

GAMES OF THE GALAXY HOLODEX



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INTRODUCTION

Sabacc was the most widely recognised and played gambling game across the galaxy. Its roots went back millenia, with origins in ancient oracular and cartomancy practices. The Ryn species claimed to be its original inventors. The oldest known forms of Sabacc, Centran and Classic, have spawned more than 80 variant forms across the Galaxy.

The goal of Classic Sabacc is to assemble a hand of cards as close as possible to the value of 23, as a positive or negative value. The stake for the game was split between two pots, the Hand Pot, which was won by the best hand, and the Sabacc pot, which could only be won with a 'Pure Sabacc' - a hand of exactly 23. The other distinctive element of Sabacc was the 'Sabacc Shift' - a mechanism whereby the value and suit of a card could change at random during play, according to the roll of a dice or an electronic scrambler.

SOURCE

These rules are posted and edited on the *Games of the Galaxy Holodex*:

www.gamesofthegalaxy.com

Web Entry Link:
[www.gamesofthegalaxy.com/
classic](http://www.gamesofthegalaxy.com/classic)

RULES FOR CLASSIC SABACC

In Classic Sabacc, the objective is to assemble a hand with a total value of 23 or -23, or as close these values as possible without exceeding them.

The game uses positive and negative cards across 5 suits, and involves strategic betting and card selection to achieve the optimal hand.

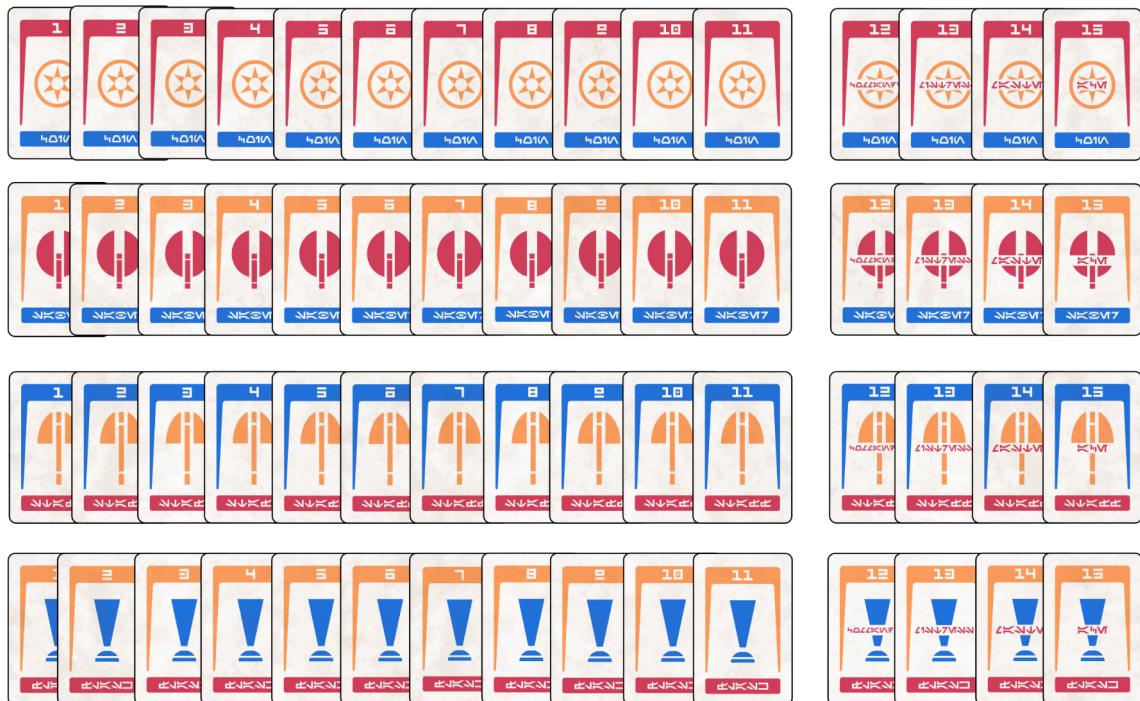
THE SETUP

Sabacc Deck: The deck comprises 76 cards. The deck has four primary suits of 14 cards: Coins, Flasks, Sabers and Staves. Each of the main suits contains:

Numbered cards: Valued from 1 to 11

Face cards:

The Commander (12), Mistress (13), Master (14), Ace (15)

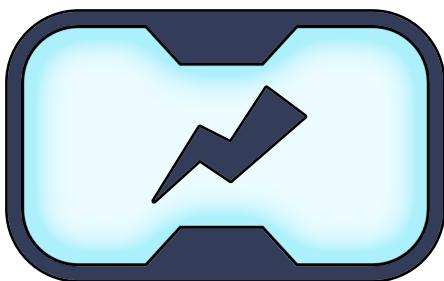
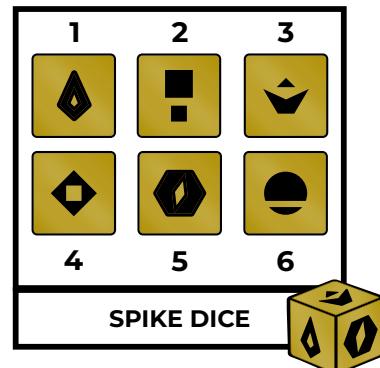


Additionally, there is a **special suit of 16 cards** with 8 card types, which have negative or neutral values:

- (x2) *The Idiot*: 0
- (x2) *The Queen (of Air & Darkness)*: -2
- (x2) *Endurance*: -8
- (x2) *Balance*: -11
- (x2) *Demise*: -13
- (x2) *Moderation*: -14
- (x2) *The Evil One*: -15
- (x2) *The Star*: -17



Sabacc Dice: The game utilizes two six-sided dice. These dice are rolled during the game to introduce an element of unpredictability. If the dice display matching numbers, a Sabacc Shift



Stasis Field: Players may use the Stasis Field to protect specific cards from being affected by a Sabacc Shift. At any point in their turn (prior to a Sabacc Shift), players may place

GAMEPLAY

A 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.

Each hand is played through successive Rounds until a Player 'Calls Alderaan'.

Each Round has three phases: the Card phase, Betting phase, and the Dice phase.

At least two rounds must be played before a player can 'Call Alderaan'. Once a player has called, the hands are revealed to determine the winner of the hand. The game is played until someone takes everyone's credits, or players cash out of the game.

THE HAND

Determine Starting Player: The starting player rotates clockwise each round.

Ante: Each player contributes an ante to both the Hand Pot and the Sabacc Pot.

Deal: Each player is dealt two cards face down.

THE ROUND

1. BETTING PHASE

Players bet based on the strength of their hands, with options to Check, Bet, Call, Raise or Fold.

2. TRADE PHASE

Players may:

GAIN - Draw the top card from the draw pile

CHANGE - Discard one card from your hand and draw the top card of the draw pile

STAND - Take no action

At any time in their turn they may:

PLAY TO STASIS FIELD - Add or remove one card from the Stasis Field.

CALL - Declare the end of the hand if at least one (or more) rounds have passed. Remaining players in turn have a chance to improve their hand before round concludes.

Note: If you Call and do not win the hand, you will 'bomb out' (see below).

PLAYER STOCK

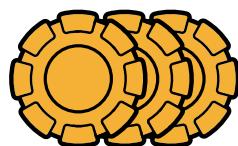
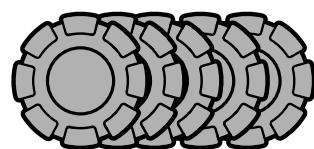
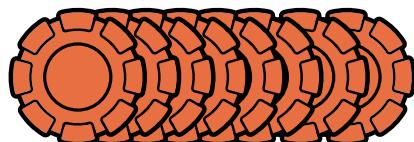
Each player begins the game with a stock of credits or chips which they use to pay the Ante and make bets. The goal of the game is to win all or as much of the chips on the table and from other players. Typically, chips will come in different values. In Sabacc, these values are often represented by a 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 **50 credits (200)**
4 Aurodium Chips worth **100 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)**



3. DICE PHASE

The dealer rolls the dice. If the symbols match, a Sabacc Shift occurs, and all players discard their hands (excluding cards in the Stasis Field) and draw new ones.

WINNING THE ROUND

After a player calls and the final Card Phase is concluded, players reveal their hands.

Hand values are ranked in the following ways, from best to worst:

The Idiot's Array

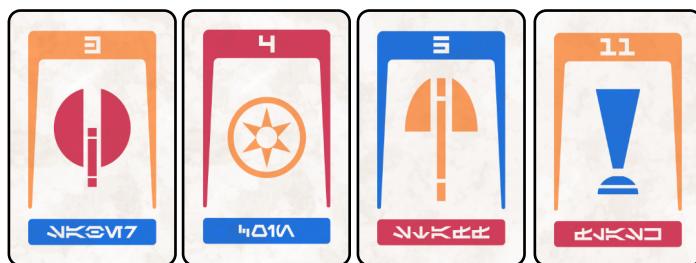
A special hand consisting of The Idiot (0), a 2, and a 3 (a literal 23). This hand beats Pure Sabacc and can collect the Sabacc Pot.



Pure Sabacc

A hand totaling exactly 23 or -23 wins both the Hand Pot and the Sabacc Pot.

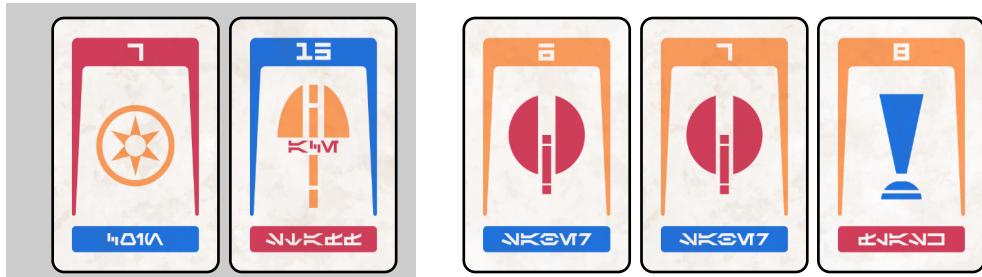
A negative integer beats a positive integer.



Nuhrek - Closest to 23 or -23

If no one has Pure Sabacc or Idiot's Array, the hand closest to 23 or -23 without exceeding these values wins the Hand Pot.

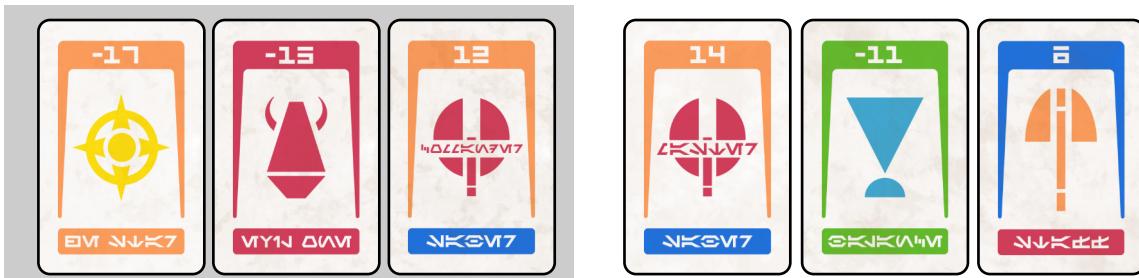
A negative integer beats a positive integer.



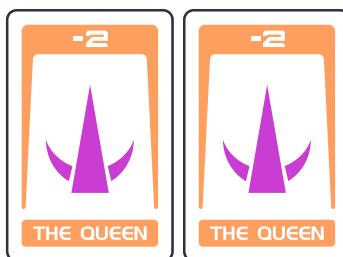
22 beats 21



-20 beats 20



-10 beats 9

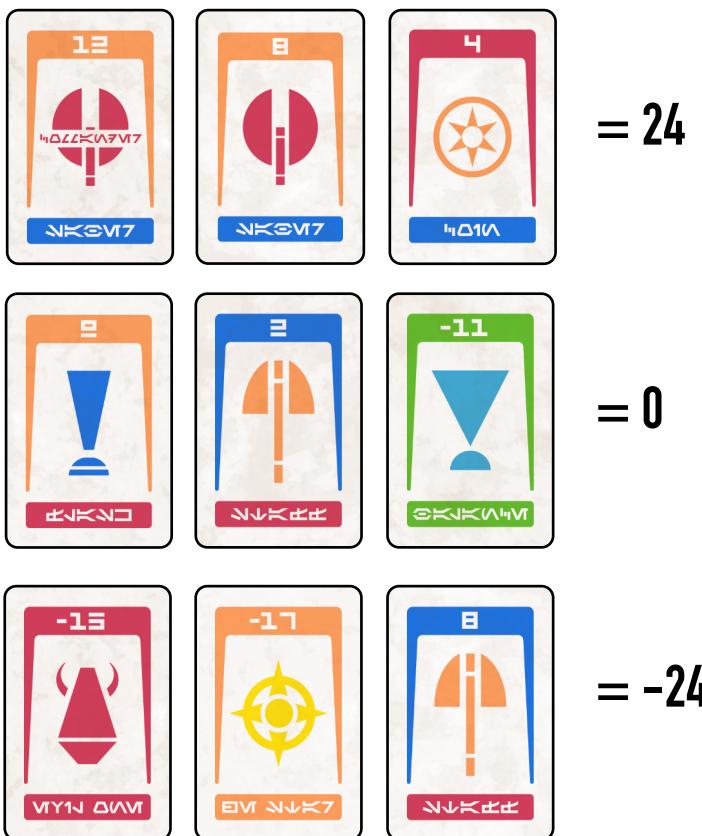


The Fairy Empress

A special hand consisting of two Queens (-2) making a literal '-22'. This hand beats a -22 or +22 (or lower) but not an Idiot's Array or Sabacc, and can only collect the Hand Pot.

BOMBING OUT

Hands totalling over 23, under -23 or exactly 0 are considered 'Bombed Out' and are disqualified. Players with bombed out hands must pay a penalty to the Sabacc Pot.



TIE-BREAKING

In case of a tie, a Sudden Demise occurs, where tied players draw an additional card to add to their hand and determine the winner.

CONCEDED HANDS

If a player wins the pot because the other players have all folded, not at a card reveal, it does not matter what cards that player is holding - they take the hand pot. However, this also means that they cannot win the Sabacc pot, even if they are holding a Pure Sabacc or an Idiot's Array.

WINNING THE GAME

The game continues for a predetermined number of rounds or until only one player has credits left in their stock. The player with the most credits at the end of the game is declared the winner.