

GAMES OF THE GALAXY HOLODEX



VARIANT DESIGN & PLAYTESTING

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Based on Corellian Spike by Disney/Lucasfilm Ltd., Star Wars: Solo Art Department, Stephen Bridges, et al.

SOURCE

These rules are part of the *Games of the Galaxy Holodex*:

www.gamesofthegalaxy.com

Web Entry Link:

www.gamesofthegalaxy.com/galaxy-series



INTRODUCTION

Galaxy Series is an off-shoot of Corellian Spike, which developed out of common frustrations with the game in its traditional form. Chief among these are the hand rankings in Spike, which value certain hands over others even though they are statistically easier to achieve, and differing methods of tiebreaking for 'ranked' and 'unranked' hands.

Detractors claim these features disincentivise building higher-value hands, and encourage players to fold often and early unless they are dealt a Sabacc pair in the first round.

While traditionalists vociferously defend these 'flaws' as ineluctable features of the form, others regard them as barriers to enjoyment—particularly members of mathematically exacting species like the Givin, Bith, Siniteen, and Arkanians, who find these asymmetries an affront to their sensibilities.

The divergence between these two camps has given birth to Galaxy Series — a rounded and balanced Spike variant designed to reward hand-building and strategic risk taking. Galaxy Series has spread as a popular alternative to the Standard Rules of Corellian Spike on the galactic casino circuit, but its success is an abiding grievance for purists who view it as an unforgivable distortion of Corellia's cultural heritage.

RULES FOR GALAXY SERIES

In Galaxy Series 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.

Galaxy Series optimizes for strategic play and risk-taking by allowing for trading cards from a Card Array. It also uses an alternative hand ranking system based on probability, that rewards players for building larger hands.

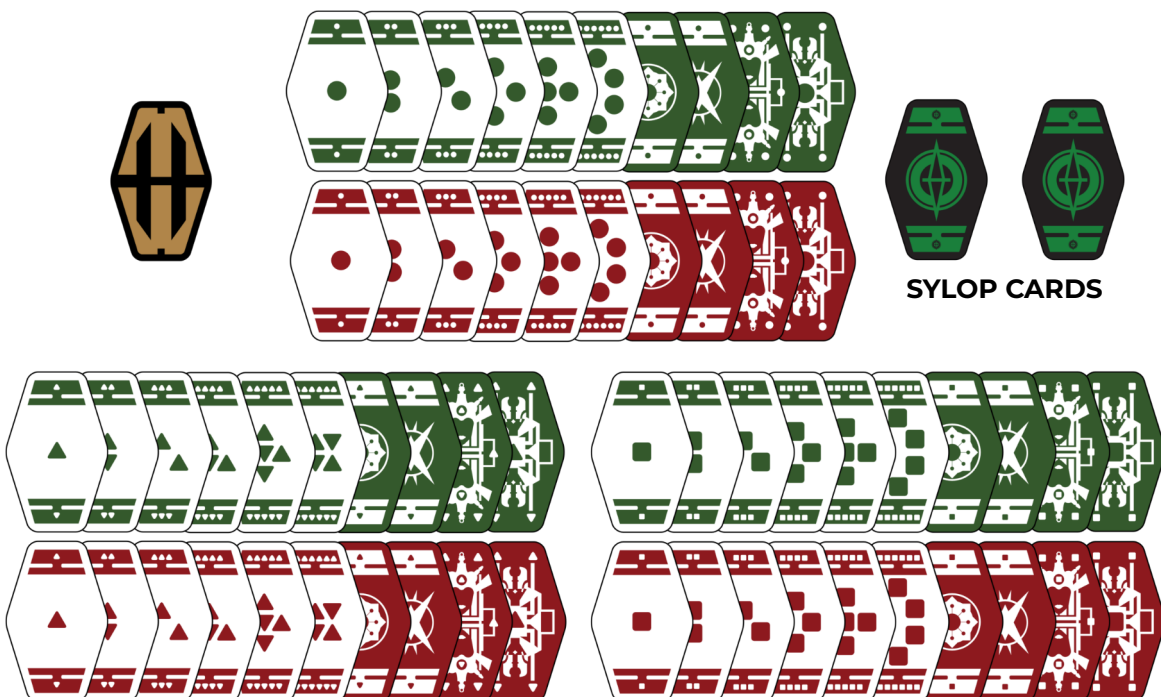
SETUP

CARDS

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

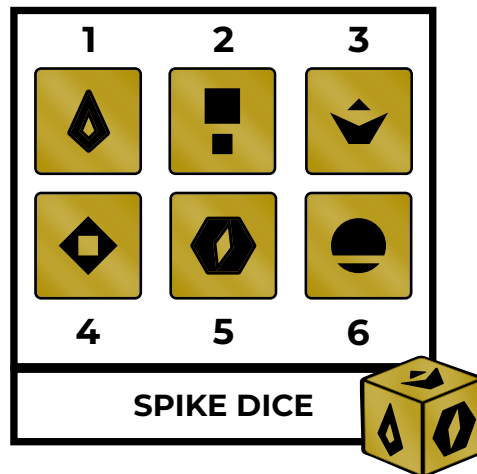
- 10 positive cards: valued from +1 to +10.
- 10 negative cards: valued from -1 to -10.

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

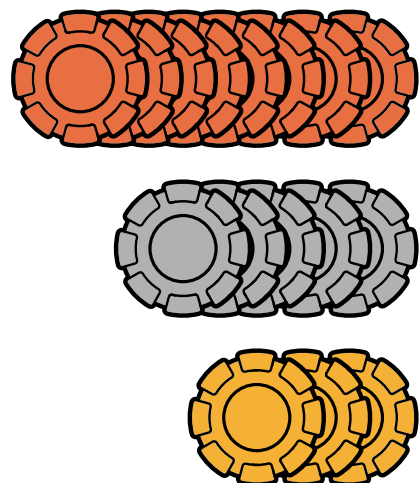
Each player begins the game with a stock of credits or chips which they use to pay the Ante and make bets. The goal of the game is to win all or as much of the chips on the table and from other players. Typically, chips will come in different values. In Sabacc, these values are often represented by a 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 Card Deal, followed by 3 Rounds of play.

Each Round has three phases: the Draw phase, Card phase, and the betting phase.

In the third and final round there is an extra phase at the beginning of the round: 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. Determine 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.
4. Draw and Discard Piles: The remaining cards form the draw pile. The top card is placed face up to start the discard pile.

THE ROUND

Each round consists of three phases:

1. DRAW PHASE

The Dealer draws a card from the Deck and lays it out beside the Draw Deck. A card is added to this line up every round — this is called the Array. The three cards in each round are known as:

- Round 1 — The Pilot Card
- Round 2 — The Wing Card
- Round 3 — The Gunner Card

The Array cards move to the right every time a card is drawn. If a player buys or swaps from the Array, the remaining cards move one position to the right and the Pilot card is replaced from the Draw Deck.

2. CARD PHASE

Players can choose to take one of the following actions:

Gain from Draw Deck — Draw a new card from the deck (Free Action)

Discard & Gain from Draw Deck — Discard a card from your hand and draw a new card from the deck (Free Action)

Gain from the Array — Buy a card in the Array (at a cost, see below).

Swap with Array — Swap one card in your hand with a card in the Array (at a cost, see below).

Stand — Keep your current hand

If a player buys or swaps from the Array, they must pay the following costs:

The Pilot Card — 1 chip

The Wing Card — 2 chips

The Gunner Card — 3 chips

If a player buys or swaps from the Array, the remaining cards move one position to the right and the Pilot card is replaced from the Draw Deck.

3. BETTING PHASE

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

FINAL ROUND

SPIKE DICE PHASE — In Galaxy Series Spike, the Dice Phase occurs only once, at the beginning of Round 3. 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. Hand Rankings in Galaxy Series Spike are different to those of the Standard rules. Galaxy Series Hands are ranked according to a calculation of their overall probability - the harder a hand is to achieve, the better it scores. It also simplifies the tie-breaking rules so that they apply more consistently across the ranking system.

WINNING THE GAME

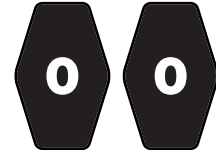
The game continues for a predetermined number of rounds or until players decide to conclude. The player with the most credits at the end of the game is declared the winner.

GALAXY SERIES - RANKED HANDS

THERE ARE 15 RANKED HANDS IN GALAXY SERIES SPIKE.

1. PURE SABACC

ZERO WITH 2 SYLOPS



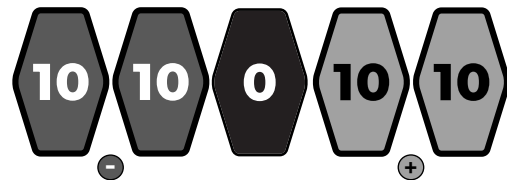
2. RHYLET

ZERO WITH 3 OF A KIND + 2 OF A KIND
+ POSITIVE TOTAL, HIGH + CARD



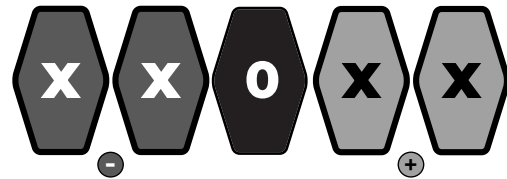
3. FULL SABACC

ZERO WITH A SYLOP
+ 4 TEN CARDS



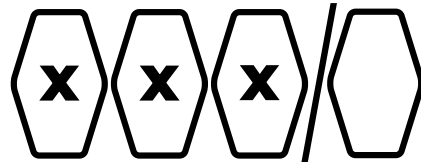
4. FLEET (FULL SABACC)

ZERO WITH A SYLOP
+ 4 OF A KIND
+ POSITIVE TOTAL



5. BANTHAS WILD

ZERO WITH 3 OF A KIND
+ ANY OTHER CARDS
MOST CARDS, + TOTAL, HIGH + CARD



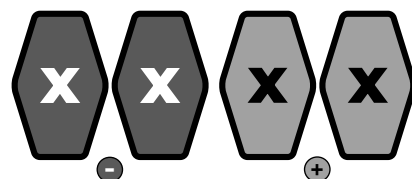
6. GEE WHIZ!

ZERO WITH A RUN OF 1
THROUGH 4 + A 10
SUITED, HIGH + CARD



7. SQUADRON

ZERO WITH FOUR OF A KIND
+ POSITIVE TOTAL



8. STRAIGHT KHYRON

ZERO WITH A STRAIGHT
RUN OF FOUR CARDS

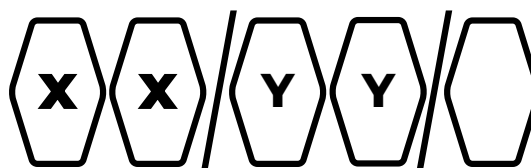
+ POSITIVE TOTAL



9. RULE OF TWO

ZERO WITH 2 PAIRS
+OPTIONAL 5TH CARD

MOST CARDS, SUITED, + TOTAL, HIGH
+ CARD



10. YEE-HAA

ZERO A PAIR + A SYLOP

MOST CARDS, SUITED, + TOTAL



11. 5-CARD SABACC

ZERO WITH 5 CARDS

SUITED, SYLOP TRUMPS, +TOTAL, HIGH +
CARD



12. 4-CARD SABACC

ZERO WITH 4 CARDS

SUITED, SYLOP TRUMPS, +TOTAL, HIGH + CARD



13. 3-CARD SABACC

ZERO WITH 3 CARDS

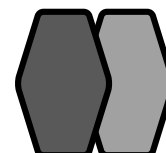
SUITED, SYLOP TRUMPS, +TOTAL, HIGH + CARD



14. SABACC PAIR

ZERO WITH 2 CARDS

SUITED, SYLOP TRUMPS, +TOTAL, HIGH + CARD



15. NULHREK

CLOSEST TO 0

+ SCORE, MOST CARDS, + TOTAL, HIGH + CARD

