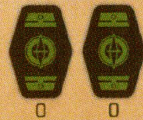


CORELLIAN SPIKE WINNING HANDS

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



PURE SABACC
Zero with exactly two zero cards



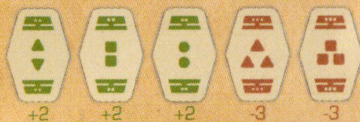
FULL SABACC
Zero with exactly these cards



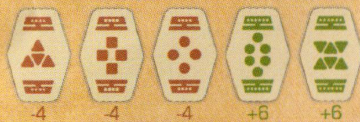
FLEET
Zero with four of a kind (except 10s) and a zero card
**The lower integer wins (four 3s beats four 6s)



YEE-HAA
Zero with one pair and a zero card
**The lower integer wins (two 5s beats two 8s)



RHYLET
Zero with a positive three of a kind and a negative pair (or vice versa)
**The lower integer wins (three 2s beats three 6s)



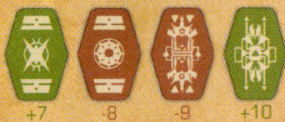
EX: +2, +2, +2, -3, -3 OR +4, +4, +4, -6, -6
OR +6, +6, +6, -9, -9
-2, -2, -2, +3, +3 OR -4, -4, -4, +6, +6
OR -6, -6, -6, +9, +9



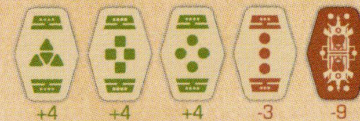
SQUADRON
Zero with four of a kind
**The lower integer wins (four 3s beats four 6s)



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



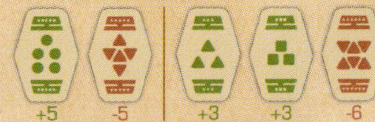
STRAIGHT KHYRON
Zero with a run of four
**The lower starting integer wins (2-3-4-5 beats 7-8-9-10)



BANTHAS WILD
Zero with three of a kind
**The lower integer wins (three 4s beats three 5s)



RULE OF TWO
Zero with two pairs
**The lowest integer pair wins (two 3s beats two 4s)



SABACC
Zero with one pair
**The lower integer pair wins (two 3s beats two 5s)



BEATS

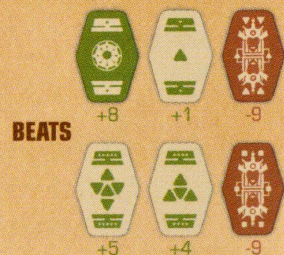
SABACC WITH MOST CARDS
Zero with the most total cards
**The higher total number wins (four cards beats three cards)



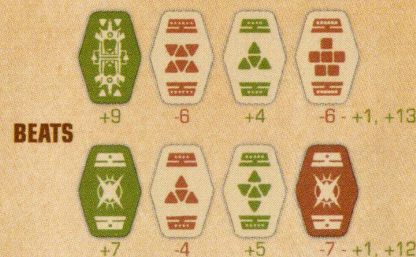
BEATS

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)

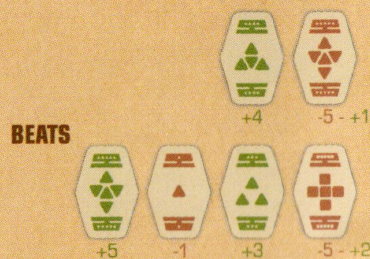




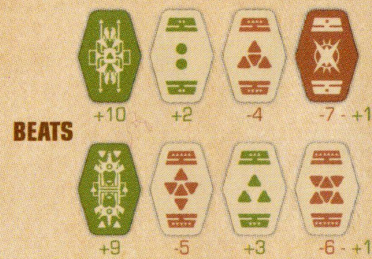
SABACC WITH HIGHEST SINGLE VALUE CARD
Zero with the highest single positive number card
**If the positive number card total is the same, the higher positive number wins (+8 beats +5)



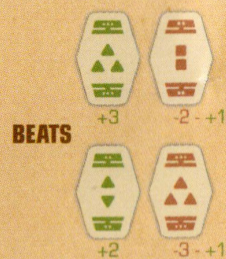
NULRHEK WITH HIGHEST VALUE CARDS
Closest to Zero with the highest positive card total
**The higher total 13 (sum of +9 and +4) beats 12 (sum of +7 and +5).



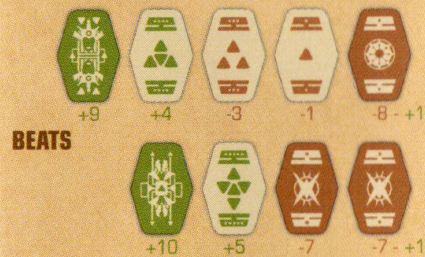
NULRHEK
Closest to Zero



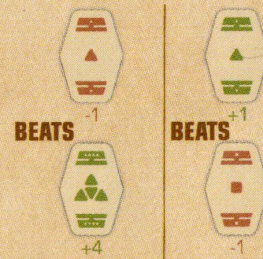
NULRHEK WITH HIGHEST VALUE SINGLE CARD
Closest to Zero with the highest single positive value card
**The higher card +10 beats +9.



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



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.