

# Zabaka's Corellian Spike Rules for Sabacc

## Cards

There are 3 suits (called staves): circles, triangles, and squares.

There are 20 cards in each stave (split between red and green) and 2 zero cards (called sylops).

The 3 staves are of equal value.

The green cards have a positive value +1, +2, +3, +4, +5, +6, +7, +8, +9, +10

The red cards have a negative value -1, -2, -3, -4, -5, -6, -7, -8, -9, -10

## Object

The object of the game is to score as close to zero as you can with your cards.

## Setup

Choose someone to be the dealer. That player is the dealer for the first round, the player to their left is the dealer for the next round, and so on. The dealer also plays.

1. The dealer shuffles the deck. Then deals two cards facedown to each player, beginning with the player to the dealer's left. Players can look at their cards but should not show them to the other players.
2. The dealer places the remaining deck face down in the center of the group. This is the draw pile.
3. The dealer takes the top card from the draw pile and places it face up next to the deck. This is the discard pile. [Cards in the draw pile are always face down. Cards in the discard pile are always face up.]

## Gameplay

The game is played in three rounds. Each player takes one turn per round. The player to the dealer's left always goes first.

Each player has the option to gain a card, swap a card, stand, or junk. Players can never swap a card without receiving one in return.

1. Calculate your hand. Remember, green cards are positive numbers, and red cards are negative numbers. The object is to have cards with a score of zero. You should always have a minimum of two cards in your hand.
2. When it is your turn, choose one of the following options:
  - Gain -- take the top card from the draw pile. You may keep the card or you may discard. If you pick the option of discarding, you must discard before you draw. [This rule as written is somewhat unclear. There are two main interpretations: 1. You may either draw a card from the draw pile and keep it, or discard a card from your hand and then draw a card from the draw pile and

keep the card you drew. 2. You may draw a card from the draw pile and either keep it or discard it, or you may discard a card from your hand and then draw a card from the draw pile, keeping the card you drew. I think the first option is more likely and makes for a better game]

- Swap -- take the top card from the discard pile and place a card from your hand face up on the discard pile. [You may never take a card from the discard pile without also discarding a card.]
- Stand -- you do nothing. Stand if you do not wish to take a card or discard on this turn.
- Junk -- if you feel you cannot win with the cards in your hand then you can place all your cards face up in the discard pile and exit the game. (If only one player is left, they instantly win the game.)

End your turn and the player to your left begins their turn.

3. After each player has taken their turn, the round ends. The dealer rolls the sabacc dice [also called spike dice]. If the dealer rolls a double, all players place their cards in the discard pile. The dealer then deals new cards to all players. Each player receives the same amount of cards that they discarded. If the dice are different, players keep their cards.
4. After all three rounds are played and the sabacc dice have been rolled the third and final time, all players show their hands by placing their cards face up in front of them. The player to the left of the dealer reveals their cards first, followed by the player to their left, and so on.
5. The player with the best hand wins! (See Winning Hands below.)

## Winning Hands

In a tie, a positive total beats a negative one. [After that, the hand with most cards, then with the highest positive card total, then with the single highest positive card. However, with the hands pure sabacc through sabacc with one pair, the hand with a pair or set closest to zero or a run that starts closest to zero wins.]

[When it comes to the hands pure sabacc through sabacc with one pair, one point of contention is whether or not it is acceptable to have extra cards in addition to the ones specified in the hand description, as long as the total of the hand is still zero.\*

Several hands, such as pure sabacc and full sabacc, specify that you must have exactly the cards listed. Also, some hands require five cards, which is the most you can ever have. In those two cases, it is obvious that you must have exactly the cards listed to have that hand.

However, the example hands for banthas wild, rule of two, and sabacc with one pair all have extra cards beyond the cards specified in the hand description. Since the descriptions for those hands uses the same language as the descriptions for other hands that don't include explicit examples with extra cards, there is a level of ambiguity.

There are two main options for interpretation: 1. Allow extra cards in all hands that don't explicitly forbid it. 2. Only allow extra cards in the two hands that have extra cards in their examples.

I think the first option is more likely and makes for a better game, and so any errors in the hands below reflect that opinion. (Though, an attempt has been made to keep the rules as neutral as possible.) I also play with said hands with fewer cards beating the same hand with more cards, as the former is a more precise representation of the hand (except, of course, in the case of regular sabacc and nulrhek hands, where the rules specify that more cards beats fewer).]

### **Pure Sabacc**

Zero with exactly two sylops.

0, 0

### **Full Sabacc**

Zero with exactly two positive tens, two negative tens, and a sylop.

+10, +10, -10, -10, 0

### **Fleet**

Zero with four of a kind (except 10s) and a sylop.

Examples: +5, +5, -5, -5, 0 or +9, +9, -9, -9, 0

### **Yee-haa**

Zero with one pair and a sylop.

Examples: +5, -5, 0 or +7, -7, 0

### **Rhylet**

Zero with a positive three of a kind and a negative pair (or vice versa).

Examples: +2, +2, +2, -3, -3 or -4, -4, -4, +6, +6

### **Squadron**

Zero with four of a kind.

Examples: +5, +5, -5, -5 or +1, +1, -1, -1

### **Gee Whiz**

Zero with a positive run of one through four and one negative ten, or a negative run of one through four and one positive ten.

+1, +2, +3, +4, -10 or -1, -2, -3, -4, +10

## **Straight Khyron**

Zero with a four card run.

*Examples: +7, -8, -9, +10 or -4, +5, +6, -7*

## **Banthas Wild**

Zero with three of a kind.

*Examples: +4, +4, +4, -3, -9 or +5, +5, -5, -3, -2*

## **Rule of Two**

Zero with two pairs.

*Examples: +3, +3, +5, -5, -6 or +9, -9, +4, -4*

## **Sabacc [with One Pair]**

Zero with one pair.

*Examples: +5, -5 or +3, +3, -6*

[In the original text, the first example reads: +5, +5. That error has been corrected above.]

## **Sabacc with Most Cards**

Zero with the most total cards.

*Example: +1, +8, -2, -7 beats +9, -2, -7*

## **Sabacc with Highest Value Cards**

Zero with the highest positive card total.

*Example: +4, +6, -10 beats +4, +5, -9 because 10 (sum of +4 and +6) is higher than 9 (sum of +4 and +5)*

## **Sabacc with Highest Value Single Card**

Zero with the highest single positive card.

*Example: +1, +8, -9 beats +4, +5, -9 because 8 is higher than 5*

## **Nulrhek**

Closest to zero.

*Example: +4, -5 beats +3, +5, -1, -5*

## **Nulrhek with Positive Score**

Closest to zero with a positive score.

*Example: +3, -2, beats +2, -3*

## **Nulrhek with Most Cards**

Closest to zero with most cards.

*Example: +4, +9, -1, -3, -8 beats +5, +10, -7, -7*

### **Nulrhek with Highest Value Cards**

Closest to zero with the highest positive card total.

*Example: +4, +9, -6, -6 beats +5, +7, -4, -7 because 13 (sum of +4 and +9) is higher than 12 (sum of +5 and +7)*

### **Nulrhek with Highest Value Single Card**

Closest to zero with the highest single positive card.

*Example: +2, +10, -4, -7 beats +3, +9, -5, -6 because 10 is higher than 9*

### **Single Blind Draw**

If all scenarios prior result in a tie, each remaining player must take one card from the draw pile. The player closest to zero wins. If players have the same number, the positive number wins. If players tie, they draw again until a winner is determined.

*Examples: -1 beats +4 and +1 beats -1*

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