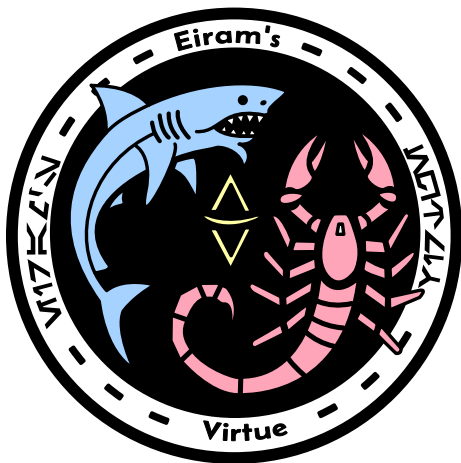


# Sabacc Rules Reference



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| Bespin Yarith Casino           | 4 |
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# Sabacc



## Coruscant Shift

### Objective

Score as close to the number rolled on the die as possible.

### Setup

Choose a dealer. The dealer shuffles the deck and deals 5 cards to each player. These cards should not be shared with other players. The dealer then places the deck in the center to form the draw pile.

### Gameplay

Each player antes twice, once to the Sabacc Pot and once to the Main Pot.

The Dealer rolls the dice. This determines the number and trump suit for the hand. The Dealer then deals five cards to each player.

### Round Sequence

1. SELECT cards to keep, placing them face down in front of you
2. BET or FOLD. On a FOLD, discard all cards and do not continue betting or playing.
3. SHIFT all cards that were not kept by discarding the rest of your hand. Draw cards equal to the number of cards discarded.
4. IMPROVE your SELECTed cards by adding cards to them. Players may NOT change cards which have previously been selected. Players may select zero cards to IMPROVE. Unused cards are discarded.
5. BET or FOLD once more.
6. REVEAL hands to determine the winner.

### Winning a Hand

The person whose hand is closest to the roll (-10, -5, 0, 5, 10) wins the hand and the credits from the Main Pot. Ties are broken by the

player with the most cards in the suit rolled on the die at the beginning of the hand.

If the winner wins with exactly the roll, they also receive the Sabacc Pot. Otherwise it carries over to the next hand.

Rotate the Dealer token to the player to the left of the current Dealer

### Game End

The game ends when all players have had the dealer token for a round. The winner is the person with the most credits.

### Cards & Dice

#### 62 Card Deck

3 Suits (circles, triangles, squares)  
20 Cards per suit (-10 to -1 and 1 to 10)  
20 cards (Unsuited)  
1 Gold die: 0, 0, 5, -5, 10, -10  
1 Silver die: Square x2, Circle x2, Triangle x2



# Sabacc



## Corellian Spike

### Objective

Have the best zero hand at the end of the round.

### Setup

Each player antes twice, into the Sabacc Pot and the Hand Pot. Deal 2 cards face down to each player.

### Gameplay

The hand is played over 3 rounds. After the third round, rotate the Dealer token to the next player to the left.

### Round Sequence

1. IMPROVE
  - a. (Optional) DISCARD a card from your hand.
  - b. DRAW a card from the deck or discard pile.
2. BET
  - a. CHECK - If no bet has been played
  - b. BET
  - c. RAISE - Increase total bet
  - d. FOLD - discard your cards and forfeit all bets and ante.
3. DICE
  - a. ROLL the Spike Dice. If the dice match, each player must DISCARD all cards in their hand. The deck is then shuffled and the dealer DEALS the number of cards equal to the number of cards a player discarded.

### Winning a Hand

After the third round all players reveal their cards. The person closest to 0 wins the hand pot. If a person is exactly 0, they win the Sabacc pot as well.

Tie Breakers - See Appendix A.

### Game End

The game ends when all players have had the dealer token.

### Cards & Dice

#### 62 Card Deck

3 Suits (circles, triangles, squares)  
20 Cards per suit (-10 to -1 and 1 to 10)  
2 0 cards (Unsuited)  
2 Spike Dice (See Inset for descriptions)

| Number | Symbol | Name*            |
|--------|--------|------------------|
| 1      |        | Kryn (Spike)     |
| 2      |        | Vindha (Flagon)  |
| 3      |        | Corhal (Crown)   |
| 4      |        | Thysar (Compass) |
| 5      |        | Vyrl (Eye)       |
| 6      |        | Selys (Sun)      |

\* <https://design.multiversalexports.com/post/761899041656291329/sabacc-dice-updated>



# Sabacc



## Kessel Sabacc

### Objective

Be the last person with chips at the end of the game.

### Setup

Each player antes credits. Determine how many chips each player will be given. Low stakes games would be 4 chips while high stakes games would be 8 to 12 chips.

Separate the decks by color. The Star Wars: Outlaws decks are sand and blood, while the Hyperspace Props deck colors are coaxium and spice.

Each player is given up to 3 Shift Tokens (descriptions in Appendix B). Depending on the game, these can be distributed either by player selection, random deal, drafting or other method of distribution. Players should not reveal which shift tokens they have.

### Cards

Both decks contain three copies of numbers 1-6, plus three Impostor cards and two Sylops.

Impostor cards take the value of a die roll at the end of the hand.

Sylops take the value of the other card in the hand.

### Gameplay

A hand consists of 3 turns. Each player will get an opportunity to play each turn.

### Hand Sequence

1. Play Shift Token (optional)
2. Draw Card or Stand
  - a. Draw Card - Player may draw a card from either discard pile or the deck. They must then discard a card of that same

color. Player **MUST** pay 1 chip in order to draw a card.

- b. Stand - Player will no longer draw or play Shift Tokens for this round.

### Hand End

All players reveal their hands. If a player's hand includes the Impostor card, they must roll both dice and choose one die roll to act as the value of the Impostor card.

The winner is the person with the lowest difference in cards. Matching cards would be a difference of zero (0).

If there is a tie, the person with the lowest cards wins. If multiple players have the lowest cards, all win the hand.

The Hand Winner is refunded all chips that were played during the round.

### Penalties

All non-winners must pay an additional tax of the difference between their cards. A 6 and a 1 would result in a tax of 5.

### Game End

When all players have lost all of their chips except one, that player is declared the winner and wins the pot.

### Cards & Dice

#### 46 Card Deck

- 2 Colors
- 23 Cards per Color
  - 3x 1 through 6 Cards
  - 3x Impostor Cards
  - 2x Sylop
- 2 Gold Sabacc Dice



## Bespin Yarith Casino

### Objective

Have the best zero hand at the end of the round.

### Setup

Each player antes twice, half ante value into the Sabacc Pot and full ante into the Hand Pot. Deal 2 cards face down to each player.

### Gameplay

The hand is played over 3 rounds. After the third round, rotate the Dealer token to the next player to the left.

There is an initial BET phase, where players may CHECK, BET, RAISE or FOLD based on their starting 2 cards.

After the initial BET phase, deal one more card to each player face up. This is the Spike card

### Round Sequence

1. OPTION
  - a. BUY - Pay the equivalent of the Ante to REPLACE a card in your hand or your Spike card.
  - b. PASS
2. BET
  - a. CHECK - If no bet has been played
  - b. BET
  - c. RAISE - Increase total bet
  - d. FOLD - discard your cards and forfeit all bets and ante.
3. DICE
  - a. ROLL the Spike Dice. If the dice match, each player must DISCARD both cards in their hand. The deck is then shuffled and the dealer DEALS 2 cards to each player. The Spike card is not changed.

### Winning a Hand

After the third round all players reveal their cards. The person closest to 0 wins the hand pot. If a person is exactly 0, they win the Sabacc pot as well.

Tie Breakers - See Appendix A.







### Game End

The game ends when all players have had the dealer token.

### Cards & Dice

#### 62 Card Deck

3 Suits (circles, triangles, squares)  
 20 Cards per suit (-10 to -1 and 1 to 10)  
 2 0 cards (Unsuited)  
 2 Spike Dice (See Inset for descriptions)

| Number | Symbol  | Name*            |
|--------|---|------------------|
| 1      |  | Kryn (Spike)     |
| 2      |  | Vindha (Flagon)  |
| 3      |  | Corhal (Crown)   |
| 4      |  | Thysar (Compass) |
| 5      |  | Vyrl (Eye)       |
| 6      |  | Selys (Sun)      |

\* <https://design.multiversalexports.com/post/761899041656291329/sabacc-dice-updated>



# Sabacc



## Appendix A - Tie Breaker Hands

### Specialty Hands

Must equal 0, lowest integer wins a tie

| <u>Hand Name</u> | <u>Description</u>                         | <u>Example</u>                                    |
|------------------|--|---|
| Pure Sabacc      | 2 Sylops (0)                               | {0,0}   |
| Full Sabacc      | +10, +10, -10, -10, 0                      | {+10, +10, -10, -10, 0}                           |
| Fleet            | 4 of a Kind plus Sylop                     | {+5, +5, -5, -5, 0}                               |
| Yee-Haa          | 1 Pair, Sylop                              | {+4, -4, 0}                                       |
| Rhylet           | 3 of a Kind plus 1 Pair                    | {+2, +2, +2, -3, -3} or<br>{+4, +4, +4, -6, -6}   |
| Squadron         | 4 of a Kind                                | {+6, +6, -6, -6}                                  |
| Gee Whiz         | +1, +2, +3, +4, -10 or -1, -2, -3, -4, +10 | {+1, +2, +3, +4, -10} or<br>{-1, -2, -3, -4, +10} |
| Straight Khyron  | Run of 4 Cards                             | {+7, -8, -9, +10} or<br>{-2, +3, +4, -5}          |
| Banthas Wild     | 3 of a Kind                                | {+4, +4, +4, -3, -9} or<br>{+5, +5, -5, -3, -2}   |
| Rule of Two      | 2 Pairs                                    | {-4, +4, -9, +9} or<br>{+3, +3, +5, -5, -6}       |
| Sabacc           | 1 Pair                                     | {+5, -5} or<br>{+3, +3, -6}                       |

### Non-Specialty Hands

Equals 0 but does not fit any above description

| <u>Hand Name</u>             | <u>Description</u>                          | <u>Example</u>       |
|------------------------------|---|----------------------|
| Most Cards                   | Hand with most number of cards              | {+1, +2, -4, -5, +6} |
| Highest Positive Sum         | Add all positive numbers, highest hand wins | {+1, +3, -4}         |
| Highest Single Positive Card | Hand with Single Highest Positive Card      | {-1, -3, -6, +10}    |



## Appendix A - Tie Breaker Hands

### Nulrhek

Does not equal 0

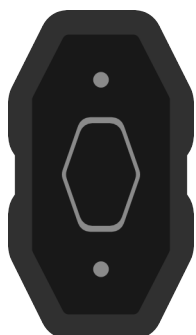
| <u>Hand Name</u>             | <u>Description</u>   | <u>Example</u>       |
|------------------------------|--|----------------------|
| Closest to Zero              | Hand closest to 0 wins   | {+3, +4, -6}         |
| Positive Score               | Positive beats Negative  | +3 total beats -3    |
| Most Cards                   | Hand with most number of cards                                       | {+1, +3, -4, -5, +6} |
| Highest Positive Sum         | Add all positive numbers, highest hand wins                          | {+1, +3, -4}         |
| Highest Single Positive Card | Hand with Single Highest Positive Card                               | {-1, -3, -6, +10}    |
| Single Draw                  | All cards discarded, each player draws 1 card.<br>Closest to 0 wins. |                      |



# Sabacc



## Appendix B - Kessel Supplement



**Free Draw**  
Avoid the Draw Fee  
this turn



**Refund**  
Retrieve 2 chips in  
play



**Extra Refund**  
Retrieve 3 chips in  
play



**Embezzlement**  
Take 1 chip from  
each other player's  
pot



**Major Fraud**  
Set Imposter Value  
to 6 for this hand



**Cook the Books**  
Inverts Sabacc  
ranks for this hand



**Mark Down**  
Set Sylop value to 0  
for this hand



**Prime Sabacc**  
Roll 2 Dice. Pick one  
to be the new best  
Sabacc



**Exhaustion**  
Choose a player to  
discard and draw a  
new hand



**Direct Transaction**  
Choose a player  
and trade hands  
with them

| Number | Symbol | Name*            |
|--------|--------|------------------|
| 1      |        | Kryn (Spike)     |
| 2      |        | Vindha (Flagon)  |
| 3      |        | Corhal (Crown)   |
| 4      |        | Thysar (Compass) |
| 5      |        | Vyrl (Eye)       |
| 6      |        | Selys (Sun)      |

\* <https://design.multiversalexports.com/post/761899041656291329/sabacc-dice-updated>





# Sabacc



## Appendix B - Kessel Supplement



**General Tariff**  
Other players are taxed 1 chip



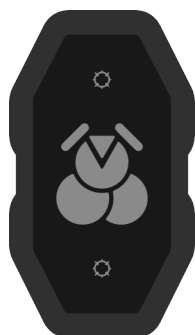
**Target Tariff**  
Target player is taxed 2 chips



**Embargo**  
Next player must Stand



**General Audit**  
Other players in Stand are taxed 2 chips



**Target Audit**  
Choose a player in Stand. They are taxed 3 chips



**Immunity**  
Prevent Shift Tokens from affecting you until the next reveal

| Number | Symbol | Name*             |
|--------|--------|-------------------|
| 1      |        | Kryn (Spike)      |
| 2      |        | Vindha (Flagon)   |
| 3      |        | Corhal (Crown)    |
| 4      |        | Thyrsar (Compass) |
| 5      |        | Vyrl (Eye)        |
| 6      |        | Selys (Sun)       |

Sabacc Shift Token images from:  
<https://www.reddit.com/r/StarWarsSabacc/comments/textatgi/comment/lttoxwb/>  
<https://www.reddit.com/r/StarWarsSabacc/comments/textatgi/comment/lttoxwb/>  
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