

## Sabacc: Corellian Spike, Bospin Casino Variant

62 cards, two symbol dice

Same as regular Corellian Spike rules, with these variations:

Deal two cards to each player, then after the first betting phase, each player is dealt an additional third card, face-up. This is the Spike Card. It is always face-up on the table and always part of the player's hand. Players always have exactly three cards in their hand.

Do not turn over a card to make a discard pile. Discard cards are not available for play in this variant.

Betting: One additional betting phase occurs at the start of the game, after the two hidden cards are dealt, but before the open card. The game then proceeds as normal: **TURN, BETTING, SPIKE**.

On the **TURN** phase, you can GAIN, STAND, or JUNK, but SWAP is **not** an option. When you GAIN a card, you must either: discard it, swap it with your Spike Card, or swap it with a card in your hand. The swapped card is discarded. You must always discard a card on your turn so that you always have three cards.

On the **SPIKE DICE** phase, if the symbols match but are not spikes, players discard all but their Spike Card and are dealt two new cards for their hand. If the symbols match but are the spike symbol, all cards are discarded and players are dealt a complete new hand, including their Spike Card.



: Spike Symbol

Scoring above a Prime Sabacc (a zero, a positive ten, and a negative ten) is "The Idiot's Array." This is a zero, a positive two, and a positive three. It counts as a total value of zero.

## Sabacc: Coruscant Shift

62 cards, dice (suit and target value)

### OBJECT

Score as close to the number rolled.

### SETUP

Choose someone as dealer. That player is the dealer for the first round, the player to their left is the dealer for the next round, etc. Players ante 1 credit into the pot. Deal 5 cards face-down to each player. Players can look at their cards. Place remaining cards face-down as the Draw Pile. Dealer rolls dice, which tell the target number and most powerful suit.

**START** — Calculate your hand. Each player will select 0–5 cards from their hand to keep, placing them face-down. These are the player's **Selection**. Green are positive, red are negative. Choose to continue playing or fold.

**BET** — Players can check, bet, call, raise, or junk.

**SABACC SHIFT** — Discard the unselected cards, get dealt an equal number. Choose to continue or fold.

**IMPROVE** — Choose which cards (if any) to add to the **Selection**, placing them face-down, discarding the remainder.

**BET** — Players can check, bet, call, raise, or junk.

**REVEAL** — When all players have their selections, reveal cards.

**WINNING** — Selection cards closest to the die roll win. In the event of a tie, the most cards matching the rolled suit win. If still tied, players draw and highest card wins.

## **Sabacc: Corellian Spike**

62 cards, two symbol dice

### **OBJECT**

Score as close to zero as you can.

**SETUP** — Choose someone as dealer. That player is the dealer for the first round, the player to their left is the dealer for the next round, etc. All players ante 1 credit into the Sabacc Pot and 1 into the Game Pot. Deal 2 cards face-down to each player. Players can look at their cards. Place remaining cards face-down as the Draw Pile. Draw one card and place face-up as Discard Pile.

**GAMEPLAY** — Game is played in three rounds, starting with player to dealer's left. All players take a **TURN**, then the **BETTING** phase, then the **SPIKE DICE**.

**TURN** — Calculate your hand, green in positive, red is negative. Players can choose one of four options:

**1. GAIN:** Pay 1 credit to the pot. Choose one:

- Draw a card from the Draw Pile. Choose to keep or discard it.
- Discard one of your current cards and then draw a card from the Draw Pile, which must be kept this turn.

**2. SWAP:** Pay 2 credits to the pot. Take the top card from the Discard Pile, discarding one of your own.

**3. STAND:** Do nothing.

**4. JUNK:** Place all your cards in the Discard Pile and exit the game.

**BETTING** — Beginning with the player to the dealer's left, continuing until all bets are equal, each player can:

- **CHECK:** (stays in the game, no additional credits, assuming no raises/calls yet).

- **BET:** Add to the game pot. All other players must at least CALL to this amount or RAISE, unless they JUNK.
- **CALL:** Match the current bet amount.
- **RAISE:** Raise the current bet amount. All other players must at least CALL to match this amount (or RAISE or JUNK).
- **JUNK:** Player shuffles their hand (to randomize) and put on discard pile. Player exits the game.

**SPIKE DICE** — Dealer rolls dice. If doubles are rolled, players must discard their hand and get dealt the same number of cards. After discarding, flip over a new discard card from the Draw Pile.

**SHOWDOWN** — After three rounds, after the third and final throw of the dice, players reveal their hands. Specialty hands rank in order (see listing) followed by Sabacc (zero) with the most total cards. Ties there are resolved with highest count of green cards. If no Sabacc (this is called a "Nulrhek"), then closest to zero, etc. See scoring sheet for more detail. Winner wins the Game Pot. If winning with a Sabacc, the winner also gets to claim the Sabacc Pot.

### **CARD VALUE REFERENCE**

