

Dice Games



Liar's Dice

1. Everyone antes a unit (chip, dollar, quarter).

2. The first player rolls all five dice "closed", peeps under the cup, and announces to the next player that he has a specific poker hand. If he chooses, he may slide one or more dice into the open, but in such case his call must include these exposed dice - for instance - he may not expose a pair and call a straight.

3. The excitement of this game is that the call need have any relation at all to the hidden dice: players may overcall or undercall as wildly as they like, and the others have to try to figure out their bluff.

4. The second player has two options:

- He may claim that the first player is lying, in which case the cup is lifted. If the first player has a lower hand than called, he drops out. But if he had what he claimed, or better, then the challenger drops out.

- Alternatively if the second player accepts the first one's call then the he picks up the cup and re-rolls the dice, repeating the process above. He must call a hand better than the one he accepted.

5. Each round ends with a challenge and one of the two players concerned is eliminated. The remaining players ante again, and the winner starts a new round.

NOTE: a player is not forced to look at the dice he accepts, nor to re-roll them: he may simply pass the cup on as received, but he must claim a higher hand than he accepted.

6 Cups



1. One die, 6 cups (various sizes) and plenty of alcohol

2. Place six cups in a line, each cup represents a number on the die

3. Player begins by rolling the die

4. If cup is empty, pour any amount of alcohol into the cup and pass die to next player

5. If cup has alcohol in it, the player must drink the entire contents and then roll the die again

6. Continue until you roll a number that corresponds to a empty cup

7. Last player standing wins (Please play responsibly)



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Left, Center, Right

1. Give each player an equal stack of poker chips, between three and eight chips is best. (quarters work also)

2. The beginning player throws three dice. For each "1" he rolls, he passes one chip to the player to his left. For each "2" he rolls, he passes one chip to the player to his right. For each "3" he rolls, he will place one chip in the center of the table; this is the pot that the winner will take. For numbers 4, 5 or 6 no action is taken. Pass the dice to the next player.

3. If you run out of chips you are out of the game. The game ends when only one player is left holding all the chips or money. (Please play responsibly)



7-14-21

1. The first player rolls 5 dice looking for 1's (aces). If a player doesn't shake any 1's, the cup is passed on to the player to his left.

2. If a player does get an ace (or multiple), count the number of aces and shake again, building upon the previous number.

3. When a player reaches, or surpasses the numbers 7, 14, 21, the following happens:

7 = choosing a shot
14 = buying the shot
21 = drinking the shot

4. Upon reaching number 17, remove the aces from play as they are rolled. For example, if you are shaking on an 18, there should only be three dice in the cup. The winner is the person that gets the 21st ace (unless it's a bad shot, then they are the loser!) (Please play responsibly)



Ship, Captain, Crew

Goal: To throw, in order, 6, 5, 4 and score most points with remaining dice.

1. Each player is allowed three throws. On your turn, begin by throwing all 5 dice.

2. The first die you keep must be a 6, the second a 5 and the third a 4.

3. Once the 6, 5 and 4 have been obtained and set aside, the goal, is to obtain the highest score with the remaining two dice.

4. A player who rolls a 6, 5 and 4 in fewer than three rolls can re-roll the remaining two dice, to better their score.

5. The player who has successfully set aside, in three rolls, the 6, 5 and 4 and has the highest score of the remaining two dice is the winner. (Please play responsibly)