



	1	1	1	1	1	1
1	2	2	2	2	2	2
	3	3	3	3	3	3
2	4	4	4	4	4	4
	5	5	5	5	5	5
3	6	6	6	6	6	6
	7	7	7	7	7	7
4	8	8	8	8	8	8
	9	9	9	9	9	9
5	10	10	10	10	10	10
	11	11	11	11	11	11
6	12	12	12	12	12	12
	13	13	13	13	13	13
7	14	14	14	14	14	14
	15	15	15	15	15	15
8	16	16	16	16	16	16



# Dudo (“I Doubt It!”)

a.k.a. Bluff, Perudo, Liar’s Dice

For two or more players. Each player needs a **dice cup** and **5 dice**.

The object of Dudo is to be the last remaining player with dice. The game is played in rounds. The highest roller starts the first round. Each round starts with all players rolling their dice by shaking their cups and bringing them down upside down on the table. Each player secretly looks at their dice under their cup without revealing them to other players. Players will be guessing what **everyone** has underneath their cups.

The first player turns to the player on their left and asks, “Do you think we rolled (insert claim here)?” The claim could be “ten 6’s”, “eight 3’s”, or any number of dice of a particular die rank (1-6). For example, suppose three people, Anne, Brad, and Christy, are playing. Anne rolls the highest and starts the first round. All roll their dice and peek under their cups to see what they rolled. Ann sees a 2, two 3’s, a 4, and a 6. She turns to Brad on her left and asks, “Do you think we rolled six 3’s?”

The next player then has a choice: They can either (1) doubt it and say “Dudo!” or (2) ask the player on their left a similar question with a stronger claim. A stronger claim is one that (1) claims a higher number of dice (e.g. seven 2’s, eight 3’s) *or* (2) claims the same number of dice but with higher rank (e.g. six 4’s, six 5’s, six 6’s). See the claim chart. If the claim is in a lower row *or* further to the right in the same row, it is a stronger claim. Note that claims about 1’s are twice as strong. We’ll see why later.

Brad looks at his dice and sees that he has three 3’s, so he thinks that it’s very likely that they all have at least six 3’s. Since he doesn’t doubt the claim, he turns to Christy and asks, “Do you think there are seven 6’s?” Christy has the same choice as Brad. She can doubt or ask. Christy doesn’t have any sixes, doubts Brad, and says “Dudo!”

When a player says “Dudo!” all players immediately lift their cups and show what they have. When counting the number of dice, there’s an important twist: 1’s are “wild”. That means that 1’s can count as any other rank. Anne, Brad, and Christy lift their cups. Anne has one 6. Brad has a 6 and a 1. Christy has two 1’s and a 6. Together, they have three 1’s and three 6’s. Since the 1’s are wild, they can count as 6’s, so they actually rolled six 6’s and not the seven 6’s of Brad’s claim. Brad then loses one of his dice and it is removed from the game. Since 1’s are wild and no other dice counts for them, they are harder to roll in larger numbers and so claims for them are stronger.

If the *difference* between the claim and the actual number of dice is one or more, the player on the losing side of the challenge loses that many dice. However, if there is *no difference* between the claim and the actual number of dice, each player other than the one making the correct claim loses one die. Christy doubts Brad’s “seven 6’s”. If Anne, Brad, and Christy had rolled...

- Five 6’s → Brad loses 2 dice (the *difference* of seven and five)
- Seven 6’s → Anne and Brad lose 1 die each (Christy’s claim was correct)
- Ten 6’s → Christy loses 3 dice (the *difference* of ten and seven)

Once a player loses all dice, they are out of the game. The player winning a dudo challenge begins the next round. Play continues until only one player has dice. That player is the winner!