

CORELLIAN SPIKE SABACC
THE ROCK-LION CANTINA HOUSE RULES

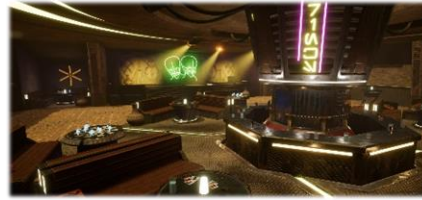
“The Rock-Lion Cantina” House Rules

Zaloriis City, Zaloriis, Zaloriis system, Askarian sector, Expansion Region

THE DECK

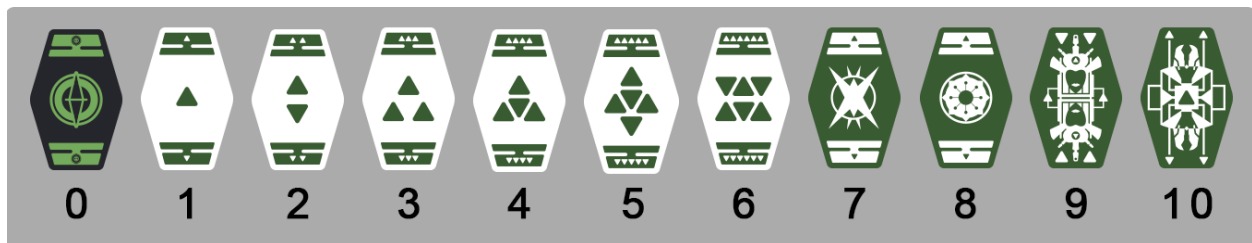
A Corellian Spike Sabacc deck consists of:

- ▽ **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 6 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 Hand 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**.

The first turn has 5 phases: Draw, Spike Card, Draw, Betting, Roll

1. Spike Card Phase

After the **initial Draw Phase**, the dealer deals a third card to each player, **face up**. This is called the **Spike Card** and must always remain **face up** on the table. Then proceed to the **Draw Phase**.



The second and third turns have 3 phases: Draw, Betting, Roll

2. Draw Phase

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

A. Hit

The player must **pay 2 credits** into the **Sabacc Pot**.

If the player cannot pay, then the player cannot *hit* and must *stand*.

Then 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 3 actions:

- a. **Discard** a card from hand into Discard Pile. **It may be the one just drawn.**
 - ▽ **Pay 2 more credits into the Sabacc Pot to discard the card just drawn.**
 - ▽ **Otherwise, pay 1 more credit into the Sabacc Pot to discard.**
- b. **Discard Spike Card** and **set the new card face up** as the new Spike Card.
 - ▽ This option is not possible during the **initial Draw Phase**.
- c. **Stand** by keeping the hand and not discarding any cards.

If the player ends up with more than 5 total cards, including the Spike Card, that player must choose action “a” or “b”, thus discarding one card.

B. Stand

Do nothing and retain the current hand.

All players must always have at least 3 total cards and no more than 5 total cards in their hand, including the Spike Card.

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

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3. 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 Hand 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 Hand 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 Hand 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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4. Roll Phase

The dealer rolls both Spike Dice chance cubes.

- A. If the symbols are **different, nothing happens.**
- B. If the symbols **match and are both suns**, then a “**Binary Sunset**” occurs:
 1. Starting with the player to the dealer’s left, the **dealer deals a free card face down from the Draw Pile to each player.**
 2. This is treated as a free *hit*; therefore, **each player must then choose to *discard*, *discard Spike Card*, or *stand* as described in the *Draw Phase*.**
- C. Otherwise, if the symbols **match**, then a “**Sabacc Shift**” occurs:
 1. All players must **note the number of cards** in their hand and then reveal their entire hand **face up**.
 - ▽ **If the symbols are both spikes, then all players also include their Spike Cards in their respective counts.**
 2. All players **discard** their hands into the Discard Pile.
 - ▽ **If the symbols are both spikes, then all players also discard their Spike Cards.**
 3. The dealer collects all cards and **reshuffles the entire deck**.
 - ▽ **If the symbols are both spikes, then the dealer also collects and shuffles all Spike Cards.**
 4. The dealer deals each player a **new hand with the same respective number of cards** that each player had before, starting with the player to the dealer’s left. **Cards are not dealt sequentially, but one player at a time.**
 - ▽ **If the symbols are both spikes, then the first card given to each player is their new Spike Card, which each player must place face up.**



Repeat all 3 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 Hand 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. Pure Sabacc

A Sylop, two -10 cards, and two +10 cards



2. Straight Khyron

A. -7, +8, +9, and -10

B. +7, -8, -9, and +10



3. Gee Whiz!

A. +1, +2, +3, +4, and -10

B. -1, -2, -3, -4, and +10



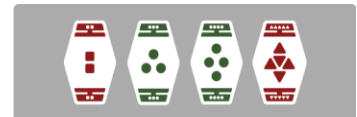
4. Prime Sabacc

A Sylop, -10, and +10



5. Straight

Any hand of 4 cards in numerical order with a zero total sum



6. Sabacc

Any other hand with a zero total sum



7. 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**.