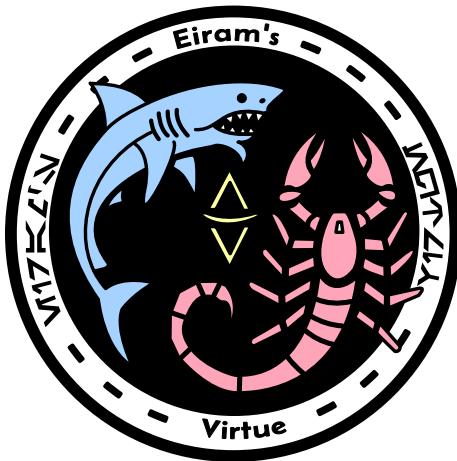


Sabacc Rules Reference



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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)
2 0 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)
20 cards (Unsuited)
2 Spike Dice (See Inset for descriptions)

Number	Symbol	Name*
1	◊	Krynn (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

Presented by Eiram's Virtue
<https://www.eiramsvirtue.com>



Sabacc



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 value 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 {+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 {-1, -2, -3, -4, +10}
Straight Khyron	Run of 4 Cards	{+7, -8, -9, +10} or {-2, +3, +4, -5}
Banthalas Wild	3 of a Kind	{+4, +4, +4, -3, -9} or {+5, +5, -5, -3, -2}
Rule of Two	2 Pairs	{-4, +4, -9, +9} or {+3, +3, +5, -5, -6}
Sabacc	1 Pair	{+5, -5} or {+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}



Sabacc



Appendix A - Tie Breaker Hands

Nulrhek

Does not equal 0

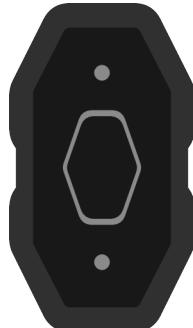
<u>Hand Name</u>	<u>Description</u>	<u>Example</u>
Closest to Zero	Hand closest to 0 wins	{+3, +4, -6}
Positive Score	Positive beats Negative	+3 total beats -3
Most Cards	Hand with most number of cards	{+1, +3, -4, -5, +6}
Highest Positive Sum	Add all positive numbers, highest hand wins	{+1, +3, -4}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



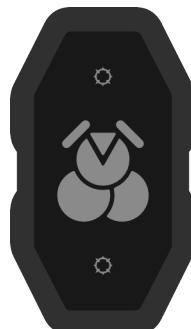
Target Tariff
Target player is taxed 2 chips



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	◆	Thysar (Compass)
5	◆	Vyrl (Eye)
6	●	Selys (Sun)

Sabacc Shift Token images from:
<https://www.reddit.com/r/StarWarsSabacc/comments/1exatgi/comment/ltoxwb/>
[/u/Routine_Helicopter47](https://www.reddit.com/r/StarWarsSabacc/comments/1exatgi/comment/ltoxwb/)

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

