

Sabacc House Rules

The Deal

Players place antes to the main pot and the sabacc pot. Dealer shuffles the deck gives three down cards and one up card to each player. The dealer lays seven cards face-up on the board in a "flower" pattern. The board card in the center is the discard pile.

The Hand

The hand consists of three rounds of betting, drawing, and spikes. Then there's a final fourth betting round.

Betting Phase

Betting is modeled after the ante/bring-in system in stud poker. It is fixed-limit betting with a max of one bet plus four raises. The first two betting rounds are small bet and last two are big bet size.

The first betting round has a mandatory bring-in bet from the player with the highest absolute value face-up card. If there's a tie, positive number pays bring-in and after that whichever one is left of the dealer.

Draw Phase

Starting to the left of the dealer, each player can choose one of three actions:

Buy board card

The player can pay the main pot ante for a card from the board. The player can indicate this non-verbally by placing payment on the desired board card.

The payment goes to the sabacc pot. They can choose to take the card only or swap with a card from their hand. The acquired board card will become a face-up card. A player cannot swap their last pocket card for a board card. A player cannot have more than five cards in their hand.

If the player keeps the board card without swapping, the dealer replaces the missing board card with one from the discard pile. If the discard pile is empty after replacing, the dealer places a card in the discard pile from the stub.

Draw from the Stub

Draw for free from the stub. The player can indicate this non-verbally by double-tapping the table.

The drawn card can be added to either the face-up or the face-down cards in the hand. The player also has the option of discarding any card, including the drawn card. The discarded card is laid face-up on the discard pile.

Stay

Don't do anything. Wave your hand over your face-up cards if you want to pass on taking a card.

Spike Phase

Doubles: Players muck pocket cards and dealer replaces with same number of cards

Spikes: All players cards are mucked and replaced

The Showdown

Last aggressor shows their hand first. Best hand takes the main pot. Winner takes the sabacc pot if it's Banthas Wild or better.

Table 1. Hand Rankings

Rank	Name	Description	Example	Odds Against
1	Dreadnoughts	4-of-a-kind 10s and Sylops	+10 +10 0 -10 -10	360,500
2	Rhylet Neat	Same integer 3-of-a-kind and same integer pair	+4 +4 +4 -6 -6	360,500
3	Krayt Dragon	Same integer 3-of-a-kind and Sylops	0 +3 +3 +3 -9	179,750
4	Idiots Full	Both Sylops and same integer pair	0 0 +3 +3 -6	71,900
5	Echelon	Uneven 4-of-a-kind and balancer card	+1 +1 +1 -1 -2	71,900
6	Fleet	4-of-a-kind (except 10s) and Sylops	+7 +7 0 -7 -7	39,944
7	Tusken File	same integer 3-of-a-kind and 1 opposite card	+3 +3 +3 -9	30,990
8	Rhylet Stirred	Mixed integer 3-of-a-kind and pair	+2 +2 -2 -1 -1	23,966
9	Uttini!	0 +1 +2 +3 -6 or inverse	0 -1 -2 -3 +6	19,971
10	Gee Whizz!	+1 +2 +3 +4 -10 or inverse	-1 -2 -3 -4 +10	13,314
11	Dewbacks	same integer 3-of-a-kind 5-card hand	+3 +3 +3 -7 -2	13,314
12	Squadron	4-of-a-kind	-2 -2 +2 +2	6,197
13	The Idiots	Both Sylops cards, with pair or 3 rainbow cards. Pair beats rainbow	0 0 -3 +3 0 0 -1 -2 +3	2,970
14	Idiot's Array	4-straight and Sylops	0 +4 -5 -6 +7	2,852
15	Banthas Wild	Mixed integer 3-of-a-kind	+3 +3 -3 -2 -1	665
16	Straight Khyron	4-straight	+2 -3 -4 +5	491
17	Yee-Haa	Two-pair and Sylops	0 -2 +2 -3 +3	221
18	Rule of Two	Two-pair	-7 +7 -9 +9	76
19	Sabacc	Sum equals zero. Pair beats other tiebreakers	+1 +4 -3 -2	
20	Nuhrek	Sum does not equal zero. Closest to zero wins	+2 +3 -4 -8	

Tiebreakers

1. Most cards
2. Highest absolute value
3. Highest absolute value card

4. Highest positive value card

If none of these work, do a single blind draw from the deck. Recalculate the sums to determine winner.

Appendix A: Common Betting Structures

Main Pot Ante	Sabacc Pot Ante	Bring-in	Small Bet	Big Bet
1	1	3	8	16
1	1	4	10	20
2	1	6	15	30
3	2	10	20	20
5	5	20	50	100
15	10	50	75	150
15	10	50	100	200