

**2-4 PLAYERS****AGES 8+**

DICE DICE BABY™

THE DICE-BLUFFING GAME WHERE BABIES ARE WILD!

INSTRUCTIONS

CONTENTS

4 Sets of Five Dice

4 Dice Cups

OBJECT OF THE GAME

Deceive your friends to avoid being challenged and watch for your opponents' bluffs to call them out at the right time to catch them in a lie. Be the last player with at least one die remaining to win!

SET UP

Give each player a dice cup and five dice of the same color. The first player is the last person to have held a baby. Play continues to the left.

PLAYING THE GAME

Dice Dice Baby is played in rounds. In each round, all players will:

- 1 Shake the dice in the cup and turn it upside down on the table, capturing all dice inside.
- 2 Tilt the cup to view their dice, keeping them hidden from other players.
NOTE: Players can peek at their own dice at any time, but should not confirm or deny information about their roll.
- 3 The first player makes an opening bid.
- 4 Following players either increase the bid or challenge the previous bid.
- 5 Challenges are settled by players revealing all the dice under their cups.

Making Bids

A bid will always include the quantity of dice that the player believes (or bluffs!) will show for a specific face value (1, 2, 3, 4, or 5) when all players lift their cups. For example, if a player bids "six 3s" then they are claiming there are six dice showing a face value of 3 in all players' latest roll.



REMEMBER! Babies are wild in this game, and will take the place of whatever face value the bidder chooses. In the above example, if they bid "six 3s" and there are five dice with a face value of 3, and one baby, the bidder wins!

The game continues to the left, and the next player must either increase the bid or challenge the bid. A bid can be increased in the following ways:

- 1 Increase the quantity of the dice (e.g. raising from "five 2s" to "six 2s")
- 2 Increase the face value of the dice (e.g. changing from "five 4s" to "five 5s")
- 3 Increase both the quantity of dice and face value of dice (e.g. raising from "five 2s" to "six 4s")

There is no limit to how far a bid can be increased from player to player, and you can always bluff, but if the bid is too wild... prepare to get challenged!

Challenging Bids

During any player's turn they can choose to challenge the previous player's bid instead of increasing it. When a bid is challenged, all players will lift their cups to reveal their dice. The group will count the number of dice showing the specific face value of the bid, and add any dice showing the Baby to the total. The Baby is wild and is always counted in the bidder's favor during a challenge.

If the challenged player's bid matches (or is less than) the total number of dice revealed in the latest roll, then the bidder wins! If the bid is too high, then the challenger wins!

The player who loses the challenge must remove one of their dice from the game. If a player loses all of their dice, they are out of the game.

WINNING THE GAME

Be the last player with at least one die remaining to win!



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Warning. Not suitable for children under 3 years. Small parts.
Choking hazard.

