
D I X K I B L U F F

**15 to 20 minutes****from 12 years****3 to 9 players**

Presentation

A little bluff to mislead your opponents and a little bit of mentalism to thwart their pitfalls will make you the best bluffer in this game inspired by **Dudo**, the famous traditional Chilean game.

Goal of the game

The goal of the game is to be the last to have at least one DiXe in his hand.

Required material



Between 3 and 6 dice per player. The more you take DiXes and longer the game will be.



For a first game, we advise you to play with 3 dice per player..

Setting up



Each player take 3 DiXes in hand.



Players agree among themselves to choose a game order, the simplest being clockwise around the table.

Course of the game

The game takes place in several rounds. At the end of each round, one player will loose a DiXe.

Each round is in two phases.



Phase 1 : Putting

During this phase, players throw the DiXes they have in their hands.

The player who won the previous round will not throw his DiXes but will put them on the table, choosing the symbols (or characters) hidden.



Phase 2 : The bets

This phase consists of a series of bets expressed by the players one after the other. The bets are on the hidden faces of all the DiXes launched by the players. A bet consists of announcing the minimum number of faces of a given symbol (for example : "There are 2 Pi"). Figures are jokers, they replace each symbols.

After a bet, the next player can raise the bids, doubt or confirm.



Raise the bids

If current player thinks the bet of the previous player is correct, he should increase the value of the bet :

- by indicating another symbol on the same value, in this case the bet is on its symbol and the symbol of the previous bet (for example, after "there are 3 Pi" he can say "there are at least 3 Pi and 3 Bombes"),
- by increasing the value (for example, after "there are 3 Pi" he can say "there are 4 Smileys").



Doubt

If the player thinks the previous player is wrong, he should say : « **Bluff!** »

In this case, each player return their dice, we count the number of faces having the announced symbol and we add the number of figures (jokers) if there is any.



If this number is **less than** the announced number, then the player who issued the annoucement discards a dice.



Sif the number is **greater than or equal** to the number announced, then it is the player who announced the bluff who discards a dice.



Confirm

At any time during betting, a player (regardless of his location ont the table) can announce that the last player to bet is right :

he should say :« **DiXe!** »

In this case, all players return their dice, we count the number of faces having the announced symbol and we add the number of figures (jokers) if there is any.



If this number is **different** from the announced number, then the player having announced « DiXe! » discards a dice.



If this number is **exactly equal** to the number announced, then the player who made the previous announcement must give a dice to the player who said « DiXe! ».

Example

A player bid on the total number of faces of a symbol. For example he says « There are 5 bombs », which means there are at least 5 bombs.

The next has 3 options :

- **Raise the bids** : he can add a symbol on the same value (for example 5 bombs and 5 yinyang) or increase the value (for example 6 smileys),
- Say « **Bluff !** » : the player thinks there are less than 5 bombs in all.
- Say : « **DiXe !** » : the player agrees with the announcement just made, he thinks there are exactly 5 bombs.

End of round

At the end of the round, if someone has no more dice then he is eliminated from the game, he can not play on that game or even say that another player is right.

The one who has just win a bid starts the betting phase of the next round. Le joueur qui vient de gagner la manche précédente recommence la phase de mise. He can choose the symbols he will hide while others throw their DiXes. Then he says the first bid.

End of the game

The last player to have DiXes is the winner of the game.

