## **Roll-Low 6 Dice**

KINDs	1	2	3	4	5	6	7	8	9
•••									
••••									
KINDs Total									
COMBOs 5 Dice									
ODDs 1,3,5									
<b>EVENs 2,4,6</b>									
THREE of KIND									
XXX									
Low Straight									
High Straight									
TRIPLE-DOUBLE									
XXX+YY									
ROLL-LOW									
XXXXX									
COMBOs Total									
KINDs Total									
REDO for TWO +2									
GRAND TOTAL									

## **Roll-Low 7 Dice**

Score on Four	1	2	3	4	5	6	7	8	9
Score on Four Total									
MIX of SIX 6 Dice									
ODDs 1,3,5									
EVENs 2,4,6									
Four of KIND									
XXXX									
Straight									
<b>Double-Double</b>									
X X + Y Y + Z Z									
TRIPLE-TRIPLE									
XXX+YYY									
Quadruple-Double									
XXXX + YY									
ROLL-LOW									
XXXXXX									
MIX of SIX Total									
Score on Four Total									
REDO for TWO +2									
GRAND TOTAL									

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 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!