



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 right for more on scoring).

CARDS:

SUIT	COUNT and 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

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