

GAMES OF THE GALAXY HOLODEX



Designers:

Disney/Lucasfilm Ltd.

Star Wars: Solo Art Department,
Stephen Bridges, et al.

SOURCE

These rules were developed as part of the *Games of the Galaxy Holodex*:

www.gamesofthegalaxy.com

Web Entry Link:

www.gamesofthegalaxy.com/corellian-spike



INTRODUCTION

A popular variant of Sabacc originating in the Corellian system. It was a refined version of Corellian Gambit, a version of Classic Sabacc which changed the target value of the game from 23 to 0.

Spike developed as a distinctive form of Sabacc generations ago amongst Corellian pilots, and was played by Corellian hyperspace scouts as they pushed the frontier in the High Republic era. It has lasted into the present day as a key fixture in cantinas and casinos from the Core to the Rim. Despite this, it retains an association with 'tramp spacer' culture, and some high-end establishments still look down on it as a low-brow smuggler's game.

RULES FOR CORELLIAN SPIKE

In Corellian Spike Sabacc, the objective is to assemble a hand with a total value of zero or as close to zero as possible. The game incorporates both positive and negative cards, and involves strategic betting and card selection to achieve the optimal hand.

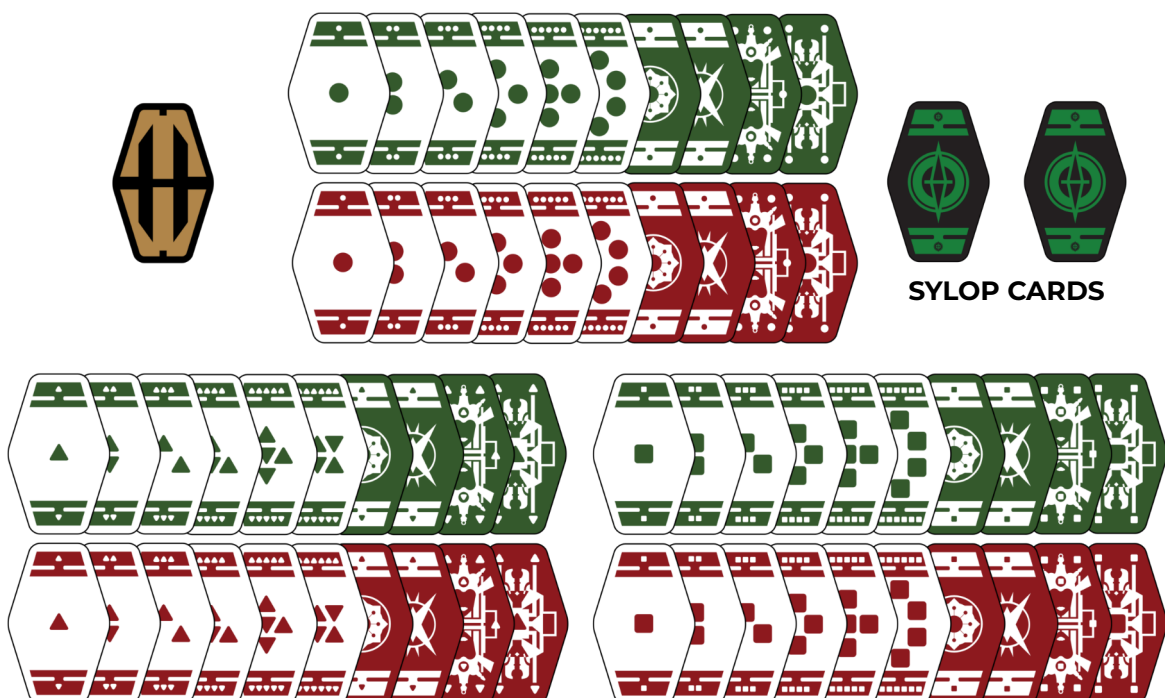
SETUP

CARDS

The deck comprises 62 cards divided into three suits: Circles, Triangles, and Squares. Each suit contains:

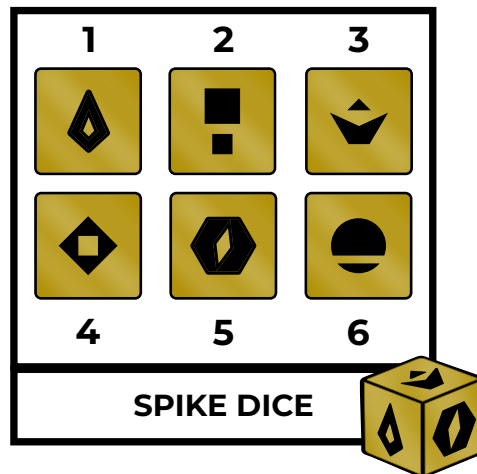
- 10 positive cards: valued from +1 to +10.
- 10 negative cards: valued from -1 to -10.

Additionally, there are 2 special Sylop cards with a value of zero.



SPIKE DICE

The game utilizes a pair of six-sided dice known as Spike Dice. These dice are rolled during the game to introduce an element of unpredictability. If the dice display matching symbols, a Sabacc Shift occurs, causing all players to discard their hands and draw an amount of cards equal to the previous hand size.



PLAYER STOCK

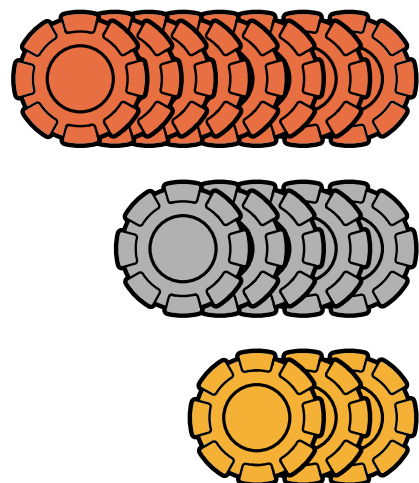
Each player begins the game with a stock of credits or chips which they use to pay the Ante and make bets. The goal of the game is to win all or as much of the chips on the table and from other players. Typically, chips will come in different values. In Sabacc, these values are often represented by a mix of bronze/copper, silver and gold chips.

A typical buy-in for a lay game of Sabacc is **500 credits**:

20 **Bronzium** Chips worth 5 credits (100)
8 **Argentium** Chips worth 25 credits (200)
4 **Aurodium** Chips worth 50 credits (200)

A typical buy-in for a tournament game is **1000 credits**:

20 **Bronzium** Chips worth 10 credits (200)
8 **Argentium** Chips worth 50 credits (400)
4 **Aurodium** Chips worth 100 credits (400)



PLAYING THE GAME

Each player has a stock of credits or credit chips. Players compete in successive hands to win a portion of these credits. Each Hand opens with an Ante and the Card Deal. This is followed by 3 Rounds of play. Each Round has three phases: the Card phase, Betting phase, and the Dice phase. After three rounds, the hands are revealed to determine the winner.

The game is played until someone takes everyone's credits, or players cash out of the game.

THE HAND

1. Choose the Starting Player: The starting player rotates clockwise each round.

2. Ante: Each player contributes an ante to the hand pot and the Sabacc pot.

3. Deal: Each player is dealt two cards face down.

THE ROUND

Each round consists of three phases:

1. CARD PHASE

Players can choose to:

Gain — Draw a new card from the draw deck.

Discard & Gain — Discard a card from your hand and draw a new card from the deck.

Swap — Swap one card in hand with the top card of the discard pile.

Stand — Keep your current hand.

2. BETTING PHASE

Players bet based on the strength of their hands, with options to check, bet, call, raise, or fold.

2. SPIKE DICE PHASE

The dealer rolls the spike dice. If the symbols match, a Sabacc Shift occurs, and all players discard their hands and draw new ones.

WINNING THE ROUND

After three rounds, remaining players reveal their hands. The player with a hand total closest to zero wins the hand pot. If a player achieves a hand total of exactly zero, they win both the hand pot and the Sabacc pot.

In case of a tie, there are several special winning hands which are ranked in order of strength. Since there are many variations of the hand rankings depending on which part of the galaxy you are playing in, the game host can select the preferred ranking order.

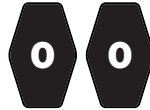
WINNING THE GAME

The game continues for a predetermined number of rounds or until players decide to conclude. The player with the most credits at the end of the game is declared the winner.

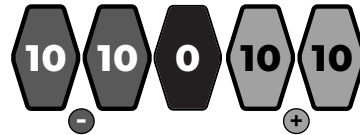
RANKED HANDS

THERE ARE 11 RANKED HANDS IN CORELLIAN SPIKE.

1. PURE SABACC
ZERO WITH 2 SYLOPS



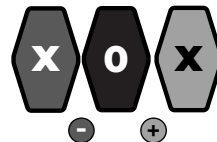
2. FULL SABACC
ZERO WITH A SYLOP
+ 4 TEN CARDS



3. FLEET
ZERO WITH A SYLOP
+ 4 OF A KIND
LOWEST INTEGER WINS



4. YEHA
ZERO WITH A SYLOP
+ A PAIR
LOWEST INTEGER WINS



5. RHYLET
ZERO WITH 3 OF A
KIND + 2 OF A KIND
LOWEST INTEGER WINS



6. STRAIGHT KHYRON
ZERO WITH A STRAIGHT
RUN OF FOUR CARDS
LOWEST STARTING INTEGER WINS



7. SQUADRON
ZERO WITH 4 OF A KIND
LOWEST INTEGER WINS



8. GEE WHIZ
ZERO WITH A RUN OF 1
THROUGH 4 + A 10



9. BANTHAS WILD
ZERO WITH 3 OF A KIND
+ ANY OTHER CARDS
LOWEST INTEGER WINS



10. RULE OF TWO
ZERO WITH 2 PAIRS
+ ANY OTHER CARDS
LOWEST INTEGER WINS



11. PAIR
ZERO WITH A PAIR
+ ANY OTHER CARDS
LOWEST INTEGER WINS



UNRANKED HANDS

THERE ARE 2 UNRANKED HANDS IN CORELLIAN SPIKE.

SABACC
SCORE OF ZERO
APPLY TIEBREAKERS



NULHREK
CLOSEST TO ZERO
APPLY TIEBREAKERS



TIEBREAKERS

THE FOLLOWING TIEBREAKERS ARE APPLIED TO UNRANKED HANDS

CLOSEST TO ZERO



POSITIVE SCORE



WITH THE MOST CARDS



WITH HIGHEST POSITIVE TOTAL



WITH HIGHEST POSITIVE CARD



BY BLIND DRAW OFF
LOWEST INTEGER THEN POSITIVE INTEGER
WINS



TIEBREAKER CHECKLIST

WHEN COMPARING HANDS, USING THE TABLES FOR RANKED HANDS, UNRANKED HANDS AND TIEBREAKERS CAN SOMETIMES BE CONFUSING. FOLLOWING THIS CHECKLIST WILL HELP YOU TO GET THE CORRECT PROCEDURE FOR DETERMINING THE WINNER.

1

IF YOU ARE THE ONLY ONE WITH ZERO YOU WIN. IF NO ONE HAS ZERO, GO TO **CHECK 9**. IF YOU ARE TIED FOR ZERO THEN:

2

DO YOU HAVE A RANKED HAND? IF YOU HAVE THE HIGHER RANKED HAND YOU WIN. IF YOU HAVE AN UNRANKED HAND (SABACC WITH RANDOM CARDS) GO TO **CHECK 4**. IF YOU ARE TIED FOR A RANKED HAND THEN:

3

LOWEST VALUE INTEGER CARDS WIN. THE LOWEST INTEGER PAIR, TRIPLE OR QUAD, LOWEST STARTING CARD FOR A STRAIGHT. IF YOU ARE TIED FOR LOWEST INTEGERS THEN:

4

THE PERSON WITH THE MOST CARDS, POSITIVE OR NEGATIVE, WINS. IF YOU ARE TIED FOR NUMBER OF CARDS THEN:

5

THE PERSON WITH THE POSITIVE SCORE WINS. IF YOU ARE TIED FOR NUMBER OF CARDS AND POSITIVE SCORE THEN:

6

THE PERSON WITH THE HIGHEST POSITIVE TOTAL WINS. IF YOU ARE TIED FOR HIGHEST POSITIVE TOTAL THEN:

7

THE PERSON WITH THE SINGLE HIGHEST POSITIVE CARD VALUE WINS. IF YOU ARE TIED FOR SINGLE HIGHEST POSITIVE CARD VALUE:

8

PLAYERS ENGAGE IN A BLIND DRAW. LOWEST INTEGER WINS. POSITIVE BEATS NEGATIVE. IF STILL TIED, REDRAW UNTIL THERE IS A WINNER.

9

THE PLAYER CLOSEST TO ZERO WINS. IF YOU ARE TIED FOR A SCORE CLOSE TO ZERO THEN GO TO **CHECK 4**.

GAME VARIANTS

"We're playing Corellian Spike, Clan House Dice and Market Rules, with Sabacc Tax and Sylops High."

"What are we playing? A hand of Spike with Goldenrod Double-Down."

"The House is playing Three Card Spike."

"Galaxy Series Spike on the floor, with Sabacc Tax and Sylops Wild."

In Sabacc halls and gambling parlours across the galaxy, no version of Sabacc has spawned as many variants and house rules as Corellian Spike. Owing to the intricacies of its hand hierarchies, the frustrations of the Sabacc shift, and misunderstandings of the rules, Spike is probably the most modified and contested version of Sabacc on the scene. Any experienced gambler needs to be clear on the standard rules (employed in formal tournaments) and house rules played in the many public houses they will frequent on their travels. Here at the HOLODEX, we've collected some of the most common and helpful rule variants.

NOTICE: If you use any of the Variant Rules below, or have been taught them as part of the game by others, be aware that they are non-standard rules. Unless specifically noted, expect organised competitions and tournaments to be played using only the Standard Rules. In the Holocards Cantina app, all Ranked Games are played according to the Standard Rules, and enabling Variant Rules will mean that the game no longer counts toward Ranked Standings.

GILDING THE SPIKE (SPIKE PHASE VARIATIONS)

STRAIGHT SABACC

Only a roll of double 1 (the 'Spike' symbol) triggers a Sabacc shift. This changes the odds of a shift occurring from 1 in 6 to 1 in 36.

ON THE PYKE

Only a roll of double 1 (the 'Spike' symbol) triggers a Sabacc shift. This changes the odds of a shift occurring from 1 in 6 to 1 in 36.

CLAN HOUSE RULES

The Spike Phase only occurs in one round, typically the second.

CARTEL HOUSE RULES

The Spike phase is used in rounds 1 & 2, but is skipped on the final Round before the Reveal.

DOUBLE-DOWN DICE SHIFT

All doubles on the dice trigger a shift, but different effects are triggered by different values. The effects are dictated by custom rule sets like Goldenrod Double-down and Kessel Rock Double-Down. (See Page x)

MARKET RULES (CARD PHASE VARIATIONS)

STOCK PILE

Adds a Trade Stock Pile - a third card pile between the draw deck and the discard pile. Cards are traded on this pile instead of from the Discard Pile. Used in the Fort Ypso/Cinematic Extended Variant.

TRADE FROM THE DISCARD

Adds the option of discarding and gaining the top card from the Discard Pile.

TRADE TARIFFS

Adds fees for card actions taken in the Card Phase:

DRAW FROM THE DECK	(FREE)
DISCARD FROM HAND	
AND GAIN FROM DRAW DECK	(1 CHIP)
SWAP WITH TOP OF THE DISCARD PILE	(2 CHIPS)
(OPTIONAL) DRAW FROM DISCARD	(2 CHIPS)
	+1 CHIP EACH ROUND

TRADE ARRAY

In every round, a card is drawn and laid out beside the draw pile. These cards can be purchased for an increasing fee (Round 1 = 1 credit. Round 2 = 2 Credits, Round 3 = 3 Credits). When a card is purchased the Array cards move left and the first Array card is replaced from the deck. Used in the *Galaxy Series Spike* Variant.

SABACC TAX

Specifies that all trading fees are paid into the Sabacc Pot rather than the hand pot, increasing the value of a Sabacc win.

SYLOP SPECIALS (CARD TYPE VARIATIONS)

SYLOPS WILD

A sylop in hand is treated as +1 or -1 on the value of another card, according to your need, and up to a total of 5. Does not count toward a highest positive card total in tiebreaking.

CLONE CARD

The Sylop is treated as a clone card, which mirrors the value of one of your nominated cards as the opposite positive/negative card.

SYLOPS HIGH

The Sylop is treated as Trump card: any ranked hand with a Sylop outranks any ranked hand without a Sylop. This means that a Pair with Sylop outranks a Rhylet without a Sylop.

PROBABLE SABACC (HAND HIERARCHY VARIATIONS)

A number of variants are premised around alternative hand hierarchies which rank hands according to their statistical probability, which the Standard Hand Rankings do not reflect.

GALAXY SERIES SPIKE The most popular form of Probable Sabacc is Galaxy Series. Galaxy Series Sabacc has its own entry on the Holodex, and can be played on the Holocard Cantina App. Look for 'Galaxy Series Spike' on the Holodex.

FULL VARIANTS

Modifying the rules of Corellian Spike has led to several fully articulated variant forms of the game. Several significant variations are listed below. Look for them on the Holodex to download rules for these variations.

SENATE SABACC Senate Sabacc refers to playing Sabacc without any stakes or betting. Considered a pejorative by inveterate gamblers, the phrase is a cynical reference to perceptions of Senate deliberations as fruitless talk by individuals for whom there are no real stakes. Technically, the Standard Rules published with the Galaxy's Edge deck are a form of Senate Sabacc, since they lack betting rules.

FORT YPSO RULES This variant reconstructs the game as played on the set of *Star Wars: Solo* (2015) during Han and Lando's game at Fort Ypsa, which are said have differed in several key regards from the Standard Rules included in the Galaxy's Edge deck. This variant adds the Stock Pile and Trade Fees to the base rules. It is built on observations of the film and testimony from members of the set crew who developed, tested and played the game during filming.

GALAXY SERIES SPIKE Galaxy Series is a form of Probable Sabacc. It uses a probability-based Hand Ranking, a Clan House Spike phase, and adds a Trade Array and Trade Fees to the game.

THREE-CARD SPIKE An official variant introduced in *Tales from Vandor*. Three card Spike introduces several novel variants including a three card hand limit, a 'Spike' card, and alternate Hand Rankings.

SURABAT CYCLE A Corellian Spike variant developed and played by members of the park cast at the Galaxy's Edge resort.

VARIANT RULE CREDITS:

Disney/Lucasfilm Ltd., Star Wars: Solo Art Department, Stephen Bridges, et al. — *Market Rules, Stock Pile*

Doug Trefun (Daily Sabacc) — *Sylop Specials (Sylops Wild, Clone Card)*

D. Nelson Murray, Abby Carrasco, Daniel Stevenson & Shane Holloway — *Galaxy Series, Market Rules, Trade Array*

Rick Scott (Multiversal Exports) — *On the Pyke, Double-Down Dice, Sabacc Tax*

DOUBLE-DOWN DICE RULES

GOLDENROD DOUBLE-DOWN

	ON THE PYKE	ALL PLAYERS DISCARD THEIR HAND AND RECEIVE THE SAME NUMBER OF CARDS FROM THE DRAW PILE.
	DOUBLE-NOGA	THE HAND IMMEDIATELY ENDS. COMPARE YOUR HANDS NOW.
	KINGMAKER	THE CONTENT OF THE SABACC POT IS EMPTIED INTO THE HAND POT.
	VECTOR PRIME	THE CONTENT OF THE HAND POT IS EMPTIED INTO THE SABACC POT.
	SITH SPIT	ALL PLAYERS MUST IMMEDIATELY PAY THE VALUE OF THE LAST RAISE INTO THE HAND POT.
	BINARY SUNS	THE HAND POT IS SPLIT IN HALF, WITH HALF GOING TO THE SABACC POT.

KESSEL ROCK DOUBLE-DOWN

	EXHAUSTION	ALL PLAYERS DISCARD THEIR CARDS AND ARE DEALT A NEW HAND EQUAL TO THE NUMBER OF CARDS DISCARDED.
	BALANCE THE BOOKS	THE SYLOP CARD IS NOW A MIRROR MATCH FOR ONE CARD IN YOUR HAND. THESE TWO CARDS MUST BE PLAYED FACE DOWN BEFORE THE REVEAL.
	GENERAL TAXATION	ALL PLAYERS MUST RAISE THREE CHIPS TO THE SABACC POT.
	DIRECT TRANSACTION	CLOCKWISE FROM DEALER, EACH PLAYER CHOOSES ANOTHER TO EXCHANGE HANDS WITH. YOU MAY NOT REVERSE A TRANSACTION ON YOUR TURN.
	GENERAL AUDIT	ALL PLAYERS IN STAND MUST RAISE TWO CHIPS TO THE SABACC POT.
	STOCK DUMP	ALL PLAYERS MAY SELECT ONE CARD TO DISCARD FROM THEIR HAND.