

PERUDO

In Perudo, roll your dice and Bet on the results...
Just remember, sometimes you'll have to bluff!

COMPONENTS

- 30 dice (5 per colour)
- 6 cups (1 per colour)
- 1 lid
- 1 storage bag
- This rulebook



AIM OF THE GAME

The last player with one or more dice wins.

SETUP

Each player takes a cup and all 5 dice of the matching colour. Place the storage bag in the middle of the table: dice lost during the game are returned to the bag. The last player to have seen a toucan becomes the first player.

GAMEPLAY

Overview:

On your turn, either raise your neighbour's bid or challenge it if it seems too ambitious. If you bid too high and get called out, or if you wrongly accuse your neighbour of overbidding, you lose one of your dice! Play continues in turns until all but one player have lost all their dice. The last player to still have one or more dice is the winner.

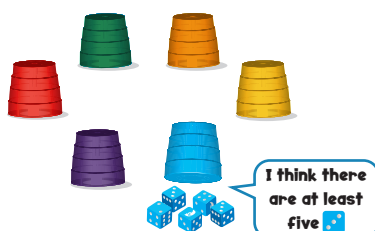
To start the round, all players shake their dice in their cup and then place it upside down on the table in front of them, trapping the dice underneath. Tip your cup slightly to peek at the pip values on your dice, without letting your opponents see them. **Take care not to change the values on your dice!**

At the start of each round, the first player announces a bid. Play then proceeds clockwise. On your turn, you must respond to the bid just announced by your neighbour.

A

MAKE A BID

The first player for the round makes a bid by announcing a quantity of dice with a particular pip value. For example: "I think there are at least five dice showing a 3".



In the above example, **Maria** bets there are at least five dice with the value 3. She herself has two dice showing a 3, plus a **Paco**, which is wild. This means she already has three dice that count towards the minimum of five she believes exist in total. She's not taking a big risk, as it is quite likely that other players have dice showing a 3 or a **Paco** under their respective cups.

Bids refer to all dice hidden under the cups of all players. Be guided by your own dice roll and what you think you know about other players' rolls. You can make what you judge to be a probable bid, or else try to bluff!
The quantity of dice announced is a minimum, and it's fine if there are more.



Paco: You may have noticed that the 1-pip face on each die has been replaced by a cheerful toucan named **Paco**. In this game, **Pacos** are wild: any dice showing a **Paco** count as a die with the stated pip value.

Note: You cannot start a round with a bid in **Pacos**.

B

RESPOND TO A BID

On your turn, you must respond to the bid just announced by the player on your right. You have two options: either **announce a higher bid (outbid)**, or else **challenge** your right-hand neighbour's bid if you think it is too ambitious.

GAME TURN

OUTBID

OR

CHALLENGE

OUTBID

There are 3 ways to raise the existing bid:

1 OUTBID BY RAISING THE QUANTITY OF DICE

You can outbid your neighbour by **announcing a greater quantity of dice**, in which case, you may choose **any pip value**.



If **Maria** has bid four dice showing a 4, **Esteban** can outbid Maria by announcing five dice showing any value (e.g., 5 dice showing a 4, 5 dice showing a 5, or 5 dice showing a 6). He could also have bid even more dice.

2 OUTBID BY RAISING THE PIP VALUE ON THE DICE

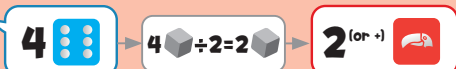
You can outbid your neighbour by **announcing a higher pip value**, in which case, **do not change the quantity of dice**.



If **Maria** has bid four dice showing a 4, **Esteban** can outbid her by announcing four dice showing a 5, or four dice showing a 6.

3 OUTBID IN PACOS

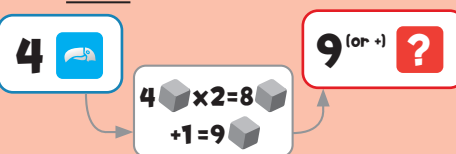
Although you are not allowed to start a round with a bid in **Pacos**, you can outbid your neighbour using this value. To do so, you must bid a **quantity of Pacos equal to at least half the previous bid (rounded up)**.



You can raise a bid expressed in **Pacos** by **announcing a higher quantity of Pacos**.



If the next player does not want to outbid in **Pacos**, they may change the pip value instead. If they do, they must bid a **quantity of dice at least double the existing bid in Pacos, plus one**.



When a player has announced their bid, play passes to the player on their left, continuing in the same way until someone chooses to challenge the latest bid.

OR

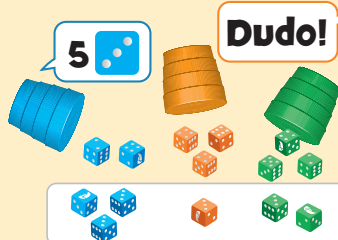
CHALLENGE

If you think the previous player's bid is too high, you can **challenge** it by saying "I doubt it". All players then lift their cups (taking care not to change their roll) and count the quantity of dice showing the bid pip value.

Tips: For added suspense, reveal the cups one by one! To make counting easier, set aside the relevant dice as they're revealed.

- If there are (at least) as many dice with the chosen pip value as announced in the bid, the player who made that bid is safe, and the player that (wrongly) said "I doubt it" loses a die (see "End of round").
- If there are fewer dice with the chosen pip value than announced in the bid, the player who made the bid loses a die.

Reminder: When counting dice, **Pacos** are wild. Treat each die showing a **Paco** as if it had the pip value announced in the bid.



Dudo!

For extra fun, why not speak **Paco's** language and say "Dudo" instead of "I doubt it"?

Maria bids five dice showing a 3. **Manolo** challenges her by saying "I doubt it". Everyone lifts up their cups, revealing a total of four dice showing a 3, plus two **Paco** dice. This is equivalent to six dice with a value of 3, meaning **Maria's** wager was successful. As a result, **Manolo** loses 1 die for wrongly challenging a correct bid.

C

END OF ROUND

Whenever you lose a die, hide it in the storage bag. This ends the round, and you will play the rest of the game without that die. Retrieve all your dice still in play and start a new round. Whoever just lost a die plays first, announcing a new bid.

On losing your final die, you are eliminated and your left-hand neighbour starts the next round.

Try to keep in mind how many dice are still in play and who has them. Players may also agree not to hide dice lost during the game.

D

END OF THE GAME

When only one player still has any dice in their possession, that player is the winner!



EXAMPLE ROUND

1

Esteban is the first player for this round. He has to make the opening bid.

5



ESTEBAN
MANOLO



I DOUBT IT!

Note: In Perudo, players don't necessarily play the same number of turns in a round.

2

Diego needs to respond to Esteban's bid. He decides to outbid by raising the quantity of dice. In so doing, he is free to choose a lower pip value.

7



DIEGO

CARMEN



9

5

Carmen thinks outbidding in Pacos would be too risky, and she has four "sixes" under her cup. She opts to change the pip value instead. To do this, she must bid double the previous quantity of Pacos, plus 1.

3

Maria has a lot of "fives" under her cup, so she decides to outbid by raising the pip value.

7



MARIA

ALBA



4

Alba thinks the quantity of dice already bid is quite high. She prefers to outbid by switching to Pacos. So she halves the previous quantity, rounding up.

4

All players then reveal their dice: in total, there are five 6s and four Pacos. Carmen was right to bid as she did! The round ends: Manolo loses a die and becomes the first player for the next round.



E

OPTIONAL RULES

Once you are familiar with the game, feel free to play with either or both of the following optional rules.

LAST DIE

On losing your penultimate die, say "Last die!". Then, for the next round (and only that round), apply the following rules:

- Players may outbid only by raising the quantity of dice, without changing the pip value.
- Pacos are not wild; treat them like any other pip value.
- You are allowed to open the bidding in Pacos.

2



3 (or +)



If Maria bids "two fours" (i.e. two dice showing a 4) during a "Last die" round, Diego can outbid her by announcing "three fours" (i.e. three dice showing a 4). He could also have bid a higher quantity of dice, but not a different pip value or quantity of Pacos.

For a fun twist, use Paco's language and say "Palifico" instead of "Last die!"

BULLSEYE!

When a bid has been made, any other player may call out "Bullseye!" if they think the quantity of dice announced exactly matches the actual total. Stop the round immediately and check whether or not they are right.

- If the player who called "Bullseye!" is right (i.e. the bid, including Pacos, exactly matches the dice under the cups), they may retrieve a die (of their colour) lost earlier in the game and add it to their cup.
- Otherwise, that player loses a die.

In both cases, that player becomes the first player for the next round.

Notes:

- Players are not allowed to call "Bullseye!" during a "Last die" round or if there are only two players at the table.
- If multiple players call "Bullseye!" at the same time, priority goes to whoever is closest to the bidding player (in clockwise order).

To spice things up, speak Paco's language and say "Calza" instead of "Bullseye!"

A game by/Un jeu de Cosmo Fry & Alfredo Fernandini
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