Yarith Bespin Casino's Corellian Spike Rules

Welcome to Sabacc at the Yarith Bespin! Tonight we're playing Corellian Spike, which adds a challenging wrinkle to the galaxy's greatest game!

Our house rules may be different than how you play back home, so here is a quick refresher:

Each sabacc game takes three rounds. Each player is dealt two cards from the deck of 62, with a third "spike" card visible to all players. Card values are positive, negative, or zero. Play proceeds left from the dealer's position, with all players drawing, swapping and discarding to get as close to zero as possible — though there are better and worse ways to reach that score. Players bet, and at the end of each round the dealer rolls the dice — which can radically change your hand.

Now that you know the basics, here's a step-by-step guide to playing Corellian Spike at the Yarith Bespin:

- Each player contributes two credits to the game pot and one to the sabacc pot.
- The dealer deals two cards to each player. Players keep their cards secret, with the remaining cards placed face down as the draw pile.
- Starting from the dealer's left, players bet, see a player's bet, raise a bet, stand or decide to junk their hand, in which case their cards are discarded face up on the discard pile. A player who junks is out of the game until the next round.
- Once betting ends, the dealer deals a third card -- the spike card -- face up to each remaining player.
- Each player now has the option to buy a card for two credits' contribution to the game pot. The player is given the top card facing down from the draw pile, after which the player may discard this card, swap it with one of the two cards in his or her hand, or swap it with the spike card.
- Players now bet again.
- The dealer rolls the dice. If the symbols are the same but not double spikes, all active players discard the two cards from their hand and are given two new cards. If double spikes are rolled, the remaining players discard all three cards and are given new cards, with the new spike card once again face up.
- Return to the option to buy a card, bet and roll the dice two more times in succession.
- If at this point more than <code>[one]</code> player remains in the game, players reveal their hands. The player with the best hand wins the game pot. If the winning hand has a value of zero, that player also wins the sabacc pot.

The best winning hand is the idiot's array, consisting of a 0 coupled with a +2 and +3. The next best hand is the prime sabacc, a +10, -10, and a 0. Your croupier droid can tell you the hierarchy of other possible winning hands, ranging from the yeehaa to the nulrehk [or nulrhek] variations.

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