



PERUDO



**COSMO FRY &
ALFREDO FERNANDINI**



COMPONENTS...

- 30 Dice (5 of each color)
- 6 Cups (1 of each color)
- 1 Bag
- 1 Rulebook



OBJECT OF THE GAME.....

The last player with one or more remaining dice wins the game.



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SETUP



- Each player takes a cup and the 5 dice of the matching color.
- Place the game box in the center of the table.
- Randomly determine the first player.



PLAYING THE GAME

Perudo is played over a series of rounds during which players take turns outbidding or challenging each other. At the start of each round, each player **simultaneously** shakes their cup containing the five dice and places it upside-down on the table, thus concealing their dice from the other players. Next, each player secretly looks under their own cup to examine their dice.

Note: *Players cannot peek under other players' cups or change their die roll.*

Then, the first player starts bidding. When bidding, the player must declare out loud how many dice showing the same value they think are under all the players' cups. This starting bid is primarily based on the player's own die roll and the total number of dice in play. However, the player may bluff to trick the other players.

***Example:** At the start of a four-player game, there are a total of 20 dice in play. Alex is the first player. She rolls a 2, 2, 2, 5 and 6. She may bid "Five 2s!" (or "There are at least five 2s around the table!"). This bid seems likely because she rolled three 2s and there are 20 dice in play. She could also bid "Eight 4s!" (or "There are at least eight 4s around the table!"). In that case, Alex would be bluffing because she did not roll a single 4.*





Then, the next player in clockwise order takes their turn. They have two options:

- ✿ If they think the previous player's bid is likely, they must **raise the bid**.
- ✿ If they think the previous player's bid is too unlikely, they must declare "Dudo!" ("I doubt it!") to **challenge the bid**.

RAISING THE BID

When raising the bid, the player must choose one of the following options:

- ✿ Keep the same number of dice but increase the die value.
- ✿ Increase the number of dice and choose any die value.
- ✿ Bid Pacos (see "Bidding Pacos" on page 4).



After choosing one of those three options, the player declares their new bid and the next player in clockwise order takes their turn. They must now raise or challenge the bid.

***Example:** Alex bid "Five 4s!". Chris, the next player, can raise the bid by declaring "Five 5s!" (he increases the die value) or "Six 3s!" (in this case, he increases the number of dice).*



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BIDDING PACOS

In *Perudo*, die sides showing a 1 are replaced by special sides called “Pacos” that show the head of Paco the Toucan.



To bid Pacos, the player must declare a number of dice at least equal to **half the number of dice** of the previous player's bid (rounded up).

Example: Alex bid “Seven 4s!”. Chris can raise the bid by declaring “Four Pacos!” ($7/2 = 3.5$, rounded up = 4).



If the previous player bid Pacos, the current player can either raise the bid by increasing the number of Pacos or choosing a different die value. However, in that case, the player must bid a number of dice at least equal to **double** the number of Pacos **plus one**.

Example: Chris bid “Four Pacos!”. Sam can raise the bid and choose a different die value, in which case he must declare at least 9 dice ($4 \times 2 + 1$).

Note: Unless it is a *palifico* round (see “*Palifico*” on page 6), a player cannot start the round by bidding Pacos.

CHALLENGING THE BID (“DUDO”)

When a player declares “Dudo!”, all players remove their cups to reveal the dice. Then, players determine if the bid is correct by counting the number of dice of the chosen value and the number of Pacos (see “Wild Pacos” on page 5):

-  If the previous player is correct—and there is at least as many dice of the chosen value in play—the player who declared “Dudo!” loses a die.
-  If the previous player is incorrect—and there is less dice of the chosen value in play—that player loses a die.





Lost dice are returned to the box and are not used for the rest of the game. When a player loses their last die, they are eliminated from the game.

After a player loses a die, a new round starts. Each player shakes their cup and the player who just lost a die is the first player for the round. If that player was eliminated, the player on their left becomes the first player.

WILD PACOS

When a player declares “Dudo!”, Pacos are considered wild: they always count toward the number of dice of the value chosen during the bid.

Example: After Sam declares “Dudo!”, players reveal the dice. The previous player, Chris, bid “Nine 3s!”. To determine if that bid is correct, players add the number of dice showing Pacos to the number of dice showing 3s.

END OF THE GAME

When all players except one have been eliminated, the game ends. The only remaining player wins the game.





ADDITIONAL RULES



PALIFICO

When a player loses their fourth die, they must declare “Palifico!” and become the first player for the new round. During a palifico round, Pacos are not considered wild and players **cannot change the die value** from the previous bid. However, any player who already declared “Palifico!” during the game can change the die value.

Palifico rounds are the only rounds a player can start by bidding Pacos. Not all subsequent rounds are palifico rounds: only the round that immediately follows the loss of a player’s fourth die is considered to be a Palifico round.

Note: When there are only two players left, palifico rules do not apply.



EXPERT VARIANT: CALZA

This is an additional rule for experienced players. After a player bids or raises the bid, **any other player** may declare “Calza!” if they think the bid is **precisely right** (i.e., the player bid the exact number and exact die value).

When a player declares “Calza!”, all players remove their cups to reveal the dice and determine the outcome: If the player who declared “Calza!” is correct, they take one of their lost dice from the box. Otherwise, they lose a die. Then, the game proceeds with a new round, starting with the player who lost a die last.



EXAMPLE OF A ROUND



ALEX (A)
"Four 4s!"

This bid seems likely because she rolled two 4s and there are 21 dice in play.



CHRIS (B)
"Six 4s!"

Once more, there is not much risk here as he rolled two 4s and a Paco.



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SAM (C)

"Four Pacos!"

Sam thinks he can confuse the other players by bidding Pacos. After all, there is little risk for him since he rolled 2 Pacos. Note that he may have declared "3 Pacos!" instead (previous number of dice, divided by 2).



ROBIN (D)

"Nine 5s!"

Robin chooses to ignore Pacos altogether and bids a regular die value. She chooses 5s because she rolled two 5s and one Paco. "Nine" is the minimum number of dice Robin can bid in this case.



NICK (E)

"Dudo!"

Nick gives in and declares "Dudo!" because he rolled no 5s. When dice are revealed, players determine that Robin is correct: there are a total of nine 5s (four 5s and five wild Pacos). Unfortunately for him, Nick loses one of his dice and immediately starts the next round.

Now, it's your turn to play!

For more information about the handcrafted leather version of Perudo made in Peru, please visit:
www.perudo.co.uk



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