

# DICE BASICS

## GENERAL RULES (All Games)

A "Call" is a Statement of Total on the Dice  
A Call May Be True OR Completely Made Up  
Winners Start Play, Losers Drink  
Always Keep Dice Covered from Opponent's View  
If You Don't Believe the Call, Lift Your Cup and Show the Dice

## MEXICAN

2 Dice to Generate a 2-Digit Number  
Winner Rolls & Calls to Player on Left  
Values Run from Low to High:  
**31 32 41 42 43 51 52 53 54 61 62 63 64 65 11 22 33 44 55 66 21**  
21(a "Mexican"), While the Lowest #, is the Best Roll  
Player Receiving Call Chooses To Believe or Lift Cup  
**If Believed** - Player Rolls and Makes a Larger Call to the Next Player  
**If Lifted** - Roller Loses if Call is a Lie, Lifter Loses if Call is True  
Repeat as Above

**EXCEPTION** - When a Mexican (21) is Called, Penalties are Doubled. Players Receiving this Call may opt to Believe and take only one penalty BUT they must return dice to Winner without looking.

## SINGLE-CUP LIAR'S DICE

5 Dice to Generate Numbers of a Kind  
**Ones are Wild**  
Winner Rolls and Calls Number of a Single Kind ("Three 4s")  
Values Run from Low to High In Both Number & Kind:  
**One 2, One 3.....Two 2s, 2 3s, 2 4s.....up to 5 2s, 5 3s, 5 4s, 5 5s, & 5 6s.**  
There are no poker hands - i.e. Full House, Straight, etc.  
Player Receiving Call Announces "I Believe You" or Lifts Cup  
**If Believed** - Player May Save Any Die or Dice From Under Cup, Roll Remaining Dice, and Make a Larger Call to the Next Player. (Hint: Always Save 1s)  
**If Lifted** - Roller Loses if Call is a Lie, Lifter Loses if Call is True.  
Repeat as Above.  
**IMPORTANT** - Each Player Can Choose to Save Any Dice & Re-Roll Any Dice, Even Those Saved By Previous Player.

## MULTIPLE-CUP LIAR'S DICE

Rules Same as Above (**Ones Are Wild!**) With Following Exceptions:  
Every Player Has Their Own Cup With 5 Dice  
Everyone Rolls Their Dice  
Winner Begins Play By Guessing the Total Number of a Given Kind Under All Cups.  
**Example:** 4 players x 5 Dice = 20 Total. Player Has Four 3s. Player Guesses "Eight 3s" Based on the Assumption the Other 3 Players have Four 3s (or more) Among Them.  
Next Player Must Beat This Call (8 6s, 9 3s, etc.) or Lift Cup.  
**Loser of Each Round Discards One Die to Middle of Table**, Thus Round 2 Guesses Are Made From 19 Dice (One Player Has Only Four), Round 3 - 18 Dice, etc. Play Continues Until Only One Player Has Any Dice. This is the **Grand Champ**.  
**IMPORTANT** - All Cups Are Re-Rolled Each Round. No Dice Are "Saved" as in Single-Cup.