

DMAMN NKSK

KESSEL SABACC

HOW TO WIN



Hand



Stock



Pot

In Kessel Sabacc, you invest chips to improve your hand and **get a pair**, a Sabacc hand. To **win a round**, you need to **have the best hand** at the end of **3 turns**.

The **last player with chips in stock wins** the game, and the content of the **credits pot**.

HAND RULES

Draw cards from any deck



Always keep Sand and Blood cards in hand

Q D

You can **draw the top card of any deck** on the table, including the discard decks. After drawing a Sand or Blood card, you must discard a card from the same family, **always keeping one card of each family in hand**.

DRAW AND STAND COST



Draw



Stand

Q D

To **draw a card**, you must **invest 1 chip**.

Standing will **pass your turn for free**, saving chips when your hand is good enough.



Hands are made of **2 cards**, one from each family — **Sand** and **Blood** — with values going from **1 to 6**.

The card value is depicted by its **header** and **central symbol**.

There are **3 cards for each value per family**.

SYLOP

Takes the value of the other card



Q D

When revealed, the **Sylop will take the value of the other card in your hand**, forming a pair and a Sabacc hand.

There is **1 Sylop per family**.

IMPOSTOR

Choose the card value from dice



Q D

When revealed, the **Impostor will take the value of one of 2 dice thrown**, completing your hand.

There are **3 Impostors per family**.

HAND VALUE



6 – 5 = 1

Hand value



2 – 2 = 0

Hand value

SABACC

Q D

Minimize your hand value, meaning the difference of your card values.

A **Sabacc hand** is a pair and has a hand value of **zero**.

SABACC RANK



1 2 3 4 5 6

Lower values are better ranked

Q D

Sabacc hands are **ranked** based on the **value of their paired cards**.

The **closer** the cards' values are to **zero**, the **stronger** the Sabacc hand is.

SABACC HANDS



Standard Sabacc



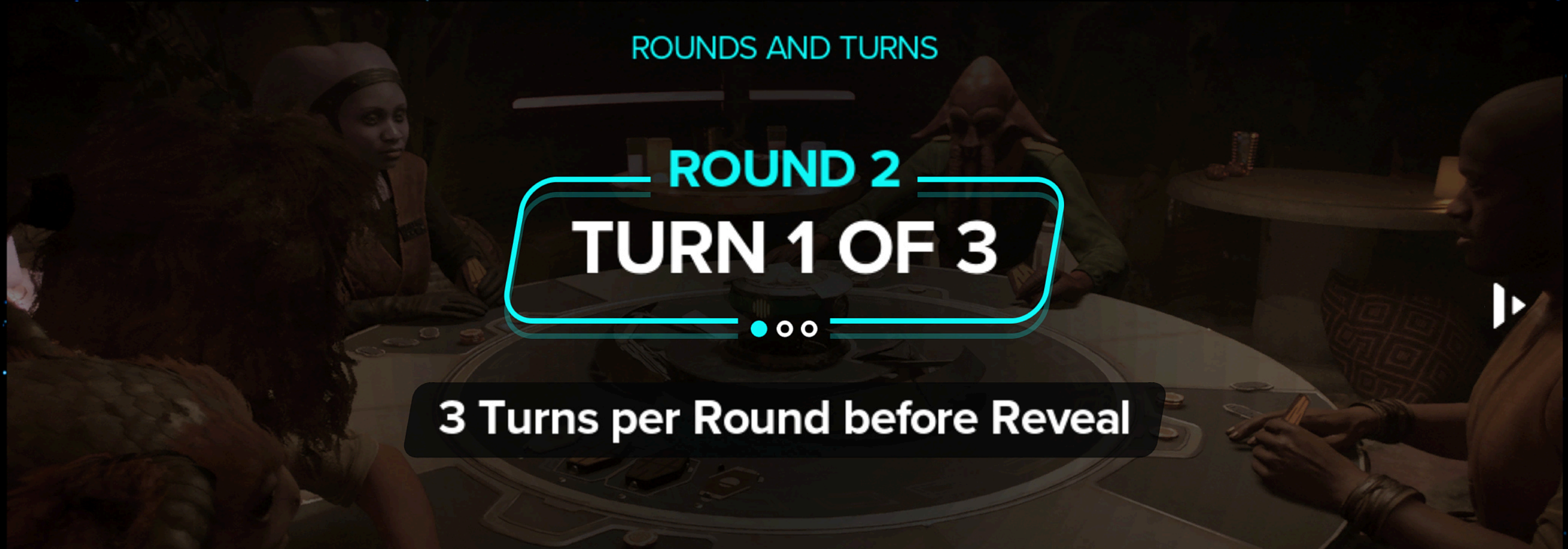
Pure Sabacc

Best Hand

Q D

Sylop Sabacc or Impostor Sabacc are **equivalent to a standard Sabacc hand** of the same value.

A **pair of Sylops** is Pure Sabacc, the **best hand** of the game.



Q D

Each **round lasts 3 turns**, giving you 3 opportunities to improve your hand.
After each player has played 3 times, **everyone reveals their hands**.



Q D

If every player stands during a turn, **everyone reveals their hands.**

WINNER HANDS



Best Sabacc hand



Smallest hand value

Q D

You **win the round** if you have the **best hand** at the table. Two or more players can be winners in case of a tie.

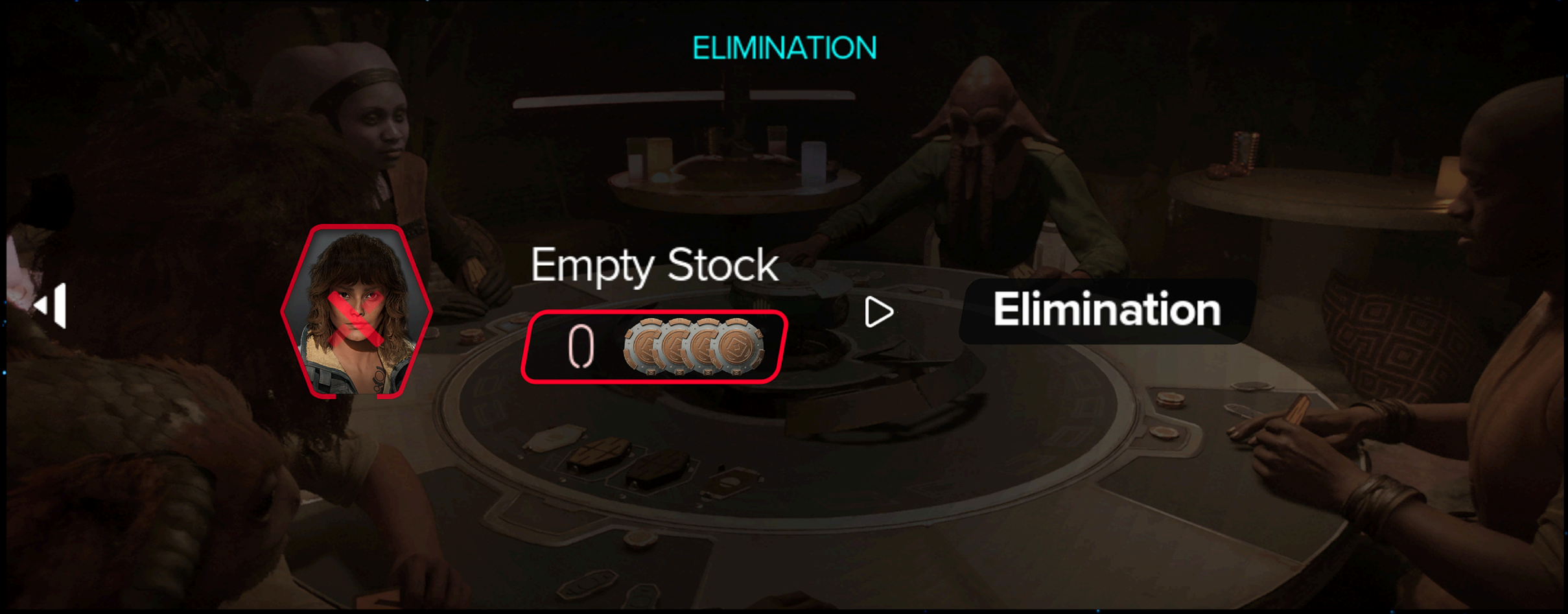
If no one has a Sabacc hand, the player with **the lowest hand value** — the difference of card values — using the lowest cards **wins**.



Q D

The **round winner** takes their **invested chips back** to their stock.

Without a Sabacc hand, you are **taxed an amount equal to the difference of your card values**.
With a **losing Sabacc hand**, you are taxed **1 chip**.
All **taxed chips** are **lost**.



Q D

If your chips stock is empty by the end of the reveal phase, **you are eliminated** from the game.

You **win** the game upon being the **last player with chips in stock**.

SHIFT TOKEN USE



To use before Standing or Drawing

Q D

Kessel Sabacc is played with **3 Shift Tokens**, which are powerful game modifiers.

A Shift Token can be played **once in the game**, and only at the beginning of your turn, **before Standing or Drawing**.

You can display the active Shift Tokens by pressing R.

BUILD YOUR DECK



Explore the world

Win Sabacc games

Q D

You can **expand your Shift Tokens deck** by finding **new tokens in the world, winning them at specific tables or buying them on the black market.**





FREE DRAW

Avoid the draw fee this turn.

A simple but cost-effective move.



REFUND

Retrieve 2 chips.

Allows you to retrieve your taxed chips and sustain attrition.



VIRUVIAN VENTURIAN

EXTRA REFUND

Retrieve 3 chips.

Allows you to retrieve your taxed chips and sustain attrition.



EMBEZZLEMENT

Take 1 chip from each player's pot to your pot.

If you secure a win, you can bolster your chip stock to sustain longer.



GENERAL TARIFF

Other players are taxed 1 chip.

An unconditionnal aggressive action.



TARGET TARIFF

Choose a player. They are taxed 2 chips.

A precise and unconditionnal shot to bring an opponent down faster.



GENERAL AUDIT

Other players in stand are taxed 2 chips.

An option against defensive opponents to keep you in the run.



TARGET AUDIT

Choose a player in stand. They are taxed 3 chips.

Punishes a defensive opponent and forces them to lose more chips.



MAJOR FRAUD

Set Impostor value to 6 until next reveal.

Forces a value on the Impostor which can shift game plans.



COOK THE BOOKS

Invert Sabacc ranks until next reveal.

Enables a losing hand to win, possibly shifting the outcome of a round.



MARKDOWN

Set Sylop value to 0 until next reveal.

Removes a powerful option from the round entirely.



PRIME SABACC

Roll 2 dice. Pick one value as the new best Sabacc.

Lets you choose the best Sabacc for the round with a roll of a dice.



EMBARGO

Next player must stand.

Interferes with the next player's plans for their turn.



IMMUNITY

Prevent Shift tokens effects against you until next reveal.

Removes possible hazards to secure your position for the round.



EXHAUSTION

Choose a player. They must discard and draw a new hand.

Shakes a confident opponent's plans and leaves their fate to luck.



DIRECT TRANSACTION

Choose a player. Trade hands with them.

Trades hands with an opponent, giving both of you new opportunities.