced to **one remaining die**.

When a player loses their second to last die, the next round becomes a **Palifico round**.

During a Palifico round:

1s are not wild.

After the first claim is made, the **face value of the claim cannot change**.

Players may only increase the **quantity** of the claim.

Example:

Opening claim: Three 4s

Legal raises:

Four 4s

Five 4s

Six 4s

After the Palifico round ends, the game returns to normal rules.

E. Interrupt Challenge

In this variant, players may challenge a claim **out of turn**.

At any time after a claim is made, a player may interrupt and call:

Liar.

The round stops immediately and all dice are revealed.

Because the challenge was made out of turn, the risk is greater.

If the claim was true, the interrupting player loses **two dice**.

If the claim was false, the player who made the claim loses **one die** as normal.

15. Betting Rules Reference

Claim Format

All bets follow this structure:

Quantity + Face Value

Examples:

Three 3s

Four 2s

Five 6s

Each claim means there are **at least that many** of that number across the table.

Legal Raises

A new claim must be higher than the previous claim.

A claim is considered higher if it increases either:

The quantity of dice

The face value of the dice

Example:

Previous claim:

Three 3s

Legal raises include:

Three 4s

Three 5s

Three 6s

Four 1s

Four 2s

Four 3s

Four 4s

Important example:

Four 2s is a legal raise over Three 3s because the quantity increased.

Sixes Rule

If the current claim is already sixes, the face value cannot increase further.

Example:

Four 6s

Legal raises:

Five 1s

Five 2s

Five 3s

Five 4s

Five 5s

Five 6s

Illegal Raises

A bet is illegal if it does not exceed the previous claim.

Example. Previous claim:

Three 3s

Illegal bets:

Three 2s

Three 3s

Two 6s

Have Fun!

Rainear.net

Copyright © 2026 David “Butters” Rainear Jr.
This rulebook compilation and formatting are original.
Liar’s Dice is a traditional public-domain dice game.

All Rights Reserved