

SABACC

INCLUDES 62 CARDS, 2 DICE



2 - 8 PLAYERS

10+

RULES OF SABACC

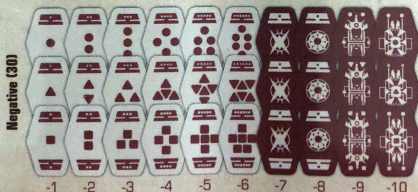
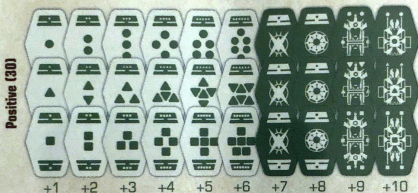
There are 3 suits (called staves) – circles, triangles, and squares.
There are 20 cards in each stave (split between red and green)
and 2 zero cards.

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

CARDS



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.

GAMEPLAY

The game is played in three rounds. Each player takes one turn per round. The player to the dealers 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:
 - a. 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.

GAMEPLAY (CONTINUED)

- b. Swap** – take the top card from the Discard Pile and place a card from your hand face up on the Discard Pile.
 - c. Stand** – you do nothing. Stand if you do not wish to take a card or discard on this turn.
 - d. 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 that is the end of the round. The dealer rolls the Sabacc Dice. If the dealer rolls a double, all players cards are placed 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 pages)**



WINNING HANDS

A positive number (total score or individual card) is always better than an equal negative number.



0 0

PURE SABACC

Zero with exactly two zero cards



+10 -10 +10 -10 0

FULL SABACC

Zero with exactly these cards



+5 -5 +5 -5 0

FLEET

Zero with four of a kind (except 10s) and a zero card

**The lower interger wins (four 3s beats four 6s)



+5 -5 0

YEE-HAA

Zero with one pair and a zero card

**The lower interger wins (two 5s beats two 8s)



+2 +2 +2 -3 -3

RHYLET

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

**The lower interger wins (three 2s beats three 6s)



-4 -4 -4 +6 +6

EX: +2, +2, +2, -3, -3 OR +4, +4, +4, -6, -6
OR +6, +6, +6, -9, -9
-2, -2, -2, +3, +3 OR -4, -4, -4, +6, +6
OR -6, -6, -6, +9, +9



+5 -5 +5 -5

SQUADRON

Zero with four of a kind

**The lower interger wins (four 3s beats four 6s)



+1 +2 +3 +4 -10

GEE WHIZ

Zero with these specific cards, four positives (1-4) and one negative (10) or four negatives (1-4) and one positive (10)



+7 -8 -9 +10

STRAIGHT KHYRON

Zero with a run of four

**The lower starting interger wins (2-3-4-5 beats 7-8-9-10)



BANTHAS WILD

Zero with three of a kind

**The lower interger wins (three 4s beats three 5s)



RULE OF TWO

Zero with two pairs

**The lowest interger pair wins (two 3s beats two 4s)



SABACC

Zero with one pair

**The lower interger pair wins (two 3s beats two 5s)

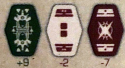


SABACC WITH MOST CARDS

Zero with the most total cards

**The higher total number wins (four cards beats three cards)

BEATS



SABACC WITH HIGHEST VALUE CARDS

Zero with the highest positive number card total

**The higher total 10 (sum of +6 and +4) beats 9 (sum of +4 and +5)

BEATS





SABACC WITH HIGHEST SINGLE VALUE CARD
Zero with the highest single positive number card

**If the positive number card total is the same, the higher positive number wins (+8 beats +5)



NULRHEK
Closest to Zero



NULRHEK WITH POSITIVE SCORE
Closest to Zero with a positive number
**If players have the same total card count and same interger, the positive number wins.



NULRHEK WITH MOST CARDS
Closest to Zero with most cards
**If players have the same sum, the player with most total cards wins.



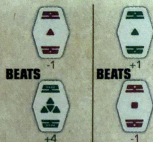
NULRHEK WITH HIGHEST VALUE CARDS
Closest to Zero with the highest positive card total

**The higher total 13 (sum of +9 and +4) beats 12 (sum of +7 and +5).



NULRHEK WITH HIGHEST VALUE SINGLE CARD
Closest to Zero with the highest single positive value card

**The higher card +10 beats +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.