

Draft for Endless Games Review – 1/18/02

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HOW GOOD IS YOUR POKER FACE?

Find Out Who's Bluffing When You Roll The Liar's Dice:
A Classic with a Twist From Endless Games

NEW YORK – February 10, 2002 – Are you sly enough to deceive your friends? The sure fire way to find out what you can and can't get away with is to play **Liar's Dice™**, new from Endless Games.

Liar's Dice™ is the classic bluffing game – but with an Endless Games' twist. The object of **Liar's Dice™** is to out-bid your opponents.

There are no cards to be dealt in this poker match. And rather than numbers, the dice hold the faces of the Jacks, Queens, Kings and Aces so be sure to keep your roll hidden beneath your cup!

Before starting **Liar's Dice™**, set up the bidding board in the center of the table, roll the wild die to find out which "card" is wild, and divvy up the chips. Each player gets a dice cup to roll and protect his or her dice. Don't forget to allot your wild and let the deceptions begin!

Bidding is based on what you know you have and what you think your opponents have. For example, if you have three Kings (including wilds), you KNOW that there are at least three Kings out there. Chances are at least one other player has a King, so you may start the bidding at four Kings.

Players continue to up the bidding until someone calls a challenge. When a challenge is called everyone reveals his hand. If the bidder was right, he collects one chip from each player. However, if he's wrong, then he owes each player one chip.

(more...)

Liar's Dice will be available nationwide in August 2002, for players aged ten years and older. The approximate retail value is \$14.99.

Endless Games, founded by industry veterans Mike Gasser and Kevin McNulty in 1997, specializes in games that offer classic entertainment and hours of fun.

Their inaugural line included the Six Degrees of Kevin Bacon™ board game and the re-launch of several popular games from the 50s, 60s, 70s and 80s including the vastly popular reintroduction of the game Password™.

No strangers to success, the partners were involved in the sales and marketing of some of the greatest hit games of this century – Trivial Pursuit™ and Pictionary®, to name just two.

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