

Frisko

Sport for a Few or a Crowd

1. Having decided the value of the chips, everyone buys some from the pool.
2. Everyone rolls the three dice. Highest throw becomes the FRISKER. The FRISKER takes the dice and cup - the rest of you (The BETTORS), each get 8 tiles of the same color.
3. Each BETTOR lines up his tiles horizontally in front of him. (If there's more than 5 playing, 2 can double up on the same line).
4. How each BETTOR places a bet on one or more tiles. Always move the tile or tiles you're betting on towards the center of the table.
5. FRISKER then rolls the dice. He collects all bets on numbers not thrown and pays "Even Money" for bets on numbers thrown. Bets on numbers appearing twice in the same roll, gets paid double - three times, triple.
6. Now FRISKER adds the numbers thrown. If total is an Even number, he collects all bets on ODD and plays "Even Money" for all bets on EVEN - if ODD, he collects bets on EVEN and pays bets on ODD. Similarly if total is 10 or under, FRISKER pays LOW and collects from HIGH; - 11 or over, he pays HIGH and collects from LOW.
7. DON'T CONFUSE THE FRISKER BY TRYING TO HELP HIM SETTLE UP.
8. After the FRISKER has had 10 or more throws anyone else can swap places with him. The new FRISKER gets the dice in exchange for his 8 tiles. (Of course each man keeps his own chips). Each FRISKER sets his own betting limit.

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