

Mentirosa

2 to 20 players (with extra sets)

[www. Mentirosa.org](http://www.Mentirosa.org)

CONTENTS: 6 Mentirosa tubes, 6 sets of Poker Dice, 1 bag of loser chips, instructions.

WHAT IS MENTIROSA?

Mentirosa, in Spanish means deceitful woman, and as its name implies, this is a game of deceit. To win, you must mislead your opponents and manipulate each turn to your advantage. Lie, cheat, taunt, tease and remember, he who lies last, lies best.

OBJECT: The object of the game is to be the last player standing. To succeed, you must not attempt to win each round. Instead, try to avoid elimination.

GAME SETUP: Each player takes a tube and five poker dice*. Place the red bag with loser chips at the center of the table.

The poker dice have six suits pictured here in descending order. (The suits do not represent any numeric values.)

Ace King Queen Jack Red Black



***Note:** Classic Poker hands like “Full House”, “Flush” and others play no part in the game of Mentirosa.

GAME PLAY: The object of the game is to guess the number rolled, of any suit, among all the dice.

It is important to know how many total dice are in play. Since each player has 5 dice, multiply 5 by the number of players in the game.

For example, 5 dice x 6 players = 30 dice in play.

To begin the game, each player rolls a single die in open view of other players. The player with the highest suit starts the play. If a tie occurs, only those players in the tie roll again.

Each player throws five poker dice into their tube. Look at your hand, but it should remain hidden from your opponents until a call is challenged.

The play can go either clockwise, or counter clockwise, but must be decided by the starting player at the beginning of each turn.

A turn begins when the starting a player makes a call, for example three Jacks. This means that the calling player believes that there are at least three Jacks among all the dice in play. The next player has two options:

1. **Raise the call.** This is done by, raising the suit called, raising the number of dice called, or both. In this example, the next player could call three Queens, three Kings, three Aces, or four of anything else. Any of these would be higher than the three Jacks called.

Or.

2. **Challenge the call.** When a player challenges a call, he or she does not believe that the hand called, in this case three Jacks, exists among all the dice in play.

To challenge, a player raises their tube, revealing their hand and signaling to the other players to do the same. At this point, the suit in play is counted.

In this example, if there are at least three Jacks among all the dice in play, the challenger receives a loser chip and a new turn begins.

If there are less than three Jacks among the dice in play, the calling player receives a loser chip and a new turn begins.

The loser will always begin the next turn.

Only the next player can challenge the call and each player must increase or challenge the call during his/her turn. There is no passing.

Once a call is raised, it is the next player's turn and he or she has the same two options. The game continues in this manner, player after player, until a call is challenged.

RULES:

- A player cannot reveal their hand to any other player.
- A player can continue rolling his or her dice, as many times as they like per turn, until the calling player makes the first call. After that, the dice must not be rolled again until the next turn.

STRATEGY:

- Do not base your strategy solely on what you have rolled. More often than not, you should make calls based on what you do not have, to throw off the other players.
- Taunting or trash talking is encouraged. Try to encourage other players to challenge or raise a call. Protecting you and putting them at risk.

WINNING:

Palo Alto

When a player accumulates four out of five loser chips, they have the option of calling Palo Alto, or High Stick. This is a sudden death option, which if used correctly, gives the player a temporary advantage.

During Palo Alto, the suit that is called at the beginning of the round cannot be changed. For example, if a player calls four Kings, the next player must either call five Kings or more without changing the suit, or challenge the call. This continues until the end of this round.

When a player accumulates five loser chips, they must exit the game, reducing the total number of dice in play, by 5. The play continues until all but one is eliminated.

The last player left in the game wins.

**ADVANCED
GAMES:**

Dirty Mentirosa

During this type of play, Aces are considered wild. Therefore, when counting suits, the Aces are counted along with the suit in play. For example, ten Queens and three Aces will be counted as 13 Queens.

Dirty Mentirosa can be opted for at the beginning of any turn and continues until the end of that turn.

Cartel

In this version of Mentirosa, loser chips are not needed. When a player loses a turn, he/she must remove one of their own dice from play. Therefore, after every turn, the total number of dice in play is reduced by one.

When a player loses all of their dice, they must exit the game.

Short Games

To speed up a game, play up to only three loser chips instead. In this case, Palo Alto can be called when a player accumulates two loser chips.



If you have any questions or comments, please visit our website:

<http://www.mentirosa.org>

or

Email us at: games@mentirosa.org

Mentirosa™ and the distinctive Mentirosa logo are trademarks of Yuca Productions, Miami FL.