

Perudo Rules

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Get Started

Have one player click the New Game button. A join code will appear at the top of their screen. All other players enter this code into the Enter Game Code screen. When all players have joined, the host clicks the Start Game button and the game begins.

Base Rules

Each player has a set of dice known only to them. Players take turns (counterclockwise) making bids related to the number of dice showing a particular face present between all sets of dice at the table. Each guess must be larger than the last, where a bid's "size" is firstly dependent on the quantity it is associated with and secondly with the face of the die it is associated with. (3 6s > 3 1s > 2 6s > 2 4s.) When a player believes the previous bid is incorrect, they may challenge it. At this point, either the challenger or the challenged (whoever was incorrect) gains a die for subsequent rounds of play. The percentage of "lives" a player has lost is indicated by that percentage of their player icon being blacked out. When a player reaches an agreed-upon number of dice, they are removed from the game. The last player standing wins! A list of game modes is presented on the next page.



The Challenge Button



The High Hand Button (Described on the next page)



The Gamemode Toggle Button (only visible to host)

Game Modes

High Hand:

Toggling this option allows a player, on their turn, to make a “high hand” call rather than a Bid or a Challenge. This call is an assertion that the previous player bid the highest valid die-quantity pair in play. When this call is made, the game enters a “high hand” mode where each subsequent player may either affirm this claim or challenge it.

On a challenge, the last player to affirm the high hand play (which may well be the player who initially chose the high hand option) is at risk of gaining a die. No other players are at risk.

If every player affirms the high hand play, no player gains a die and a new round is started.

Ones Wild:

Toggling this option makes it so that ones count for all quantities for high-hand and challenge purposes. For example, if there are 3 1s and 5 6s in play, then 8 6s is a valid claim.

Starting Dice:

This option allows you to select how many dice each player starts with.

Dice to Bust:

This option allows you to select how many dice you must gain to be eliminated. For example, if “starting dice” is 3 and “Dice to Bust” is 3, then you lose and are instantly eliminated from the game when you have 6 dice. (You will not ever see these 6 dice – you are on your last breath when you have five dice in this example.)