

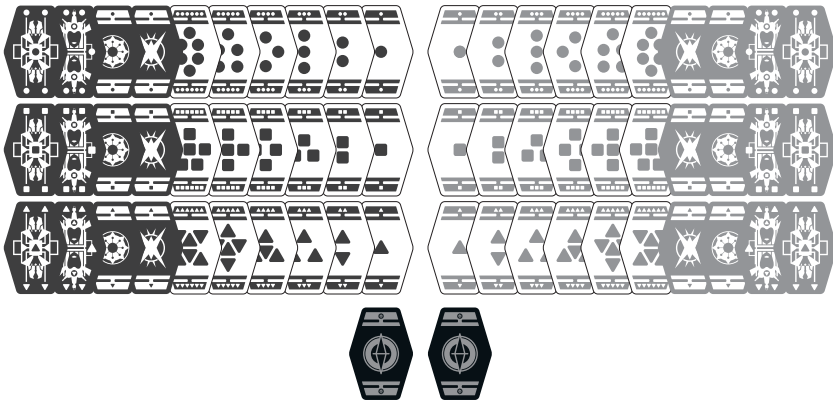
ALTA SABACC T.S.G. CORELLIAN SPIKE

Corellian Spike is a betting card game of chance—a variant of **Sabacc** played with a deck of **62 cards** and a pair of chance cubes known as **Spike Dice**.

THE DECK

This game uses a deck of 62 cards. The deck contains:

- 30 positive cards—three of each value +1 to +10.
- 30 negative cards—three of each value -1 to -10.
- 2 Sylops (Old Corellian for “Idiots”)—each with a value of 0.



While most of the cards feature countable “pips,” the values of the **face cards** must be memorized:



Sylop
(Zero)



Seven



Eight



Nine



Ten

THE GOAL

Have the best hand at the end of 3 rounds, by scoring as close to zero as possible.



BSO RULES

At the edge of the Outer Rim Territories, Black Spire Outpost is known as a great place to disappear, and an even better place to find a Sabacc hustler. As such, the citizens of Black Spire often forego the betting aspect of the game entirely.

These rules are adapted from those commonly used at BSO.

DEAL

DEAL

Shuffle the deck and deal 2 cards facedown to each player. Place the remaining deck facedown on the table. Place the top card from the deck faceup next to the deck—this is the discard pile.

THREE ROUNDS

Each hand is played out over three rounds. Each round has two phases:

TRADING PHASE

Starting to the dealer’s left, each player may do **one** of the following:

Gain: Draw the top card from the deck.

Trade: Draw the top card from the discard pile, and discard one card from your hand.

Stand: Do nothing this round.

Junk Your Hand (Fold): Forfeit and discard your hand.

(Note: If at any point only one player remains, they immediately win the hand.)

SPIKE PHASE

After every player has taken their turn, the Trading Phase ends. The dealer then rolls the **Spike Dice**.

If the dice roll doubles, each player discards their hand and is dealt a new hand of the same size.

If the dice do not roll doubles, players keep their current hands.

WINNING

At the end of 3 rounds, the player with the best hand wins! (See page 5 for winning hands.)

ALTA SABACC TJS CORELLIAN SPIKE

ORSL RULES

The Outer Rim Sabacc League is a decentralized body of hosts, vendors, and players organizing Corellian Spike tournaments across the galaxy.

These rules are adapted from the most up-to-date ORSL rules.

ANTE

All players place 720 in the **Pot** and an additional 710 in the **Sabacc Pot**.

The Pot will be awarded to the winner of the current hand, while the Sabacc Pot will ride until a player wins with a hand equal to exactly Zero.

(Note: Any number of credits (7) may be agreed upon as an ante, but generally the number of credits anted into the Pot should be double amount anted into the Sabacc Pot.)

DEAL

Shuffle the deck and deal 2 cards facedown to each player. Place the remaining deck facedown on the table. Place the top card from the deck faceup next to the deck—this is the discard pile.

THREE ROUNDS

Each hand is played out over three rounds. Each round has

three phases:

TRADING PHASE

Starting to the dealer's left, each player may do **one** of the following:

Buy from the Deck: Pay 710 into the Pot to draw the top card from the deck.

Buy from the Discard: Pay 720 into the Pot to draw the top card from the discard pile. If the discard pile is empty, discard the top card from the deck.

Trade from the Deck (Free): Discard one card from your hand, and draw the top card from the deck.

Trade from the Discard (Free): Take the top card from the discard pile, and discard one card from your hand.

Stand: Do nothing this phase.

BETTING PHASE

After every player has taken

their turn, the Trading Phase ends.

At the beginning of each Betting Phase, the current bet is considered to be Zero.

Starting to the dealer's left, each player may do **one** of the following:

Check the Bet: If no player has raised the bet, you may pass without betting.

Raise the Bet: Increase the current bet by paying more than enough credits to match the current bet into the Pot.

Call the Bet: Match the current bet by paying sufficient credits into the Pot.

Junk Your Hand (Fold): Forfeit and discard your hand, then pay a 710 penalty into the pot. If you are unable to call the bet, you must junk your hand.

(Note: If at any point only one player remains, they immediately win the hand.)

SPIKE PHASE

Players continue taking turns placing bets until every player has matched the current bet or junked their hand, at which point the Betting Phase ends. The dealer then rolls the **Spike Dice**.

If the dice roll doubles, each player discards their hand and is dealt a new hand of the same size.

If the dice do not roll doubles, players keep their current hands.

WINNING

At the end of 3 rounds, the player with the best hand wins! (See page 5 for winning hands.)



Artwork by Star Wars Species (@SpeciesStar).

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ALTA SABACC TJS CORELLIAN SPIKE

30 THREE-EN'S RULES

3ND-RA ("Three-En") is a protocol droid with a knack for cards. After travelling for several years with Kita Doon and Paila Heartwing, he has returned to Sabacc with an eye toward developing what he calls "a better set of modern rules."

ANTE

All players place 720 in the **Pot** and an additional 710 in the **Sabacc Pot**.

The Pot will be awarded to the winner of the current hand, while the Sabacc Pot will ride until a player wins with a hand equal to exactly Zero.

(Note: Any number of credits (7) may be agreed upon as an ante, but generally the number of credits anted into the Pot should be double amount anted into the Sabacc Pot.)

DEAL

Shuffle the deck and deal 2 cards facedown to each player. Place the remaining deck facedown on the table. Place the top card from the deck faceup next to the deck—this is the discard pile.

THREE ROUNDS

Each hand is played out over three rounds. Each round has

three phases:

TRADING PHASE

Starting to the dealer's left, each player may do **one** of the following:

Buy from the Deck: Pay 710 into the Pot to draw the top card from the deck.

Buy from the Discard: Pay 720 into the Pot to draw the top card from the discard pile. If the discard pile is empty, discard the top card from the deck.

Trade from the Deck (Free): Discard one card from your hand, and draw the top card from the deck.

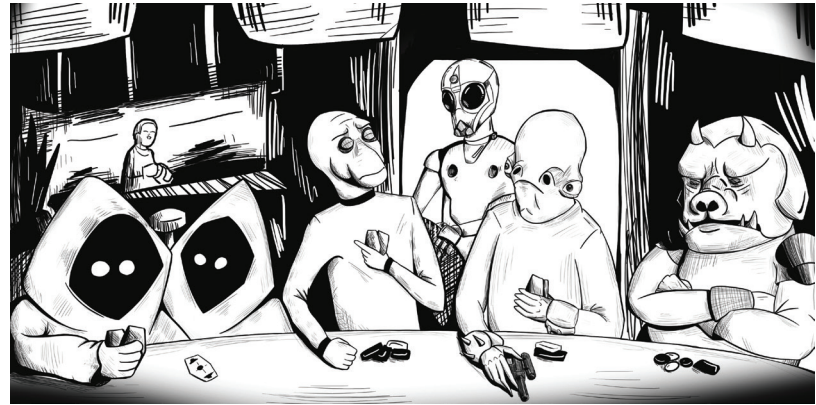
Trade from the Discard (Free): Take the top card from the discard pile, and discard one card from your hand.

Stand: Do nothing this phase.

SPIKE PHASE

After every player has

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Artwork by Vincent Smith (@mrfe4cup).

ALTA SABACC TJS

taken their turn, the Trading Phase ends. The dealer then rolls the **Spike Dice**.

If the dice roll doubles, each player discards their hand and is dealt a new hand of the same size.

If the dice do not roll doubles, players keep their current hands.

BETTING PHASE

At the beginning of each Betting Phase, the current bet is considered to be Zero.

Starting to the dealer's left, each player may do **one** of the following:

Check the Bet: If no player has raised the bet, you may pass without betting.

Raise the Bet: Increase the current bet by paying more

than enough credits to match the current bet into the Pot.

Call the Bet: Match the current bet by paying sufficient credits into the Pot.

Junk the Hand (Fold): Forfeit and discard your hand, then pay a 710 penalty into the pot. If you are unable to call the bet, you must junk your hand.

Players continue taking turns placing bets until every player has matched the current bet or junked their hand, at which point the Betting Phase ends.

(Note: If at any point only one player remains, they immediately win the hand.)

WINNING

At the end of 3 rounds, the player with the best hand wins! (See page 5 for winning hands.)

ALTSABACC TJS CORELLIAN SPIKE

YARITH BESPIN RULES

At Cloud City's luxurious Yarith Bespin Casino, you are likely to play this unique three-card variation of Corellian Spike.

These rules are adapted from the rules in use at the Yarith Bespin.

ANTE

All players place 720 in the **Pot** and an additional 710 in the **Sabacc Pot**.

The Pot will be awarded to the winner of the current hand, while the Sabacc Pot will ride until a player wins with a hand equal to exactly Zero.

(Note: Any number of credits (7) may be agreed upon as an ante, but generally the number of credits anted into the Pot should be double amount anted into the Sabacc Pot.)

DEAL

Shuffle the deck and deal 2 cards facedown to each player. Place the remaining deck facedown on the table.

INITIAL BET

Starting to the dealer's left, each player may do **one** of the following:

Check the Bet: If no player has raised the bet, you may pass

without betting.

Raise the Bet: Increase the current bet by paying more than enough credits to match the current bet into the Pot.

Call the Bet: Match the current bet by paying sufficient credits into the Pot.

Junk your Hand (Fold): Forfeit and discard your hand. If you are unable to call the bet, you must junk your hand.

Players continue taking turns placing bets until every player has matched the current bet or junked their hand.

(Note: If at any point only one player remains, they immediately win the hand.)

SPIKE CARD

Deal one card face up to each player. This is the Spike Card. It is not part of the player's hand, but can be used during the Option Phase of each round.

THREE ROUNDS

THREE ROUNDS

Each hand is played out over three rounds. Each round has three phases:

OPTION PHASE

Starting to the dealer's left, each player may do **one** of the following:

Buy a Card: Pay 720 into the Pot to draw the top card from the deck facedown. You must then **replace a card from your hand** with the new card (discarding the old one); or **replace your Spike Card** with the new card (discarding the old one); or **discard the new card**.

Stand: Do nothing this phase.

BETTING PHASE

After every player has taken their turn, the Option Phase ends.

At the beginning of each Betting Phase, the current bet is considered to be Zero.

Starting to the dealer's left, each player may do **one** of the following:

Check the Bet: If no player has raised the bet, you may pass without betting.

Raise the Bet: Increase the current bet by paying more than enough credits to match the current bet into the Pot.

Call the Bet: Match the current bet by paying sufficient credits into the Pot.

Junk Your Hand (Fold): Forfeit and discard your hand. If you are unable to call the bet, you must junk your hand.

(Note: If at any point only one player remains, they immediately win the hand.)

SPIKE DICE PHASE

Players continue taking turns placing bets until every player has matched the current bet or junked their hand, at which point the Betting Phase ends. The dealer then rolls the **Spike Dice**.

If the dice roll doubles, each player discards their hand and is dealt two new cards.

If the dice roll double spikes,



each player discards their hand and their Spike Card. They are dealt two new cards and a new Spike Card.

If the dice do not roll doubles, players keep their current hands.

WINNING

At the end of 3 rounds, the player with the best hand wins! (See page 5 for winning hands.)

