

# LEIRA'S DICE

(2 - 5 players)

## Determining the Starting Player

Everyone rolls 2 dice. The highest is the starting player.

## Starting a Round

- Everyone rolls 5 die and keeps them hidden (use the cup)
- The starting player makes a starting bid
- Subsequent players (working clockwise around the table) either make a new bid, or challenge the previous one

## Making a Bid

A bid is a prediction that among everyone's dice there are *at least* x Dice showing x on their face. For example, a player might bid that they believe there are three 2s (□□□).

There are no restrictions on the starting bid, but all subsequent bids must consist of:

- A higher number of the same dice face (e.g. four 2s)
- The same number of a higher dice face (e.g. three 4s)
- A higher number of a higher dice face (e.g. five 5s)

Be careful though, bidding too many of too high a dice might result in a challenge!

## Challenging a Bid

On their turn players can challenge the previous bid by declaring "*The Lady of Deception works through you!*"

Once a challenge has been made *all* players must reveal their dice and the bid is checked. If the:

**Bid was incorrect** (there aren't *at least* that many of that dice face: The Challenge was successful, and the player that made the bid loses a dice (place it out of game).

**Bid was correct** (there are *at least* that many of that dice face): The Challenge was unsuccessful, and the player that made the challenge loses a dice. If the bid was *exactly* correct, then the lost dice is instead given to the player that made the bid.

Once a challenge has been resolved, a new round begins with the loser of the challenge as the starting player and all dice (except those removed) are re-rolled.

If a player has lost all of their dice, they are out of the game.

## Winning the Game

As players lose dice the game speeds up, and eventually only two players will remain. Should both players only have one dice remaining they must instead bid on the sum of both dice. Like normal bids, the total bid can only be increased or challenged.

The last player standing, wins!

**Golden Goose Recommendation:**

Each player places 3gg in the pot. Winner takes all!