Rockstar Game Tips: Becoming Unpredictable in Liar's Dice (Liars and Cheats/Undead Nightmare Disc)



o KiDxCuDi o, L U F F Y, TheAmbadassad0r, RedDeadDev3, GVRafioso1 and Skatepro123IV bring their skills and strategies to the Liar's Dice table in Thieves' Landing in one of our latest Social Club multiplayer events...

With the release of the Liars and Cheats Pack DLC for Red Dead Redemption (and as part of the Undead Nightmare disc release), came multiplayer Liar's Dice. It's an opportunity not only to play Liars Dice with your friends but also an opportunity to play with reanimated corpses as illustrated above. Kudos to the zombies for keeping their murderous impulses at bay during a friendly game of dice. In the multiplayer iteration, you never know who's bluffing, so improving your skills is key. Today, we present a new entry into the Rockstar Game Tips series that has the most effective strategies for ensuring victory. First up, let's recap how the game actually works:

- 1. You'll start Liar's Dice with a cup and five dice. The game automatically takes care of shaking up the dice and slamming the cup on the table for each player. This happens at the beginning of the game and again whenever a player loses a die during the game.
- 2. Look at your dice. Other players cannot see what you have, so this is where you'll need to begin guessing what other players might have.
- 3. When it's your turn to bid, you're first going to choose a side of die: 1, 2, 3, 4, 5 or 6. Then you are going to guess how many of that side of die are face up on the table, meaning the total number of that one die under all cups. For example, you have two 6's under your cup in a game with six players. It's a pretty good bet early in a game that with so many other dice on the table, there's probably another 6 under someone else's cup. So a very safe bet would be three 6's.
- 4. After you bid three 6's, the player sitting to your left has three options:
 - 1. Raise the bid to anything above three 6's (example: four 1's, four 2's, and so on).
 - 2. Call the bid spot-on. If it turns out that there are exactly three 6's on the table and the bid is called spot-on, everyone but the current bidder will lose a die.

- 3. Call your bluff. If the bidder doesn't think there are actually three 6's on the table, calling a bluff will result in you losing one die if there aren't three on the table, or the bidder losing one die if there are three or more.
- 5. As the game nears the end and more dice disappear, bids gets lower (example: one 5, two 3's) and players run out of dice, making things even more interesting.
- 6. The last person with one or more dice remaining wins.



When you're out of dice, you're out of the game. You can choose to sit and watch the remaining players or you can dive back into the many multiplayer playlist options.

The best way to learn how to play is... by practicing! Yes, we're talking about practice. Practice in Private mode if you don't want to use your funds. To access Private mode, enter multiplayer from the Red Dead main menu. Once it loads, press Back/Select and choose Private Free Roam. Lastly, choose Liar's Dice. You can also start Liar's Dice by entering the buildings in any of the three areas that offer the game.

You'll start Red Dead Redemption online multiplayer with \$200. For a full explanation on how funds work in the game, <u>see this Rockstar Support article</u> on the subject. Here are the buy-in amounts and locations for Liar's Dice:

- Escalera \$10
- Casa Madrugada \$25
- Thieves' Landing \$100

And now for some general tips:

- The best time to lie is early in the game when there are plenty of dice on the table. If you're betting first at a table of six players and it's the beginning of the game, betting three or four sixes without even looking at your own dice is a safe and strategic bet.
- Mix up your bidding strategy to keep other players guessing. If you have two fours under your cup, bid one four. Later during another round you have two fours again, so bid one five even though you don't have a five. Keep your opponents on their toes. Later on in another round, you have two fours, so bid three 4's, more than you have. Being too predictable is the quickest way to get beat.

- Study your opponents. Do your best to keep track of how often and whether or not certain players are lying, and how they react in certain situations.
- It's never a bad idea to use time in your favor. When it's your turn late in the game, take your time before bidding, looking under your cup several times. Try to make other players think that you're not in a good spot, and that you don't have what it takes under your cup to make it to the next round. Of course, bid safely, and hope they call your bluff.
- If you're pretty sure you don't want to bid any higher, and you're faced with the decision to call a bluff or call the bid spot-on, it's a better strategy to call it spot-on. If this happens several times in the same game, you'll eventually get one or two spot-on bids correct.

So what did we miss? What are your strategies for Liar's Dice? Lay it on us in the comments below.

Recap & Screens: Red Dead Redemption & Undead Nightmare Social Club Multiplayer Event on Xbox LIVE (January 7)

Cheers to Social Club members and Red Dead multiplayers new and auld who joined us for the new year's first official session in <u>The Social Club Multiplayer Event Series</u> held last Friday January 7th - with an afternoon of <u>Red Dead Redemption</u> & <u>Undead Nightmare</u> on Xbox LIVE. There were 20 Undead Nightmare prize packs up for grabs for some lucky sweepstakes winners, as <u>Social</u> <u>Club</u> members from around the world gathered to play with Rockstar, watch the stream and chat with each other.

Below we've got a recap of several of the rounds of play during the event, as well as screens from some of the most memorable moments. We begin with a fan favorite, the zombie-infested <u>Undead</u> <u>Overrun</u>...



The location: Blackwater's 'Dead Man Walking'. The players: fondo422, ALEX AMSTERDAM, RedDeadDev3 and T0nyG0uNd. The highest wave: 18. In the first game of the day, the posse of four disposed of the first several waves with ease. 16 waves later, things were not so easy. After the timer ran out, RedDeadDev3 was the last man standing before being taken by the hordes, and the final total came to \$166,793. ALEX AMSTERDAM racked up 294 kills, RedDeadDev3 had 129, T0nyG0uNd had 126 and fondo422 was able to get 40.



Fort Mercer was the next stop as 16 players were divided into Dutch's Gang and Redemption for a game of <u>Stronghold</u>, part of the<u>Liars</u> and <u>Cheats Pack</u> DLC and the <u>Undead Nightmare disc</u>. In the end, <u>MarvelX16</u> lead Dutch's Gang with 3 captures and 23 kills. His posse ended with 17 lives lost and a time of :49 on The Gorge, :36 on The Ridge, :43 on The Cannon Emplacement, 1:57 on The Courtyard, 1:22 on The Gallows and a total time of 5:29. Redemption lost 83 lives and, well, didn't perform very well. Defense wins... Stronghold. Grats to MarvelX16, B0Bmob650, CaptainRedCoat, A Gimpy Corgi, MrPrototype xZ, XxMytepowaxX, MANTIS SPB andXDeadTeddyBearX, all in Dutch's Gang.



Keeping things in the Liars and Cheats Pack vibe, RedDeadDev3, AoC x Death x, Danetrooper, KD KNIGHT

18, apoapo662 andAlexTheAvenger gathered in Thieves' Landing for a few minutes of Liar's Dice. It came with a price though - \$100 to buy a seat for the game. Danetrooper called apoapo662's bluff of seven 4's, and the first lost die of the match was moved to the center of the table. However, apoapo662 stayed the course and was able to be in the final two. But our own RedDeadDev3 showed his skills and took home \$500. Nice.



Fiending for a 'killin' zombies' fix, we headed back into Undead Overrun with RedDeadDev3, Bukkes, KDawg50 and pairsprowlin666, this time in the Odd Fellow's Rest area 'Bury 'Em Deep'. Above, RedDeadDev3 is opening a coffin while KDawg50 is fending off zombies, unaware of the bolter behind him. How far did they make it?...all the way up to wave 21. Congrats to all four for the valiant effort, and next time... the goal is wave 22.



The sun began to set on our event as we started up <u>Grand Prix Horse Racing</u> with eight players all lined up for five races in the Rathskeller Series. In the first race, FR3SH B1GZ was able to waste WEBHOLIO early, allowing him to leap ahead a few places. At the end of the first race, Rathskeller Run, FR3SH K0B3 claimed first with a time of 2:07.87. In second was Holiday9357 and in third was cigarnut81. Props to you all.

Thanks to all that participated in the event. Below is a list of all participants, just shout if we've accidentally left anyone out:

9084db AgaintsMe A Gimpy Corgi AlChrism AlexTheAvenger ALEX AMSTERDAM al_the_stal AngeredUchiha71 AoC x Death x AOHx ASSASSIN apoapo662 aXa Draven B0Bmob650 Bang U Later Basterdly_Joe bblin59 BenignDeer6847 Benjahmeen Bflame7 BlackOpsUnit blackout6446 Blais1 bman212486 BobRighter BoneheadH1Z1 bpunisher89 BreathingJadan brent1478 bringdlc2ps3 BrunoPablo Bruno_BR_RuleZ bryangv3 BTAXxPSYCHOxX Bukkes C-ckadoodledo calculatedstepz Capn Crounch Captain Handsom CaptainRedCoat CAT ON CRACK 21 Charles Loring chicagofarker Choureppadan cigarnut81 CircusRock cixci-ro Clay Kid31 clem108 ClierceYourPit Codyisin collin558877745 COM N GET ME360 CompleteOwl5 coreybrown77 CorgiJulien couchsniper1991 CowardlySum266

fuzion17c fuzzybals61 Gemini Girl GermanScientist ghostcheez **GM-Shenmue** gman33 GoLd SaVaGe x GoLd SiNNeR x grawltank40 grendal123456 Grrrtt GTAIVmbb2 GTARogelio2 hakim-ksa Halfyre1 hamsta cam Har1evQu1nn hawkman912 HaydnSturman99 hellboyrj HockeyFreak70 Holiday9357 Huhupik **ICECUBEWC** ii Assassainz x III Davis III *iiRipeVeNGAncE* Impaler03 IRasta IrateEdmond1969 ivan.n IVI Y L O IWIHooligan I Xerox My Coxx JackHammer73 JAKEASH420 iames1011 James Ziegler JaMMiN BSO420 JAWshh94 JayDil JeffRivera jish1 ils182 jman slatts2231 Joker-64 JORGEA280897 jot1366613 jrl51592 JRod113479 JSmooth2x **Ka-Wouter** Katzeh

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STROKER 4 LIFE Studios5107 Stuntman Bill **SUBLIME**timothy Supa Snipa 117 superwell Susuca58 T0nyG0uNd talltan TAVOBLACKWALLIN Teilwal TenEightyPeewee terrch The4ourTy67 TheAllStarGamer The Blunt Maker theeco18 theeco21 TheElectricWorm TheGodfather92x TheHailMarian TheHeroOfWinds TheImmortal39 theleglog The Deej Tinz09 tjcasey321 tman1797 **TMB525** Tommy_Spaghetti tonygound tpants TR1GGAHAPPYK1Dx Tragic 1ne TriedMantis356 Troxnic **TxTotally** ultimakillz uN4GiVeNxBIooD UNDERDAWG23 ur a smut V1ceC1tv voitik666 WafflePerson337 WarNeverC4ange5 **WEBHOLIO** WesIeyyyy WILDWEST Wizbang001 WOLFMUTT WolfRogers WRSKILLZ wselander xABrokenCookiex XBoredXSkaterX **XDeadTeddyBearX** xEd18

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KDawg50 **KD KNIGHT18** KecsoV keithmii2 kenefickjames Kenny339 KillerFrogg KillnPwrz killz268 kilohertzano King Black Mac **KryptoVendeta** L4x Add1ct L33tcooleo LabelFM LAUTAROCadet LegionEddy lestymcduck levokid Logan637 logancat24 lone platano00 LorenzoG360 louis1993 LT COFFEE GUY lump420 MADALP mad man t0ny MafiaOnWHEELZ manningclark18 MANTIS SPB MarcelDione1621 Marney-1 MartinStatic MarvelX16 MASTER SUB 0

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Make sure to join us for our next live streaming session - next Thursday, January 20th from 5-8 PM Eastern - playing Grand Theft Auto IV and Episodes from Liberty City on the PC. <u>Check out the full calendar for the next few months here</u>.

And even with that <u>full slate of multiplayer events scheduled through March</u>, we'll still be making plenty of time to get online and play with the community at a moment's notice. The only way to know when we're powering on our consoles or starting up an impromptu game is by following us on our <u>Facebook</u> and <u>Twitter</u> pages, <u>andlooking for messages just like these</u>...