

STAR WARS

SABACC

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CORELLIAN SPIKE

RULES



THE FORT YPSO LODGE



CORELLIAN SPIKE SABACC
THE FORT YPSO LODGE HOUSE RULES

“The Lodge” House Rules

Fort Ypsos, Vondor-1 (ID 53-80), Vondor system, Sloo sector, Mid Rim

THE DECK

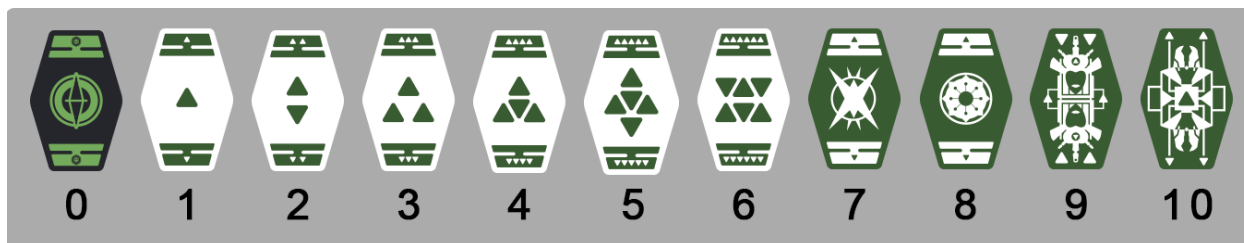
A Corellian Spike Sabacc deck consists of:

- ▽ **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 12 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**:

- ▽ **1 credit into the Game Pot**
- ▽ **2 credits 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**.



Each turn has 3 phases: Betting, Draw, Roll

1. Betting Phase

Beginning with the player to the dealer's left, each player must **choose one** of 5 actions:

A. **Check**

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

B. **Open**

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

C. **Call**

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

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 opened in the current Betting Phase**. All other players must either *call, raise, or fold*.

E. **Fold**

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 *folds*, then the dealer continues the role of dealer, but does not play. If any player **does not have enough credits** to *call*, that player **must fold**.

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

P1 *checks*, P2 *opens* with ♣1, P3 *calls* with ♣1, P4 *raises* to ♣2, P5 *raises* to ♣3, P6 *folds*, P1 *calls* with ♣3, P2 *calls* with ♣2, P3 *calls* with ♣2, and P4 *calls* with ♣1, which ends the *Betting Phase* **since each player bet a total amount of 3 credits** or *folded*.

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

A. **All** players *check* and/or *fold*.

B. **After** an *open* and/or a *raise*, **all other** players *call* and/or *fold*.

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2. Draw Phase

Beginning with the player to the dealer's left, **each player chooses one** of 2 actions:

A. Hit

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. **Stand** by keeping the hand and not discarding any cards.

B. Stand

Do nothing and retain the current hand.

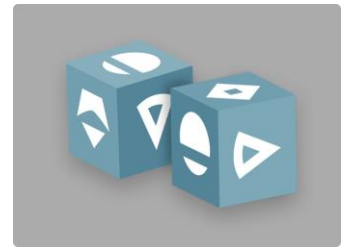
All players must always have at least 2 cards and no more than 5 cards in their hand.

Only proceed to the *Roll Phase* after all players have chosen to either *hit* or *stand*.

3. 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**.
 2. All players **discard** their hands into the Discard Pile.
 3. The dealer collects all cards and **reshuffles the entire deck**.
 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.



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. Full Sabacc / Pure Sabacc

A Sylop, two -10 cards, and two +10 cards



2. Straight Staves / Straight Khyron

A. -7, +8, +9, and -10

B. +7, -8, -9, and +10



3. Gee Whiz!

A. +1, +2, +3, +4, and -10

B. -1, -2, -3, -4, and +10



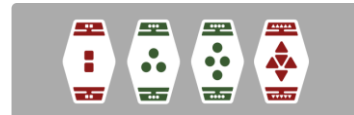
4. Twin Sylops / Sylop Spike

Both Sylops



5. Straight

Any hand of 4 cards in numerical order with a zero total sum



6. Sabacc

Any other hand with a zero total sum



7. 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**.