



(CORELLIAN SPIKE SABACC)

CARDS:

SUIT	COUNT & STAVES	VALUE(S)
GREEN [+]	30 10 x ▲, 10 x ●, 10 x ■	+1, +2, +3, +4, +5, +6, +7, +8, +9, +10
RED [-]	30 10 x ▲, 10 x ●, 10 x ■	-1, -2, -3, -4, -5, -6, -7, -8, -9, -10
SYLOP [0]	2 2 x ◇	0

GAMEPLAY (According to 3ND-RA):

- **ANTE** - Players buy a Hand by each paying an agreed upon number of Credits (usually ⁷20) into the Pot, and half as many (usually ⁷10) into the Sabacc Pot.
- **DEALING** - The Dealer shuffles the Deck, then deals 2 Cards facedown to each Player. The Deck is then placed facedown on the Table, and the top Card is placed faceup in the Discard Pile.

► **ROUNDS** - Each Hand consists of 3 Rounds. Each Round is divided into the following Phases:

▷ **TRADING PHASE** - Starting with the Player to the left of the Dealer, and continuing clockwise in turn, Players may take **one** of the following actions:

- **Stand**, do nothing this phase.
- **Buy from the Deck**, pay ⁷10 into the Pot & draw the top Card from the Deck.
- **Buy from the Discard**, pay ⁷20 into the Pot & draw the top Card from the Discard Pile.
- **Trade from the Deck**, discard one Card from your Hand into the Discard Pile & draw the top Card from the Deck. (*Free*)
- **Trade from the Discard**, draw the top Card from the Discard Pile & discard one Card from your Hand into the Discard Pile. (*Free*)

▷ **SPIKE PHASE** - The Dealer rolls the Spike Dice (2d6). If Doubles are rolled, each Player discards their Hand and is dealt a new Hand with the same number of Cards.

▷ **BETTING PHASE** - Starting with the Player to the left of the Dealer, and continuing clockwise in turn, Players may take **one** of the following actions:

- **Check the Bet**, pass without betting, if no one has Raised the Bet.

- **Raise the Bet**, increase the current Bet by paying into the Pot.
- **Call the Bet**, match the current bet by paying credits into the Pot.
- **Junk (or Fold) the Hand**, discard their Hand in the Junk Pile (separate from the Discard Pile) & pay a Penalty into the Pot (usually ⁷10). If the Penalty cannot be paid, their remaining Credits are paid into the Pot.

If all Players Check, the betting round is over. Otherwise, betting continues until all Players have either Called the Bet or Junked their Hands. (If a Player cannot Call the Bet, they must Junk their Hand; or go All In—paying all their Credits to the Pot to play out the Hand.)

- **WINNING** - After the third Round, all Players reveal their Hands. The best Hand wins the Pot; if the Hand adds up to **0**, it also wins the Sabacc Pot. (See pages 4–5 for more on scoring).

SCORING HANDS:

- **SABACC HANDS** - All Sabacc Hands add up to **0**. They are ranked as follows, with Pure Sabacc being the best possible hand:

HAND	CARDS	NOTES
Pure Sabacc	0, 0	exact hand
Full Sabacc	-10, -10, 0, +10, +10	exact hand
Fleet	-X, -X, 0, +X, +X	lowest X wins
Dual Power Coupling	-Y, -X, 0, +X, +Y	lowest X wins lowest Y wins
Power Coupling (or Yee-Haa)	0, X, X, (Y, Z)	one pair with sylop lowest X wins
Rhylet	X, X, X, Y, Y	three of a kind with pair lowest X wins lowest Y wins
Straight Staves	+7, -8, -9, +10	exact hand
	-7, +8, +9, -10	
Squadron	X, X, X, X, (Y)	four of a kind lowest X wins
Straight Khyron	W, X, Y, Z	run of four lowest W wins
Wizard (or Gee Whiz)	+1, +2, +3, +4, -10	exact hand
	-1, -2, -3, -4, +10	
Banthas Wild	X, X, X, (Y, Z)	three of a kind lowest X wins
Twice Paired Sabacc (or Rule of Two)	X, X, Y, Y, (Z)	two pairs lowest X wins lowest Y wins
Paired Sabacc (or Sabacc)	W, W, (X, Y, Z)	one pair lowest W wins

► **OTHER HANDS** - All other hands are ranked as follows (+ beats - for highest numbers/cards):

1. **Sabacc** (zero)
2. **Sabacc** with **most cards**
3. **Sabacc** with **highest + number**
4. **Sabacc** with **highest single + card**
5. **Nulrhek** (closest to zero)
6. **Nulrhek** with **+ number**
7. **Nulrhek** with **most cards**
8. **Nulrhek** with **highest + number**
9. **Nulrhek** with **highest single + card**
10. **Single Blind Card Draw**: Nulrhek wins the Pot