

# SHADDAAN SPIKE SABACC

Made by DiceMath - Variation 1.2

Uses Galaxy's edge Correlian spike variant Sabacc deck for maximum ease of access to the average Star Wars superfan and to leverage its iconic film imagery.

**Goal:** Win hands (and therefore your opponents' bets) by getting a hand value closest to zero or by bluffing your opponents out of the hand. Win big by achieving a True Sabacc hand and scooping up the Sabacc pot which grows over time from antes and penalties.

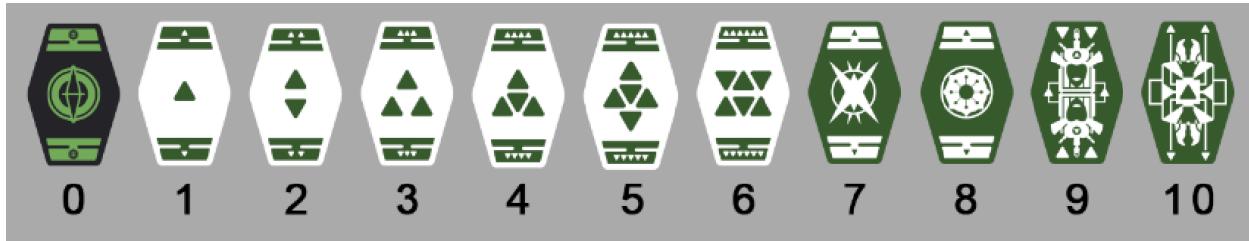
**Structure of play:** Action, Bet, Roll. 2-8 players. Gambling mandatory, real money optional.

**Variant features:** 3 card starting hand. Alternate spike dice rules. Variable hand duration. Modified Sabacc pot. Sensible tiebreakers for hand ranking. Classic betting and bluffing.

## GAME SETUP

Gather all of your **components**:

- 62-Card Corellian Sabacc deck which contains:
  - 30 positive cards (typically green) numbered 1-10 with three copies each
  - 30 negative cards (typically red) numbered 1-10 with three copies each
  - Two cards numbered zero called Sylops (apocryphally Old Corellian for "idiots")



*(If you don't own a version of the Corellian Spike deck, you can easily assemble one using portions of two matching decks of standard playing cards. Just use an appropriate number of cards from Ace to Ten, plus two Jokers. Note that suits don't matter rules-wise, only whether the cards are Positive or Negative so red/black work perfectly well.)*

- A pair of Spike dice (Any two matching six-sided chance cubes will work)
- A dealer marker or button
- If playing with chips, make sure you have enough for each player start with around 40-50 antes' worth

Determine a starting ante and set the base chip value accordingly if not playing for cash. Establish any bet minimums and limits. Decide whether additional buy-ins are permitted and if

so how many. Pick a number of seats for the game and determine whether drop-ins are allowed. Finally, decide if there will be a specific endpoint for the game (e.g. a Certain number of hands, any player going bust, hitting True Sabacc, etc).

Pick a player to start as the dealer by whatever process you wish (Many players use a blind one-card draw or roll of the chance cubes).

## HAND PROCESS

All players pay the ante into both the main pot and the Sabacc pot, then are dealt three cards. After all players are dealt their hand, one card is flipped face-up to the center of the table to begin the discard pile, and the remaining deck is placed beside it. Play proceeds to the first round of Action.

## THE ACTION

Starting with the dealer and continuing around the table clockwise, each player must do one of the following:

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### GAIN

Draw the top card of the deck or the top card of the discard pile into your hand. If this leaves the discard pile empty, discard the top card of the deck to refill it.

### SWAP

Exchange a card in your hand with the top card of the deck or the top card of the discard pile. If you choose to swap from the deck, you must select and discard a card from your hand before drawing the new card.

### STAND

Make no chances and keep your current hand of cards.

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Once each player has taken an action, proceed to The Bet.

If all players still in the hand have chosen to stand during the Action, the hand is considered to be Closing. If the hand is Closing, proceed to the Showdown after the Bet without rolling.

## THE BET

Tried and true **Check / Bet / Raise / Fold(Junk)** format with any relevant minimums and limits established beforehand. Very standard, will not elaborate for the sake of brevity.

After a round of betting, proceed to The Roll

*Reminder: if the hand is Closing, proceed to the Showdown instead of the Roll.*

## THE ROLL

Once the Bet is complete, roll the chance cubes. If the faces match, the hand is over immediately and all players still in the hand go to the Showdown (rolling doubles and ending the hand like this is called a Spike).

If the faces of the chance cubes do not match, play returns to the Action for another round.

Players repeat this loop of the Action, the Bet, and the Roll until they reach the Showdown and conclude the hand.

## THE SHOWDOWN

All players show their hands. The player with the hand value closest to zero wins the hand and is awarded the main pot. A hand with a value of exactly zero is called a Sabacc and a hand that does not have a value of zero is called a Nulrhek.

If multiple players have hands of equivalent value, ties are broken in the following order:

1. Positive Priority (Non-sabacc hands only)
2. Greater Hand Size
3. Higher Total Positive Value
4. Highest Single Positive Value
5. Exact Tie Blind Draw

### 1. POSITIVE PRIORITY (NON-SABACC HANDS ONLY)

A hand with a positive value beats a hand with an equivalent negative value.  
(e.g., a hand of value 1 beats a hand of value -1)

### 2. GREATER HAND SIZE

A hand with more cards beats a hand with fewer cards  
(e.g. a hand of [-2, -8, 5, 5] has 4 cards and beats a hand of [-10, 3, 7] which has 3 cards )

### 3. HIGHER TOTAL POSITIVE VALUE

A hand with a higher positive value (i.e. the sum of all positive cards within the hand) beats a hand with a smaller positive value

(e.g. a hand of [-5, 5] has a positive value of 5 and beats a hand of [-3, 3] which has a positive value of 3. A hand of [-4, -6, 10] has a positive value of 10 and beats a hand of [-6, 2, 4] which has a positive value of 6)

### 4. HIGHEST SINGLE POSITIVE VALUE

A hand with the highest single card amongst positive cards in the hand beats the others.

(e.g. a hand of [-3, -7, 10] beats a hand of [-10, 4, 6])

### 5. EXACT TIE BLIND DRAW

If two or more players achieve an exact tie, the tie is determined by a blind draw. Each tied player is dealt a single card, closest to zero wins. If tied, redraw until there is a winner.

### TRUE SABACC

If a player's hand consists of one Sylop and one positive-negative pair, they have achieved **True Sabacc**. This hand beats all other hands regardless of size or value.

(E.g. [0, 7, -7] & [0, 10, -10] )

In addition to winning the main pot, a player who achieves True Sabacc also wins everything currently in the Sabacc pot. If two players achieve True Sabacc in the same hand, break ties as normal for the main pot, but both players win an even half of the Sabacc pot.

### PENALTIES

If a player loses during the Showdown, they are penalized in addition to losing the hand. Each losing player must pay a number of antes into the Sabacc Pot equal to the difference between the positive value of their final hand and the winning hand.

### EXAMPLE SHOWDOWN

Consider a showdown where the five remaining players revealing the following hands:

Player 1: [-5, 3, 2] Total: 0

Player 2: [-5, -3, 7] Total: -1

Player 3: [-6, -4, 9, 1] Total: 0

Player 4: [-3, 5, 6] Total: 8

Player 5: [-3, -1, 2, 2] Total: 0

Players 1, 3, and 5 all have Sabacc hands, meaning they have a total value of zero. Players 2 and 4 have hands of value -1 and 8 respectively and are immediately out of the running.

Players 3 and 5 have a hand size of four, which is greater than Player 1's hand of only three cards so Player three is also taken out of the running.

Player 3's hand has a total positive value of 10 while Player 5's hand only has a total positive value of 4, so Player 3 beats Player 5 and wins the pot.

Because they did not have a hand value equivalent to the winning hand, Player 3 must pay a penalty of 1 ante into the Sabacc Pot and Player 5 must pay a penalty of 8 antes into the Sabacc pot, each equal to the difference between the total value of their hand versus the winning hand.

## FURTHER HANDS AND ENDING THE GAME

After a Showdown, the next player around the table becomes the dealer and starts a new hand. Play can continue this way until all players have had a chance to deal, until a player has gone bust, until someone achieves True Sabacc, or may continue indefinitely as with casino tables.

If you're playing a home cash game, consider splitting any chips left in the Sabacc pot evenly among all players at the end of the night. This tends to soften the bruises of any major losses and keep any player from going home completely empty handed even if they went bust during the game.

## NOTES AND STRATEGY

- If you're not sure how you want to set minimums and limits, try No Limit when playing for fun and Pot Limit when playing for real stakes. Sabacc Pot limit is also a unique option!
- Don't be afraid to fold early and often. If your hand has a total value of +/-7 or worse after the first action, consider folding even if everyone checks during betting. You don't want to be caught out by the Spike and have to pay a huge penalty to the Sabacc pot just for being too bold with a bad hand.
- Keep your eyes on the discard pile. If you're first or second in action order, you may be able to bet safely on being able to gain or swap for the available discard and guarantee a Sabacc hand.
- If you're dealt a Sylop or a pair in your opening hand, you may be tempted to race the dice and stay in the hand for as long as possible to keep fishing for True Sabacc. But consider the following:
  - Is the Sabacc Pot big enough to be worth fishing for?
  - If you get hit with an early Spike, how much will you be paying as penalty?
  - Depending on the bet limit and chip situation at the table, how many bets would it take for your opponent(s) to drain your remaining bankroll while you dig?

- *If your game is being held in a regular business location like a casino, bar, or club, the Sabacc pot may be maintained between games, growing over multiple days until a player finally achieves True Sabacc and is awarded the collected winnings. If this is true, ask the dealer to show the full deck and inspect the chance cubes before you buy-in to ensure the house has not modified them. Several casinos across Nar Shaddaa have been caught “losing” one of the Sylops or playing with asymmetrical double-stacked decks to lower the chances of True Sabacc during the game and then rake the Sabacc Pot after the table closes for the night.*

# QUICK REFERENCE

All players pay the ante into both the main pot and the Sabacc pot, then are dealt three cards.

After all players are dealt their hand, one card is flipped face-up to the center of the table to begin the discard pile, and the remaining deck is placed beside it. Play proceeds to the first round of Action.

## 1. THE ACTION

Starting with the dealer, each player must do one of the following:

### GAIN

Draw the top card of the deck or the top card of the discard pile into your hand.

### SWAP

Exchange a card in your hand with the top card of the deck or the top card of the discard pile. If you choose to swap from the deck, you must select and discard a card from your hand before drawing the new card.

### STAND

Make no chances and keep your current hand of cards.

If all players still in the hand have chosen to stand during the Action, the hand is considered to be Closing. If the hand is Closing, proceed to the Showdown after the Bet without rolling.

## 2. THE BET

Starting with the dealer, each player engages in a round of betting where they may do the following:

### CHECK

Pass. You may only check if no player before you has made a bet.

### BET

Add any amount of money to the pot. All other players must exceed (Raise) or match (Call)

### RAISE

Add more money to the pot than the current bet. All other players must now raise, call, or fold according to the new amount.

### CALL

Put an amount of money into the pot matching the current bet.

### FOLD (JUNK)

Discard your hand and forfeit play until the next hand. You lose your chance to win the pot, but both avoid losing any more money and won't pay any showdown penalties.

## 3. THE ROLL

Roll the chance cubes. If the faces match, the hand is over immediately and all players still in the hand go to the Showdown (rolling doubles and ending the hand like this is called a Spike).

If the faces of the chance cubes do not match, play returns to The Action (Step 1) for another round.

## 4. THE SHOWDOWN

Players show their hands and determine who wins. Best hand wins the pot. All losers still in the hand pay the difference in value between their hand and the winning hand to the Sabacc Pot. If any player achieved a True Sabacc hand they collect everything currently in the Sabacc Pot.

## HAND EVALUATION

The player with the hand value closest to zero wins the hand and is awarded the main pot.

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