



Dudo: An Introduction to the Incan Bluffing Dice Game

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Dudo

- “According to legend, King Atahualpa of the Incas taught this to the Spanish conquistador Pizarro more than 400 years ago...” (Mohr, 1997)
- Origin generally believed to be 15th c. Inca
- Variants long popular in many Latin American countries







































Beyond Latin America

- Many variants/names (Liar's Dice, Perudo, Bluff, Call My Bluff, Cacho, Cachito)
- Internationally popular
 - BoardGameGeek.com rank 236/49160 (top ½%!), 11/2/10

Dudo Overview

- Bluffing dice game for 2+ players
 - Each player rolls 5 dice concealed under cup
 - Players make successively bolder claims about *all* dice rolled until player challenges
 - Loser of challenge loses dice
 - Last player with dice wins

Dudo Claims

	1		1		1		1		1		
1		2		2		2		2		2	
	3		3		3		3		3		
2		4		4		4		4		4	
	5		5		5		5		5		
3		6		6		6		6		6	
	7		7		7		7		7		

Dudo Rules

- Players each roll and privately view 5 dice concealed under a cup. 1's are wild.
- Players make successively greater claims until one challenges the previous claim with “Dudo!” (Sp. “I doubt it!”), all reveal dice, and:
 - More/less than claimed? Challenger/claimant loses dice according to difference.
 - Claim exactly correct? Challenger loses 1 die.
- The next round begins with challenge winner.
- The last player with dice wins.

References

- Reiner Knizia. ***Dice Games Properly Explained***. Elliot Right-Way Books, Brighton Road, Lower Kingswood, Tadworth, Surrey, KT20 6TD UK, 1999
- Marilyn Simonds Mohr. ***The New Games Treasury – More Than 500 Indoor and Outdoor Favorites with Strategies, Rules and Traditions***, Houghton Mifflin Co., Boston, 1997
- Dudo rules online:
<http://cs.gettysburg.edu/~tneller/games/rules/dudo.pdf>