

STAR WARS
SABACC 
CORELLIAN
SPIKE  **RULES**

YARITH BESPIN CASINO



CORELLIAN SPIKE SABACC
YARITH BESPIN CASINO HOUSE RULES

“Pair O’ Dice” House Rules

Yarith Bospin, Cloud City, Bospin, Bospin system, Anoaat sector, Outer Rim Territories

THE DECK

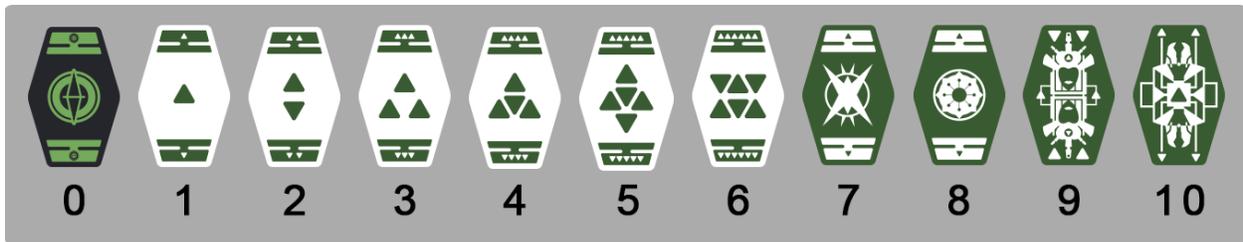
A Corellian Spike Sabacc deck consists of:

- ▽ **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 10 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**:

- ▽ **2 credits into the Game Pot**
- ▽ **1 credit 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: Betting, Spike Card, Draw, Betting, Roll

1. Spike Card Phase

After the **initial *Betting 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** has the **option** to **buy** a card:

A. Buy

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

▽ If the player cannot pay or does not want to *buy*, then the player does not pay any credits and retains the current hand.

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 2 actions:

- a. **Discard** a card from hand into Discard Pile. **It may be the one just drawn**.
- b. **Discard Spike Card** and **set the new card face up** as the new Spike Card.

All players must always have 3 total cards in their hand, including the Spike Card.

Only proceed to the *Betting Phase* after all players have chosen whether to *buy* a card.

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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. **Stand**

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

B. **Bet**

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

C. **See**

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

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 bet in the current Betting Phase. All other** players must either *see, raise, or junk*.

E. **Junk**

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 *junks*, then the dealer continues the role of dealer, but does not play. If any player **does not have enough credits** to see, that player **must junk**.

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

P1 *stands*, P2 *bets* with ♣1, P3 *sees* with ♣1, P4 *raises* to ♣2, P5 *raises* to ♣3, P6 *junks*, P1 *sees* with ♣3, P2 *sees* with ♣2, P3 *sees* with ♣2, and P4 *sees* with ♣1, which ends the *Betting Phase* **since each player bet a total amount of 3 credits or junked**.

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

- A. **All** players *stand* and/or *junk*.
- B. **After** a *bet* and/or a *raise*, **all other** players *see* and/or *junk*.



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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, 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 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. **Idiot's Array**

A Sylop, +2, and +3 with a total sum of +5.

Winner takes the Sabacc Pot

The only winning hand with a non-zero total sum that outranks zero total sum hands and is borrowed from Standard Sabacc.



2. **Prime Sabacc**

A Sylop, -10, and +10



3. **Yee-haa**

A Sylop and two cards that both equal the same absolute value with a zero total sum



4. **Straight**

A. +1, +2, and -3

B. -1, -2, and +3



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.

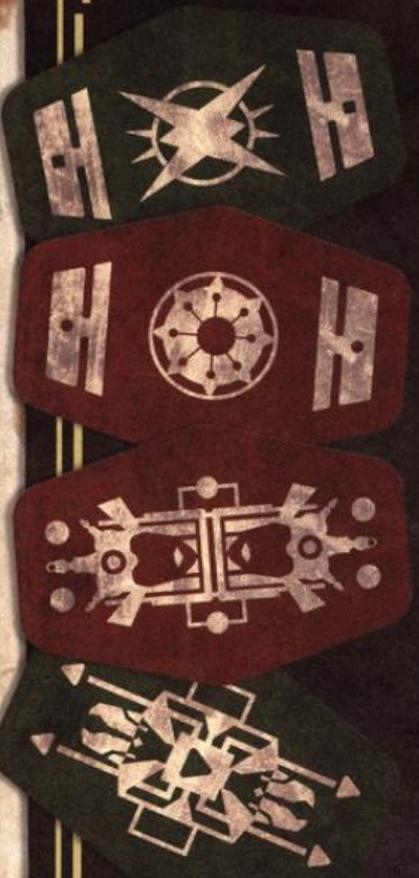
If the players decide to **end** the game and the winner of the **final round did not win the Sabacc Pot**, then all players participate in a **Single Blind Card Draw** in which the winner takes the **entire Sabacc Pot**.

YARBITH BESPIN CASINO

WELCOME TO SABACC AT THE YARBITH BESPIN TONIGHT WE'RE PLAYING COHELLIAN SPIKE, WHICH ADDS A CHALLENGING WHINKLE 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 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 COHELLIAN SPIKE AT THE YARBITH 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 face 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 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 DIOR'S AHHAY, CONSISTING OF A O COUPLED WITH A +2 AND +3. THE NEXT BEST HAND IS THE PHINE SABACC, A +1 O, -10 AND A O. YOUR GROUPS DHOOD CAN TELL YOU THE MEKARKIV OF OTHER POSSIBLE WINNING HANDS, ARISING FROM THE YEE-IHAI TO THE NULBEIKS UNHANNIONS.