

Individual Dice Game

Title: Low

4 Dice, 2 Players, Pencil & Paper for Scoring

The game is divided into 10 rounds and each round has two phases.

Phase 1

Each player rolls two dice to decide who is on offense and who is on defense. The player with the lowest sum is on offense and the player with the highest number is on defense. If the sums are equal both players reroll.

Phase 2

The player on defense takes all four dice and rolls them. The sum of this roll becomes the first defensive score. The player on offense then must decide how many dice (from 4 to 1) they want to roll to get a sum under the defensive score. If the offense's roll is less than or equal to the defensive score when rolling 1 die they score only one point and the round is over. If the offense's roll is less than or equal to the defensive score when rolling 4 to 2 dice they score 2 points. The sum of this roll becomes the new defense score. The offense must decide whether to end the round or to roll again for more points with *precisely one* less die than their previous roll.

If the offense rolls over the defensive score on any roll in phase 2 the player on defense gets 3 points, the player on offense loses all points they have accumulated this round, and the round ends.

The player with the highest score at the end of 10 rounds wins the game.