

LIAR'S DICE GAME RULES



1. “Mafia” style play. Any Player can pull (“snap”) any other player on any call.
2. No two-club members may sit next to each other.
3. Two members from each club sit down at the table.
4. In the beginning of the game, each person will roll a die and the person with the highest die will begin the play.
5. Aces are wild unless a player calls “aces” at the first call, then nothing is wild.
6. When a player loses the first time, 1 die is pushed out. When that player loses again, 1 more die will be pushed out. This will continue after each loss. When a player has pushed out all dice, that player is out of the game. No chips will be used.
7. The last person with dice wins the game.