Sabacc Playing-Card Mod

How to Play Corellian Spike with Regular Playing Cards

by AurekFonts

Corellian Spike (Sabacc) uses a unique deck composed of sixty-two cards—ten more cards than a standard deck of earth playing cards:

+1 ●	+2 ●	+3 ●	+4 ●	+5 ●	+6 ●	+7 ●	+8 ●	+9 ●	+10 ●
+1 ■	+2 ■	+3 ■	+4 ■	+5 ■	+6 ■	+7 ■	+8 ■	+9 ■	+10 ■
+1 ▲	+2 ▲	+3 ▲	+4 ▲	+5 ▲	+6 ▲	+7 ▲	+8 ▲	+9 ▲	+10 ▲
-1 ●	-2 ●	-3 ●	-4 ●	-5 ●	-6 ●	-7 ●	-8 ●	-9 ●	-10 ●
-1 ■	-2 ■	-3 ■	-4 ■	-5 ■	-6 ■	-7 ■	-8 ■	-9 ■	-10 ■
-1 ▲	-2 ▲	-3 ▲	-4 ▲	-5 ▲	-6 ▲	-7 ▲	-8 ▲	-9 ▲	-10 ▲
0 ◇	0 ◇								

To play Corellian Spike without purchasing or fabricating a specialised deck, you can simply combine cards from two decks of regular playing cards, like so:

First Deck: Remove all face cards, but leave both Jokers:

A ♠	2 ♠	3 ♠	4 ♠	5 ♠	6 ♠	7 ♠	8 ♠	9 ♠	10 ♠	J ♠	Q ♠	K ♠
A ♣	2 ♣	3 ♣	4 ♣	5 ♣	6 ♣	7 ♣	8 ♣	9 ♣	10 ♣	J ♣	Q ♣	K ♣
A ♦	2 ♦	3 ♦	4 ♦	5 ♦	6 ♦	7 ♦	8 ♦	9 ♦	10 ♦	J ♦	Q ♦	K ♦
A ♥	2 ♥	3 ♥	4 ♥	5 ♥	6 ♥	7 ♥	8 ♥	9 ♥	10 ♥	J ♥	Q ♥	K ♥
Joker	Joker											

Second Deck: Remove all face cards, Clubs, Hearts, & Jokers:

A ♠	2 ♠	3 ♠	4 ♠	5 ♠	6 ♠	7 ♠	8 ♠	9 ♠	10 ♠	~~J ♠~~	~~Q ♠~~	~~K ♠~~
~~A ♣~~	~~2 ♣~~	~~3 ♣~~	~~4 ♣~~	~~5 ♣~~	~~6 ♣~~	~~7 ♣~~	~~8 ♣~~	~~9 ♣~~	~~10 ♣~~	~~J ♣~~	~~Q ♣~~	~~K ♣~~
A ♦	2 ♦	3 ♦	4 ♦	5 ♦	6 ♦	7 ♦	8 ♦	9 ♦	10 ♦	~~J ♦~~	~~Q ♦~~	~~K ♦~~
~~A ♥~~	~~2 ♥~~	~~3 ♥~~	~~4 ♥~~	~~5 ♥~~	~~6 ♥~~	~~7 ♥~~	~~8 ♥~~	~~9 ♥~~	~~10 ♥~~	~~J ♥~~	~~Q ♥~~	~~K ♥~~
~~Joker~~	~~Joker~~											

Combined Deck: Combine the remaining cards from the First and Second Decks:

A ♠	2 ♠	3 ♠	4 ♠	5 ♠	6 ♠	7 ♠	8 ♠	9 ♠	10 ♠
A ♠	2 ♠	3 ♠	4 ♠	5 ♠	6 ♠	7 ♠	8 ♠	9 ♠	10 ♠
A ♣	2 ♣	3 ♣	4 ♣	5 ♣	6 ♣	7 ♣	8 ♣	9 ♣	10 ♣
A ♦	2 ♦	3 ♦	4 ♦	5 ♦	6 ♦	7 ♦	8 ♦	9 ♦	10 ♦
A ♦	2 ♦	3 ♦	4 ♦	5 ♦	6 ♦	7 ♦	8 ♦	9 ♦	10 ♦
A ♥	2 ♥	3 ♥	4 ♥	5 ♥	6 ♥	7 ♥	8 ♥	9 ♥	10 ♥
Joker	Joker								

With this Combined Deck, you should be ready to play Corellian Spike (Sabacc)!

Visit Corellian-Spike.github.io to learn the rules!