

**STAR WARS**

# **SABACC**

407871K8 50107

**CORELLIAN SPIKE**



# **RULES**



MOS EISLEY CANTINA



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MOS EISLEY CANTINA HOUSE RULES

**“Chalmun’s Cantina” House Rules**

*Mos Eisley, Tatooine, Tatoo system, Arkanis sector, Outer Rim Territories*

## THE DECK

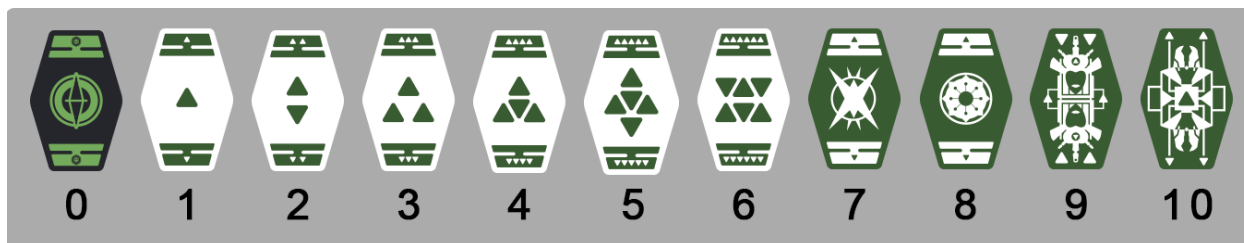
A Corellian Spike Sabacc deck consists of:

- ▽ **30 green** cards with **positive** values
- ▽ **30 red** cards with **negative** values
- ▽ **2 zero-value** cards called **Sylops**



The positive green and negative red cards are **numbered 1 to 10**, with **3 Staves (suits)** of each including squares, circles, and triangles.

Only cards numbered 1 to 6 have Pips. Cards numbered 7 to 10 are face cards.



## SETUP

**The game can be played by 2 to 12 players.** A dealer is designated for the first round. After each successive round, the next person to the left will be the new dealer and will take possession of the **Dealer Token**.



## Ante

At the beginning of each round, all players must pay the **ante**:

- ▽ **1 credit into the Game Pot**
- ▽ **2 credits into the Sabacc Pot**



If any player cannot afford to buy-in, that player is eliminated from the game.

## Dealing

1. **Dealer shuffles** the deck, then **deals two cards face down to each player**. Players can **look** at their cards but must **keep them secret**.
2. Dealer places the remaining deck **face down** in the center of play. This is the **Draw Pile**.
3. Dealer takes the top card from the Draw Pile and places it **face up**. This is the **Discard Pile**.



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## GAME PHASES

The player to the dealer's left always goes first and **play always passes to the left**.  
The goal of the game is to have a hand with a total sum **as close to zero as possible**.

**Each turn has 4 phases: Roll, Betting, Roll, Draw**

### 1. Roll Phase

Beginning with the player to the dealer's left, each player rolls both Spike Dice chance cubes. If the symbols are **different, nothing happens**. If the symbols **match**:

A. **Binary Sunset**

The dealer deals a card **face down** from the Draw Pile to the player. **This is treated as a *hit*; therefore, the player must then choose to *discard* or *stand* as described in the *Draw Phase*.**



B. **Moisture Vaporators**

The player **chooses** any one card from the **Draw Pile**. The chosen card immediately becomes part of the player's hand. The player must then immediately **discard** a card into the Discard Pile but **cannot discard the card just chosen**.



C. **Bantha Tracks**

The player **chooses** any one card from the **Discard Pile**. The chosen card immediately becomes part of the player's hand. The player must then immediately **discard** a card into the Discard Pile but **cannot discard the card just chosen**.



D. **Sarlacc Spikes**

The player **notes the number of cards** in the hand, **reveals** the entire hand **face up**, and **discards** the entire hand into the Discard Pile. The dealer deals the player **a new hand face down with the same number of cards** that the player had before.



E. **Hidden Jawa**

The player **chooses one card from the hand** and **discards** that card into the Discard Pile. The dealer deals a card **face down** from the Draw Pile to the player. The player **cannot refuse the new card** and it immediately becomes part of the player's hand.



F. **Stalking Krayt Dragon**

The player **chooses one card from the hand** and places it **face up**. This card must **permanently remain face up** as part of the player's hand for the **rest of the entire round** and **cannot be discarded for any reason whatsoever**.



**Only proceed to the *Betting/Draw Phase* after all players have rolled the Spike Dice.**

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## 2. Betting Phase

Beginning with the player to the dealer's left, each player must **choose one** of 5 actions:

A. **Check**

The player does not bet any credits. The player can only *check* if **no player has opened in the current Betting Phase**. All subsequent players must then *check*, *open*, or *fold*.

B. **Open**

The first player that wants to place a bet in the current *Betting Phase* will *open* by adding a bet into the Game Pot. The player can only *open* if **no player has already opened in the current Betting Phase**. All other players, including all who *checked*, must then *call*, *raise*, or *fold*.

C. **Call**

The player sees the current highest bet by placing a matching bet amount into the Game Pot. The player can only *call* **once a player has opened in the current Betting Phase**. All subsequent players must either *call*, *raise*, or *fold*.

D. **Raise**

The player *raises* the highest bet by betting a higher amount than the current highest bet into the Game Pot. The player can only *raise* **once a player has opened in the current Betting Phase**. All other players must either *call*, *raise*, or *fold*.

E. **Fold**

The player **reveals the entire hand face up** and then **discards the entire hand face up** into the Discard Pile. The player is out of play until the ante of the next round. If the dealer *folds*, then the dealer continues the role of dealer, but does not play. If any player **does not have enough credits** to *call*, that player **must fold**.

Here is an example using 6 players to illustrate a possible *Betting Phase*:

P1 *checks*, P2 *opens* with ♣1, P3 *calls* with ♣1, P4 *raises* to ♣2, P5 *raises* to ♣3, P6 *folds*, P1 *calls* with ♣3, P2 *calls* with ♣2, P3 *calls* with ♣2, and P4 *calls* with ♣1, which ends the *Betting Phase* **since each player bet a total amount of 3 credits** or *folded*.

**Only proceed to the Roll Phase once one of the following occurs:**

A. **All** players *check* and/or *fold*.

B. **After** an *open* and/or a *raise*, **all other** players *call* and/or *fold*.





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### 3. Draw Phase

Beginning with the player to the dealer's left, **each player chooses one** of 2 actions:

A. **Hit**

The dealer deals the player the top card from the Draw Pile **face down**.

The player adds the card to the hand and then **chooses one** of 2 actions:

- a. **Discard** a card from hand into Discard Pile. **It may be the one just drawn.**
- b. **Stand** by keeping the hand and not discarding any cards.

**If the player ends up with more than 5 total cards, including *Stalking Krayt Dragon* cards, that player must choose action “a”, thus discarding one card.**

B. **Stand**

Do nothing and retain the current hand.

**All players must always have at least 2 cards and no more than 5 cards in their hand, including *Stalking Krayt Dragon* cards.**

**If the Draw Pile runs out at any point, the dealer must shuffle the entire Discard Pile and place it face down as the new Draw Pile. The dealer must then take the top card from the new Draw Pile and place it face up to start a new Discard Pile.**

**Only proceed to the *Roll Phase* after all players have chosen to either *hit* or *stand*.**

**Repeat all 4 phases for a total of 3 turns.**

### SHOWDOWN

**After the Roll Phase of the third turn**, players reveal their cards **face up** starting at the dealer's left and proceeding left through all players. After all hands have been revealed, the hands are compared according to the *Scoring Hierarchy of Winning Hands*.

The **winning player takes the Game Pot** and one of the following scenarios **occurs**:

- A. If the winning player's hand has a **zero total sum**, then that player **also wins the Sabacc Pot**. Any hand with a zero total sum is called a **Sabacc**, but Sabacc hands are ranked according to the *Scoring Hierarchy of Winning Hands*.
- B. If the winning player's hand is **not a zero total sum**, then the **Sabacc Pot remains for the next round**.



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## SCORING HIERARCHY OF WINNING HANDS

### 1. Fleet

Four cards that all equal the same absolute value and a Sylop with a zero total sum



### 2. Rhylet

Three cards that all equal the same value and two different cards that both equal the same value with a zero total sum



### 3. Squadron

Four cards that all equal the same absolute value with a zero total sum



### 4. Banthas Wild

Any hand in which three of the cards all equal the same absolute value with a zero total sum



### 5. Sabacc

Any other hand with a zero total sum



### 6. Nulrhek

Closest total sum to zero

Winner **cannot** take the Sabacc Pot

## Ranking for Resolving Ties

1. Hand with **positive total sum** beats negative total sum (Only relevant for *Nulrheks*)
2. Of the players that still tie, hand with the **most cards** wins
3. Of the players that still tie, hand with **highest total sum of absolute values** wins
4. Of the players that still tie, hand with the **card of highest absolute value** wins.

▽ **A positive card beats an equal value negative card.**

### 5. Single Blind Card Draw

In the event of a complete tie, the dealer deals a card to each of the players that still tie, starting at the dealer's left. The card closest to zero wins.

**A positive card beats an equal value negative card.** Repeat until there is no tie.

If the players decide to **end** the game and the winner of the **final round did not win the Sabacc Pot**, then all players participate in a **Single Blind Card Draw** in which the winner takes the **entire Sabacc Pot**.