

PIRATE'S LIES

WELCOME ABOARD, PIRATE!

ROLL YOUR DICE AND BE READY TO LIE LIKE A MEAN SAILOR.

IN PIRATE'S LIES YOU'RE TRYING YOUR BEST TO KEEP AS MANY OF YOUR DICE AS POSSIBLE AND CHEAT OFF AS MANY AS POSSIBLE FROM YOUR OPPONENT.

SET YOUR SAILS AND BE READY FOR A LOT OF FUN, MALICIOUS JOY AND GAMBLING.

GOAL OF THE GAME:

OVER THE COURSE OF MANY ROUNDS, PLAYERS WILL LOSE DICE FROM THEIR DICE POOL. IT IS YOUR GOAL TO KEEP YOUR DICE UNTIL YOU ARE THE ONLY PLAYER WITH DICE LEFT.


HOW TO PLAY:



THE DICE

PIRATE'S LIES IS BASED ON THE GAME "LIAR'S DICE" WHICH IS A WELL KNOWN DICE GAME AND IS PLAYED IN LOTS OF VARIATIONS. FEEL FREE TO MODIFY THE RULES AS YOU WISH FOR THESE RULES ARE NOT WRITTEN IN STONE AND CAN EASILY BE RESHAPED.

FOR NOW, WE COME TOGETHER ON COMMON GROUND WITH THIS SET OF RULES:

EACH PLAYER STARTS THE GAME WITH FIVE DICE AND ONE CUP. THE MOST EXPERIENCED PIRATE IS THE FIRST TO GO. EVERYONE SHAKES THE CUP WITH THEIR OWN DICE ONCE AT THE START OF THE ROUND, AND KEEPS THEM COVERED UNDER THE CUP. YOU MAY LOOK AT YOUR OWN DICE BUT KEEP THE RESULTS TO YOURSELF!

NOW THE BIDDING BEGINS. THE FIRST PLAYER MAKES A BID CONSISTING OF A DICE RESULT AND THE NUMBER OF THESE RESULTS. FOR EXAMPLE "4 FIVES" 

THE NEXT PLAYER HAS TO OUTBID THIS OFFER WITH A HIGHER BID. EITHER YOU RAISE THE DICE RESULT OR THE NUMBER OF RESULTS. FOR EXAMPLE, AFTER "4 FIVES" YOU CAN RAISE THE BID TO EITHER "5 TWOS"  OR "4 SIX" 

BOTH OF THESE BIDS RAISE THE FORMER ONE BUT AFTER THE DICE RESULT REACHES THE SIX YOU HAVE TO RAISE THE NUMBER OF THE RESULTS.

NOTICE THAT YOU CAN BID ANY DICE RESULT WHEN YOU RACE THE DICE NUMBER.

IF A PLAYER DOESN'T WANT TO RAISE THE OFFER BECAUSE THEY THINK THE FORMER PLAYER MIGHT LIE OR THEY DON'T BELIEVE THAT THEIR BID WOULD GO

THROUGH, THEY CAN CALL THE FORMER PIRATE A LIAR. IN THAT CASE EVERYONE REVEALS THEIR DICE AND THE RESULTS ARE CHECKED. EVERY DICE OF EVERY PLAYER COUNTS AND IF THE BIT TURNS OUT TO BE HIGHER THAN THE DICE THAT ARE ACTUALLY ON THE TABLE, THE BIDDING PLAYER IS FOUND GUILTY OF LYING AND LOSES A DICE FROM HIS CUP. IF THE DICE RESULT OF ALL PLAYERS EQUALS OR IS HIGHER THAN THE OFFER OF THE ACCUSED PIRATE, THE ACCUSER LOSES A DICE FROM THEIR CUP.

NOW EVERYONE SHAKES THEIR CUPS AGAIN AND THE PLAYER WHO ACCUSED ANOTHER ONE MAKES THE FIRST BID OF THE NEXT ROUND. IF YOU LOSE YOUR LAST DICE YOU ARE DISQUALIFIED. THE ONE PLAYER WHO IS THE ONLY ONE LEFT WITH DICE IN HIS CUP WINS THE GAME.

EXAMPLE OF A ROUND

EVERYONE ROLLS THEIR DICE.

PETER MAKES THE FIRST BID: 4 *FOURS*!

MARY RAISES: 5 *TWOS*!

TOM RAISES TOO: 5 *FIVES*!

JOHN DOESN'T BELIEVE THAT THERE ARE 5 FIVES UNDER EVERY CUP, SO HE CALLS TOM OUT AND EVERYONE REVEALS THEIR DICE. JOHN HAS BAD LUCK, BECAUSE THERE ARE A TOTAL OF 6 FIVES ON THE TABLE. SO JOHN LOSES A DICE AND STARTS THE NEXT ROUND WITH HIS BID.

THE CARDS

NOW THAT YOU KNOW THE BASIC RULES CONCERNING THE DICE, IT IS TIME TO INTRODUCE YOU TO THE CARDS WHICH EXTEND THE GAME EXPERIENCE A LOT! AT THE BEGINNING OF A GAME YOU SORT THE CARDS BY THEIR RATING WHICH CAN BE FOUND ON THE TOP RIGHT CORNER OF EACH CARD. THIS SHOULD GIVE YOU FOUR FACE DOWN STACKS. THEN DEAL EACH PLAYER ONE CARD OF THE RATING NUMBER ONE FACE DOWN. YOU MAY LOOK AT YOUR OWN CARDS BUT KEEP THEM TO YOURSELF. AT THE END OF A ROUND DRAW A NEW CARD FROM THE APPROPRIATE CARD STACK.

RATING NUMBER



WHEN YOU ARE LEFT WITH FIVE DICE DRAW A CARD OF THE RATING NUMBER ONE; WHEN YOU ARE LEFT WITH FOUR DICE DRAW A CARD OF THE RATING NUMBER TWO; WHEN YOU ARE LEFT WITH THREE DICE DRAW A CARD OF THE RATING NUMBER THREE; IF YOU ARE LEFT WITH TWO OR LESS DICE DRAW A CARD OF THE RATING NUMBER FOUR. DON'T DRAW A NEW CARD IF YOU ALREADY HAVE THREE CARDS IN YOUR HAND.

EACH CARD HAS AN EFFECT WHICH IS STATED ON THE CARD. YOU CAN PLAY ONE OR MORE OR NO CARDS DURING A ROUND. TO PLAY THEM YOU HAVE TO ANNOUNCE THAT YOU ARE USING A CARD/CARDS AFTER EVERYONE ROLLED THEIR DICE BUT BEFORE THE FIRST BID IS MADE. YOU PLACE EACH CARD FACE DOWN IN FRONT OF YOU AND THEY ARE REVEALED, WHEN A PLAYER IS ACCUSED OF LYING AND ALL THE DICE ARE REVEALED.

THEN, BEFORE THE DICE RESULTS ARE ADDED TOGETHER, STARTING FROM THE PLAYER WHO ACCUSED THE FORMER, EVERY PLAYER REVEALS ONE SINGLE CARD AT THE TIME AND RESOLVES ITS EFFECT. AFTER EACH PLAYER RESOLVED ONE CARD, IN THE SAME ORDER EVERYONE PLAYS A SECOND CARD IF THEY HAVE PREVIOUSLY CHOSEN TO USE MULTIPLE CARDS. SAME PROCEDURE APPLIES TO FURTHER CARDS. IF A PLAYER HAS NO MORE CARDS TO RESOLVE, THEY ARE SKIPPED AND THE NEXT PLAYER RESOLVES THEIR NEXT CARD.

THE EFFECTS CAN CHANGE THE RESULT OF YOUR OR YOUR OPPONENTS' DICE. WHEN A CARD STATES THAT YOU MAY MANIPULATE YOUR OPPONENT'S DICE BY, FOR EXAMPLE 2, YOU CAN ADD OR SUBTRACT UP TO 2 DOTS TO ONE OR MORE OF YOUR OPPONENTS' DICE. A CARD CAN ALSO ALLOW YOU TO REROLL YOUR OR THE DICE OF YOUR OPPONENTS. THE CARD WHICH ALLOWS YOU TO UNDO THE EFFECT OF AN OPPONENT'S CARD MUST BE PLAYED FACE DOWN LIKE EVERY OTHER CARD, BUT IT CAN BE REVEALED AT ANY TIME DURING THE ROUND TO UNDO THE CARD EFFECT OF ANOTHER PLAYER. BY STEALING AN OPPONENT'S DICE YOU ADD IT TO YOUR CUP. YOU CAN'T HAVE MORE THAN FIVE DICE IN YOUR CUP.

TEAM VARIANT

IF YOU'RE PLAYING WITH AN EVEN NUMBER OF PLAYERS YOU CAN SPLIT UP IN TEAMS OF TWO. MAKE SURE YOU DO NOT SIT NEXT TO YOUR TEAMMATE BUT RATHER BETWEEN TWO OPPONENTS. NOW IT'S UP TO YOU AND YOUR TEAMMATE TO KICK YOUR OPPONENTS OUT OF THE GAME BY BEING THE LAST ONES LEFT WITH DICE IN YOUR CUP. THIS VARIANT IS VERY THRILLING BECAUSE YOU AND YOUR TEAMMATE CAN USE YOUR CARDS TO HELP EACH OTHER OUT AND SPOIL IT FOR YOUR OPPONENTS. IT BRINGS ANOTHER LEVEL OF FUN AND GLOATING.