PERUDO

PERUDO™

RULES

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Historical Note

In 1532 Pizarro and his conquistadors defeated and held captive the Sapa Inca Atahuallpa. Thus Peru fell into the hands of the foreign invaders, and the glories of the Inca empire came to an end.

It has been widely rumoured that during his imprisonment Atahuallpa introduced Pizarro to the Perudo dice game. Indeed the game is played throughout Spain today, as it is in Peru.

PERUDO

(Dice of the Andes)

This ancient Peruvian dice game is played with 2 or more players. It is a skillful game of guesswork, bluff and luck.

Object of the game

- Each player starts with a cup and five dice of the same colour. A process of bidding, bluffing and luck reduces the number of dice in play. The winner is the last one left with any dice.

Play

- All throw one die each to see who starts: the highest throw opens the bidding.

- Simultaneously, all players put their dice in their cups and upend them on the table, using the cup to conceal their dice from the other players. Having looked at his or her own dice, the first player makes a call based on an estimate of how many dice of a particular number there are under all the cups on the table. Two factors should be considered when making a call:

1. The total number of dice on the table. If there are six players, for example, then there will be a total of thirty dice in play. The probability therefore is that there will be five dice of any given value: five twos, five threes etc.

2. All ones - known as 'aces' - are wild and are counted as the value of whichever bid is made. Thus a call of 'seven fours' is based on a prediction that there will be a total of seven dice with a value of either four or ace.

- The player to the opener's left then makes a call, and the bidding proceeds around the table. Each bid must be higher than the last. So a call of 'seven fours' can be followed by, say, 'seven fives' or by 'eight twos', but not by 'six sixes' or by 'seven twos'. Jump bids ('nine threes', for example) can also be made, with the intention of raising the stakes for the next player.

- If a player feels unable to raise the bidding any further, the call of dudo (meaning 'I doubt' in Spanish) is made. This halts the bidding process and the last call made is accepted.

- All players then uncover their dice (the player who called dudo first, the player who made the final bid last) and those of the relevant value counted and added to the number of aces revealed. If the call was, say, 'seven twos' and there are fewer than seven dice showing either two or ace, then the player who made the bid loses one die. If there are seven (or

more) twos and aces showing, then the player who called dudo loses one die. All dice that are removed from the game should be concealed in the pouch so that the total number of dice in play is obscured.

- The player who loses a die starts the bidding process in the next round.

Aces

- Once the bidding has commenced, one other option is available: the call of 'aces'. This is a prediction of how many aces there will be. To do this, the number of dice predicted is halved from that of the previous bid. So a bid of 'eight sixes' can be followed by a call of 'four aces' (or 'five aces' etc). Fractions are always rounded up, so a call of 'eleven threes' demands an aces bid of at least 'six aces'.
- Following a call of 'aces', the next player can either raise the quantity of

aces, or can revert to numbers by doubling the quantity of aces called and adding one. So following a call of 'four aces', the next bid must be at least 'five aces' or at least nine of a number. A call of dudo can also, of course, be made.

- Each quantity of 'aces' can only be bid once in a round.

- A call of 'aces' cannot be made on the first bid of a round.

Palafico

- Any player who loses his or her fourth die is declared palafico. During the bidding in that round, other players are only allowed to raise the quantity of dice, not the value (i.e. an opening call by a palafico player of 'two threes' can only be followed by 'three threes', 'four threes' etc.)

- During a palafico round, aces are not wild.
- Only a palafico player can make an opening call of 'aces'.
- A player can only be palafico once in the course of a game: the round immediately following the loss of the fourth die.
- A player with only one die left who has already been palafico is allowed during a subsequent palafico round to raise the value during the bidding (i.e. by calling, say, 'two fours' after a call of 'two threes'). Subsequent players then follow the new value that has been called.

The end of the game

- A player who loses his or her final die is out of the game. The player to the immediate left starts the bidding in the next round.

- When there are only two players left, the palafico rules do not apply. Even if both players have only one die left, numbers can be changed in the bidding and aces are still wild.

- The winner is the last player with any dice left.

Calza

- This is an optional rule for advanced players, and is not applicable to a palafico round or when there are only two players left.

- A call of calza declares that the last bid that has been made is exactly right (i.e. that, following a bid of, say, 'thirteen fours', there are exactly thirteen dice showing four or ace).

- A call of calza can follow any bid and can be made by any player except for

the player whose turn is next. The bidding immediately ends when calza is called, and the dice are revealed. If the player calling calza is incorrect, he or she loses a die. If the call is correct, and there is exactly that number of dice, then the player gains a die from the bag. Note that no player can have more than five dice.

Demonstration hand between 6 players

Player 1:
1st call: 10 fours
2nd cal: 16 twos

Pl 2: 1st call: 10 sixes
2nd call: 8 aces

Pl 3: 1st call: 11 twos
2nd call: Dudo

Pl 6:
1st call: 15 twos

Pl 4: 1st call: 13 twos

Pl 5: 1st call: 7 aces

Conclusion

Player 3 (the challenger) revealed his die followed in sequence by player 4, 5, 6, 1 and 2. Player 2 looses a die on account of there being only 7 ones. Player 2 commences the next hand with 4 dice.

For information concerning future editions of the game or the purchase of individual dice cups please contact Paul Lamond Toys and Games Ltd PO Box 3353 London N1 1SR