

HOW TO PLAY SABACC

The dealer shuffles the deck and then deals out one card to each player, including himself, in rotation, and then repeats another rotation until each player has two cards face down. Starting to the left of the dealer, each player calls out their beginning hand totals.

Starting to the left of the dealer, each player can choose to draw one or more cards from the deck then choose to trade a card from their hand for a card from the deck, or stand.

They can then choose to place just one card in the "Interference Field" by placing their card face up on the table. This prevents that card from being Shifted should a Shift occur.

The player then rolls the die. If it lands on 4, 5 or 6 a "Sabacc Shift" occurs and the dealer collects all the cards that are not locked in the "Interference Field" from that player, shuffles them into the deck, then deals the same amount of cards back to the player. This will be that players final hand for the round.

This process is then repeated by each player, ending with the dealer. Each player then calls out their final hand totals. The player with the highest hand, totaling 23 or below, wins. A hand with a total of 24 or higher is said to "bomb out" and loses the round.

In the event of a tie, each tied player will roll the die, the player that rolls the highest number wins.

WHAT IS SABACC?

Sabacc is a game of skill and chance played in gambling halls and casinos across the *Star Wars* galaxy. It is rumored to be the game in which Lando Calrissian lost his famed starship, *The Millennium Falcon*, to fellow smuggler Han Solo.

To play Sabacc, players need a Sabacc deck consisting of 76 cards and 6 sided die.

Sabacc can be played with as few as two and as many as eight players. Players can designate a dealer or take turns as the dealer, rotating in a clockwise fashion at the beginning of each hand.

The goal of the game is to have a final hand with a total as close to 23 as possible without going over.

SABACC TERMS

Pure Sabacc - A hand totaling 23 or -23.

Idiot's Array - A hand consists of the Idiot card, a 2 card of any suit, and a 3 card of any suit. The Idiots Array is the only hand that can beat a Pure Sabacc.

Bomb Out - A losing hand totaling 24 or higher.

Sabacc Shift - The moment in a Sabacc game where cards randomly change suits and values.

Interference Field - A field that prevents cards from changing during a Sabacc Shift.

SABACC SUITS



Coins



Flasks



Sabers



Staves

SABACC FACE CARDS



Balance



The Idiot



Endurance



Moderation



The Evil One



The Queen
of Air and Darkness



Demise



Star