





A dice game where players attempt to roll one of several combinations using 6 or 7 dice in as few attempts as possible.

Scoring is determined by how many rolls a player took to obtain a specified combination.

Roll Low is similar to Yahtzee but has unlimited rolls and allows 1 reattempt with a two point penalty. Roll low has two different scoresheets with different prescribed combinations.

At the start of a player's turn, a player rolls 6 or 7 dice and determines if a combo can be scored.

If so, the player will write a 1 on the scoresheet for the available combination.

If a combination can't be scored, then the player will hold dice of their choosing and reroll the remainder noting the number of rolls that has passed until a combination can be scored.

Have a bad roll?

Take 2 points penalty (REDO for TWO +2) Add 2 points

And REDO the Roll!