

# SABACC

## “Corellian Spike”

### Rulebook

4.1.1

(07/07/2019)

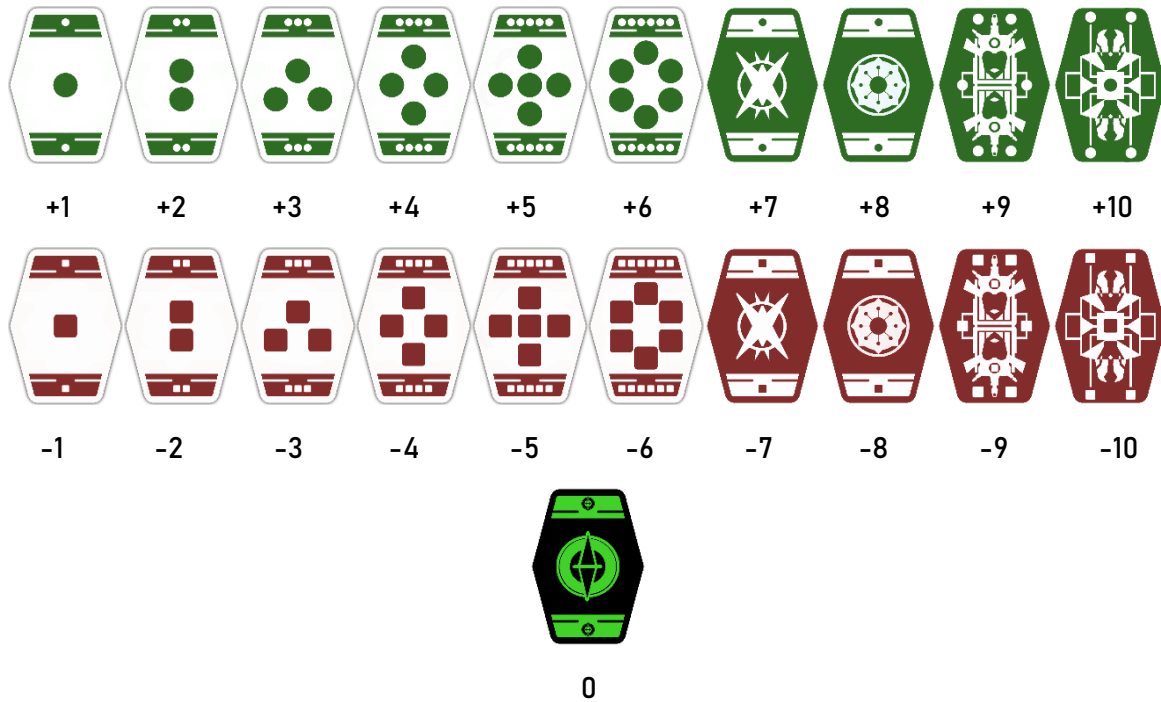
*Card values are approved by the Lucasfilm Story Group.*



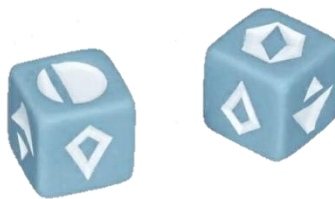


## DECK

A Corellian Spike deck consists of 30 green positive cards, 30 red negative cards, and 2 cards with a value of zero, called *sylops*. Green and red cards are numbered 1 to 10, and there are three cards of each.



## SPIKE DICE



Spike dice are six-sided dice whose symbols represent numbers from 1 to 6. These dice are rolled at the end of each turn and if the symbols match, the players will lose their hands and get new cards.





## SETUP

Choose someone to be the dealer. This player will be the dealer for the round and the player on his left will be the dealer of the next round, and so on. The dealer can play as well!

All the players have to pay two credits in the Game Pot and one credit in the Sabacc Pot.

The dealer must do the following:

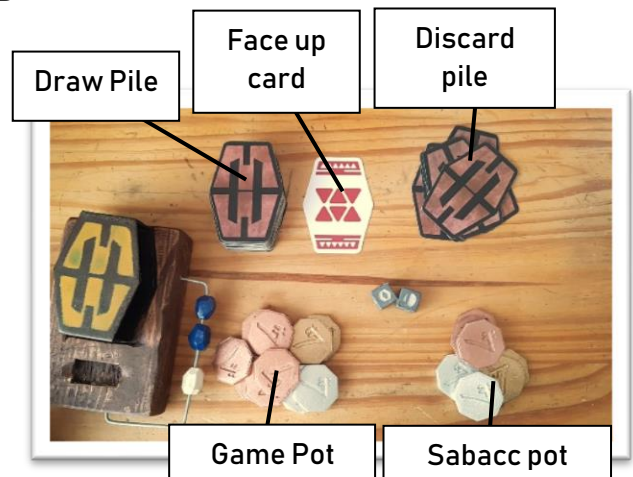
- Shuffle the deck, then deal two cards facedown to each player. *Players can look at their cards but must keep them secret!*

- Place the remaining deck face down in the centre of play. *This is the draw pile.*

- Take the top card from the draw pile and place it face up next to the deck face up.

During the game, discarded cards will form the discard pile.

A betting phase begins with the player on the dealer's left.



## GAME PHASES

A Corellian Spike round is played in three turns. Each turn consists of three phases:

### Draw Phase

The player on the dealer's left always goes first.

During your turn you can:

1. Calculate your hand. Green cards are positive and red cards are negative. Keep in mind that you must reach a value of zero.
2. Choose one of these options:
  - a. Take the top card from the Draw Pile. *This will cost you 1 credit.*
  - b. Discard one of your cards and trade it for the top card from the Draw Pile.
  - c. Take the face up card. *This will cost you 2 credits.*
  - d. Discard one of your cards and trade it for the face up card.
  - e. Do nothing. This is known as "standing", which means that you do not want a new card.
3. End your turn. Then the player on your left can play.

**Note:** There must always be at least one face up card. If you happen to take this card, the dealer must place the top card from the draw pile face up.

## Betting Phase

Beginning with the player to the left of the dealer, players each can call, raise, stand or fold when it's their turn to bet.

**Call:** To match the amount of the highest bet on the table.

**Raise:** To increase the bet amount.

**Stand:** To continue the game without betting any further. This action can be taken by any player only if he has already matched the biggest bet on the table or if no one has yet opened the betting round.

**Fold:** To leave the ongoing game by surrendering your cards to the dealer and wait for the next round to start.

## Spike Phase

Once the betting phase is over, the dealer rolls the dice. If the symbols are different, nothing happens.

If the symbols match, players must remember the number of cards they have in their hands before discarding them. Then, the dealer gives each player the same number of cards they just had with new cards from the draw pile.

These three phases (Draw, Betting and Spike) must be played again twice, making the two final turns.



## WINNING A ROUND

To win a round at the end of the three turns, you must have the best hand, according to the hierarchy of the hands detailed in the WINNING HANDS section.

If there is a tie, each tied player must take a card from the draw pile. The player with the closest card to zero wins the round. A positive number always beats an equal negative number. If the two cards have the same value, the two players must both take a new card and repeat this action until the two cards show two different values.



**If you win the round with a hand with a total score close to zero, you win the Hand Pot.**

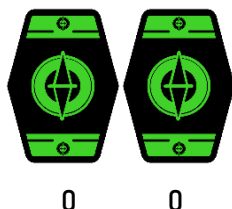
If you win the round with a hand with a total score of zero, you win both the Main Pot and the Sabacc Pot.



## WINNING HANDS

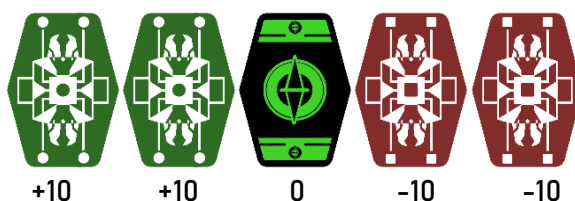
## I. Pure Sabacc

Zero with the two Green Sylops.



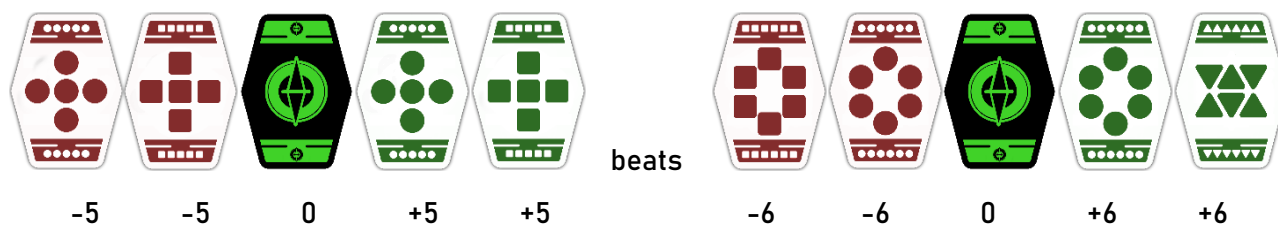
## II. Full Sabacc

Zero with two +10 and two -10 (four of a kind, 10s) and the Green Sylop.



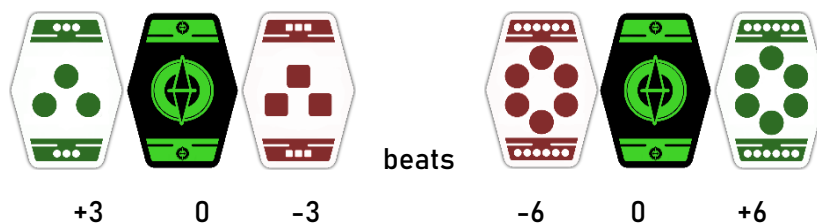
### III. Fleet

Zero with a four of a kind (except 10s) and a Green Sylop. The four of a kind closest to zero wins if there are several Fleet.



#### IV. Yee-Haa

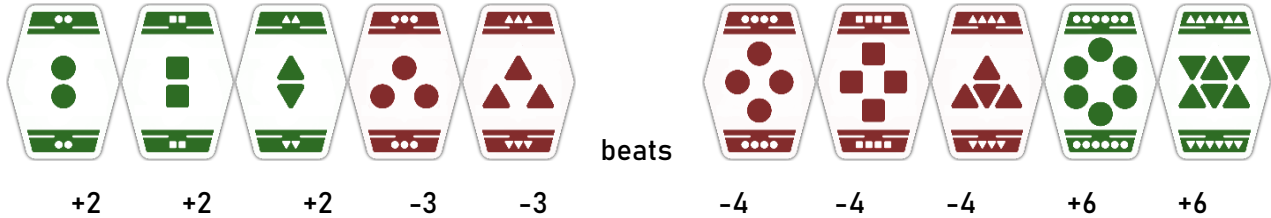
Zero with a pair and a Green Sylop. If there are several Yee-Haa, the pair that is closest to zero wins.





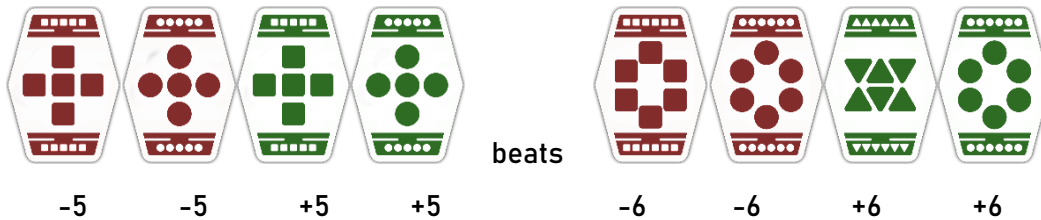
## V. Rhylet

Zero with positive three of a kind and a negative pair or a negative three of a kind and a positive pair. The three of a kind closest to zero wins if there are several Rhylet.



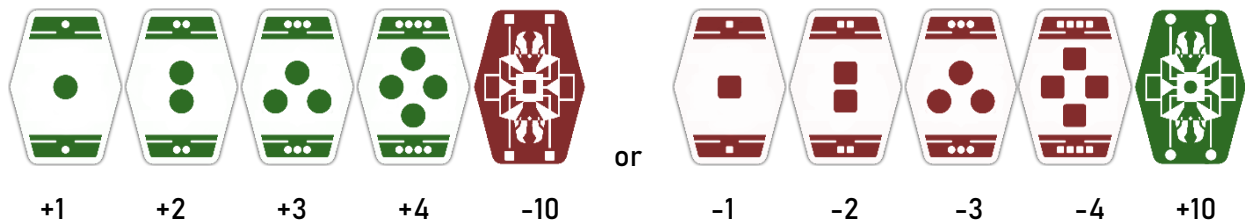
## VI. Squadron

**Zero with a four of a kind. The four of a kind closest to zero wins if there are several Squadron.**



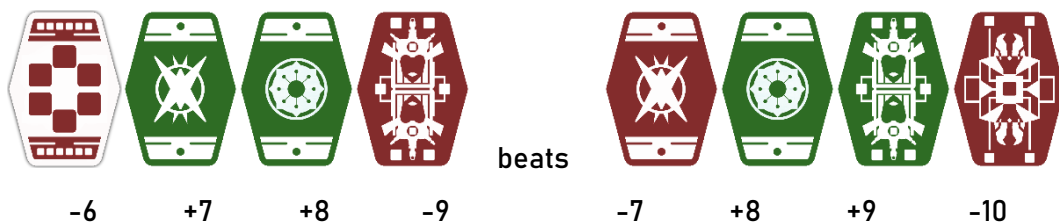
## VII. Gee Whiz

**Four cards in sequential order from 1 to 4 and a 10 of the opposite sign.**



## VIII. Straight Khyron (or Straight Staves)

Four cards in sequential order with a total score of zero. The hand with the first card which is the closest to zero wins if there are several Straight Khyron.

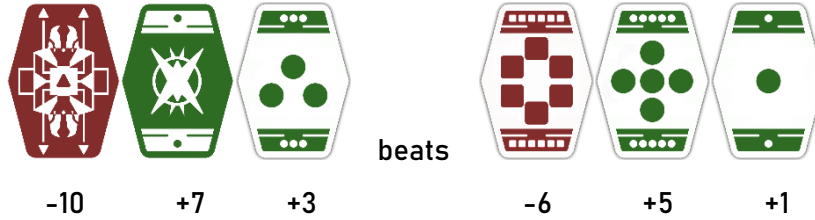






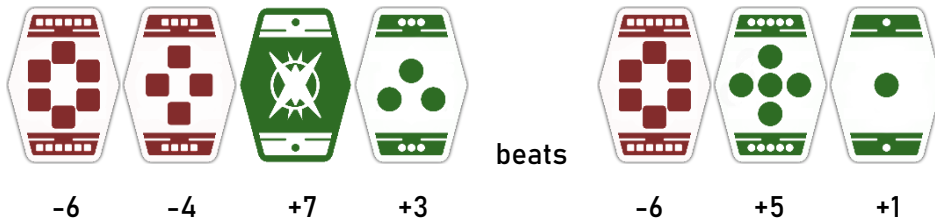
### XIII. Sabacc with highest value cards

Zero with the highest total of positive cards. The number of cards is the same, the total of positive cards determines the best hand. Here, the first hand ( $7-3=10$ ) beats the second one ( $5+1=6$ ).



#### XIV. Sabacc with most cards

If there are several hands equal to zero, the hand with most cards wins.



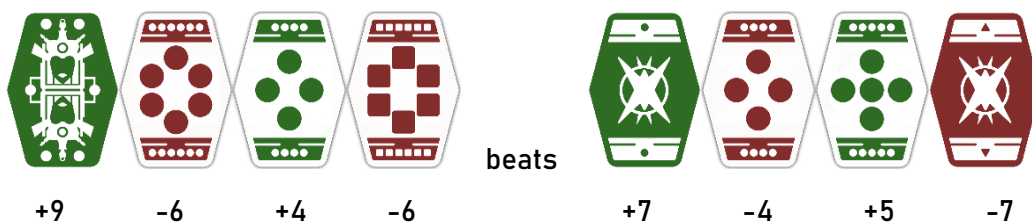
#### XV. Nulrhek with highest value single card

If two players have the same total, and if the total of positive cards is the same, the hand with the highest positive single card wins.



## XVI. Nulrhek with highest value cards

If two players have the same total and that their number of cards is the same, the total of positive cards determines the best hand.







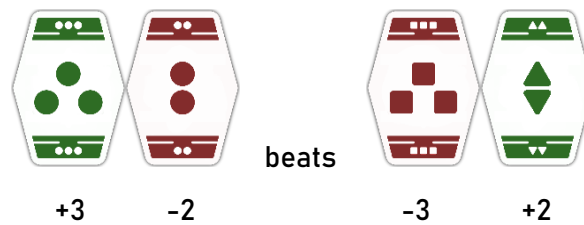
## XVII. Nulrhek with most cards

If two players have the same total, the hand with most cards wins.



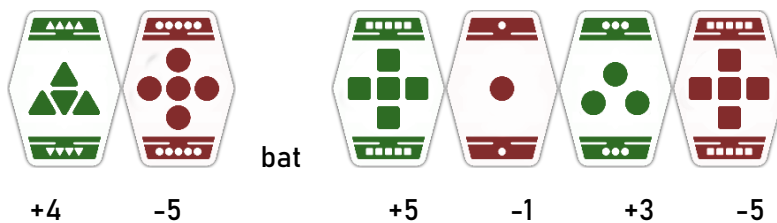
### XVIII. Nulrhek with a positive score

**The closest to zero with a positive score will always win against a negative score of the same value.**



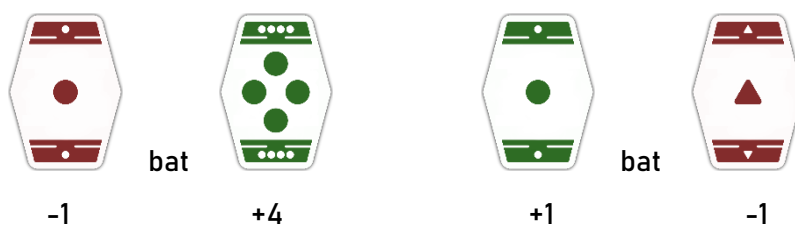
## XIX. Nulrhek

The hand that is closest to zero wins.



## XX. Single Blind Draw

If players are still tied after considering all the previous hands, all tied players draw a new card each. The player whose card is the closest to zero wins. A positive number beats a negative one. If there's still a tie, the tied players must draw again until there is a winner.





## CORELLIAN SPIKE VARIANTS

### Yarith Casino Variant

#### The Spike Card

Once the first betting turn during the setup is over, the dealer gives each player a third card, the “Spike Card” which is placed face up before the player. This card replaces the single face up card from the regular version.

A Yarith Casino Corellian Spike game is played also in three turns. Each turn consists of three phases:

#### Buying Phase

The player on the dealer’s left always begins first. Calculate well the value of your hand. Green cards are positive and red cards are negative. Remember you have to reach a score of zero.

You will have to decide if you want to add a new card to your hand or not. If you decide to buy a new card, you have to pay 2 credits in the Game Pot. After taking the first card from the Draw Pile, you have to choose among these different options:

- Keep this new card.
- Swap the new card with a card from your hand which will be discarded.
- Swap the new card with your Spike Card to add your Spike Card to your hand.
- Discard the new card.

This is the end of your turn. Then it is the turn of the player on your left.

#### Betting Phase

The Betting Phase happens exactly like in the regular version of Corellian Spike.

#### Spike Phase

Once all players have completed the Betting Phase, the dealer rolls the dice. If symbols don’t match, nothing happens.

If symbols match (excepted a Double Spike), the players must remember the number of cards they have in their hands before discarding them. Then, the dealer gives each player the same number of cards they just had with new cards from the draw pile.

If the dice show a Double Spike (a double 1 🎲), all cards must be replaced, hands and Spike Cards. New Spike Cards are given face up to the players.

These three phases (Buying, Betting and Spike) must be played again twice, making the two final turns.

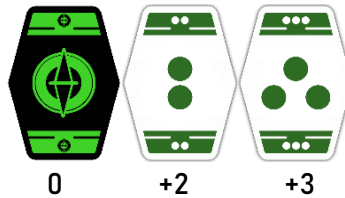




## WINNING HANDS (YARITH CASINO)

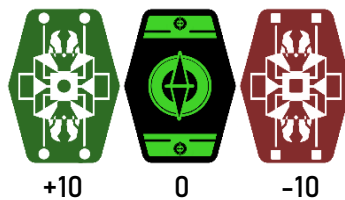
**This variant shows a different version of hands hierarchy:**

## I. Idiot's Array



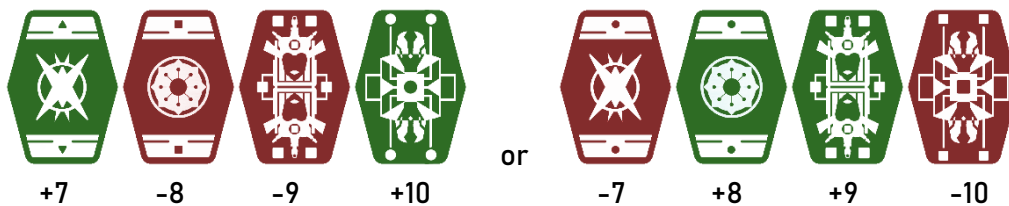
Like in regular Sabacc, the best hand is a sylop, a +2 and a +3.

## II. Prime Sabacc



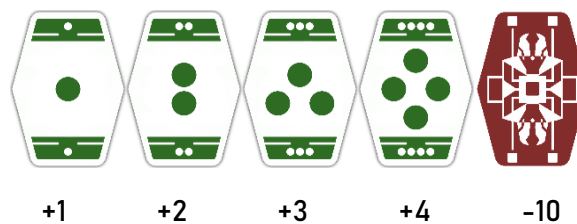
**Zero in three cards: a -10, a +10 and a Green Sylop.**

### III. Straight Khyron (or Straight Staves)



Four cards in sequential order with the highest card being a 10 or -10. Total score is zero

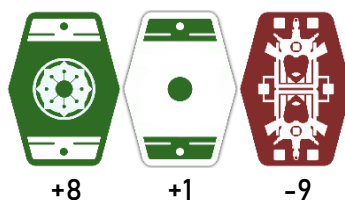
#### IV. Gee Whiz



Four cards in sequential order from 1 to 4 and a 10 of the opposite sign.

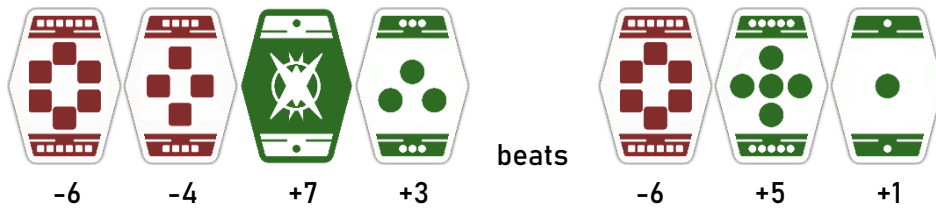
V. Sabacc

A hand value of zero.

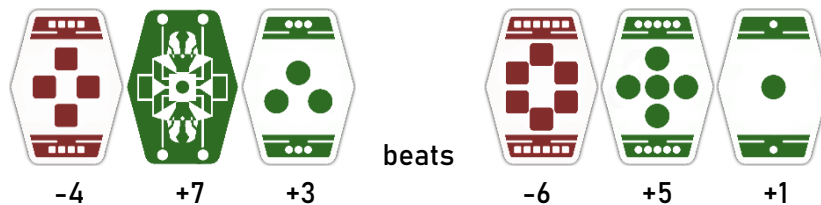




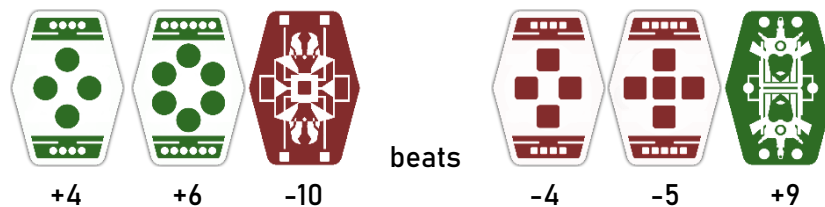
If there are several hands with a value of zero, the one with the most cards is the best hand.



**If the hands have the same number of cards, the highest card determines the best hand.**



## VI. Highest Card



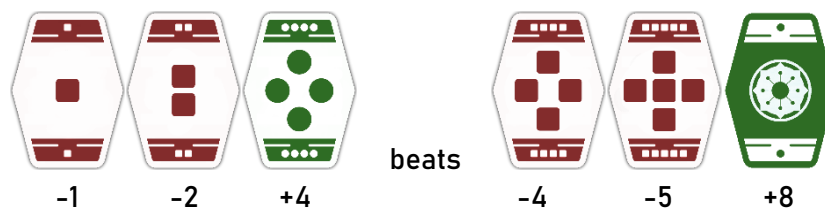
Score of zero with a higher value beats a score of zero with a lower value.

## VII. Most Cards



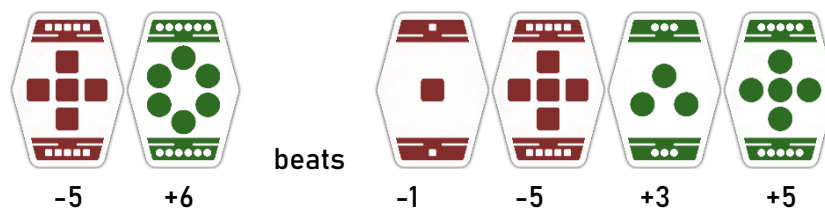
Zero with four cards is better than zero with three cards.

## VIII. Positive Score



A positive score is better than a negative score for the same value.

## IX. Closest to zero



The player with a total score closest to zero wins.