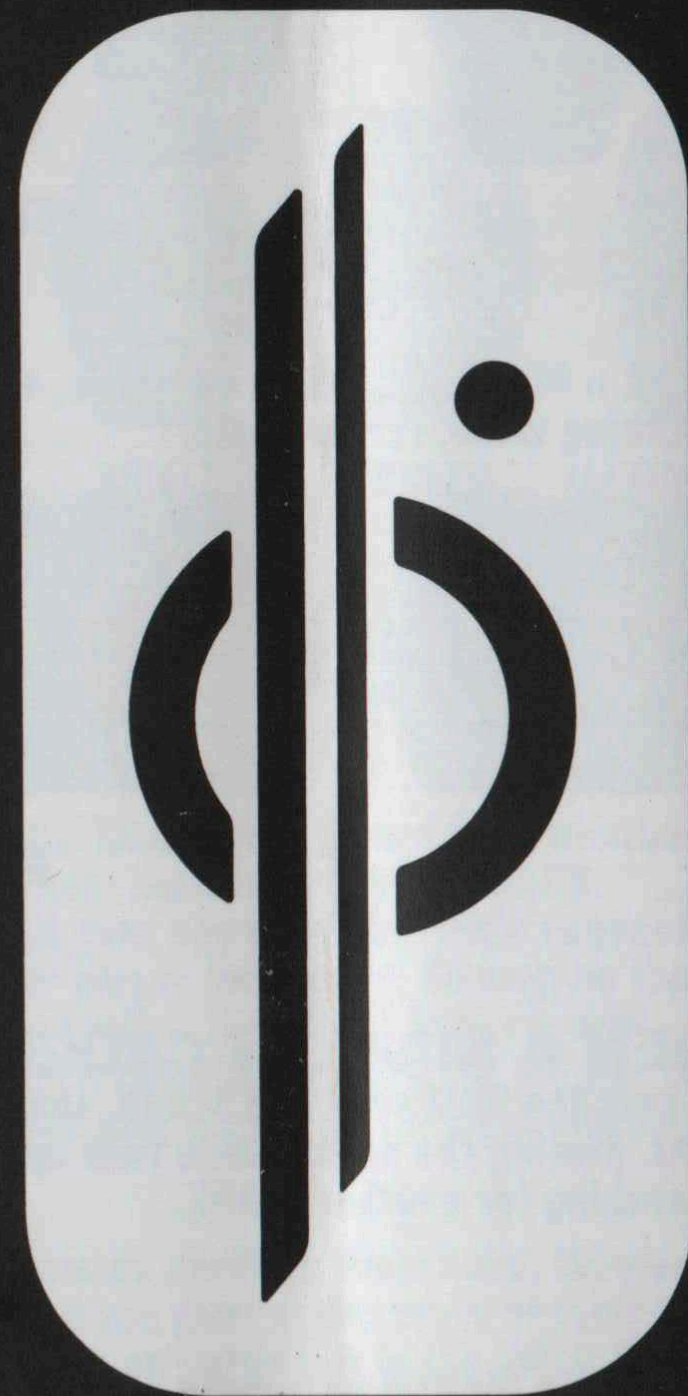


SABACC: CORUSCANT SHIFT

INCLUDES 62 CARDS AND 2 DICE



2-4 PLAYERS

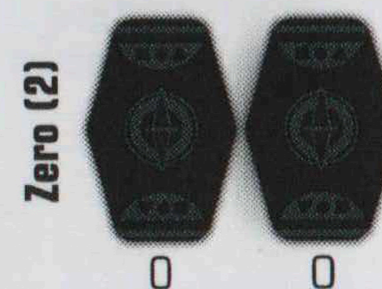
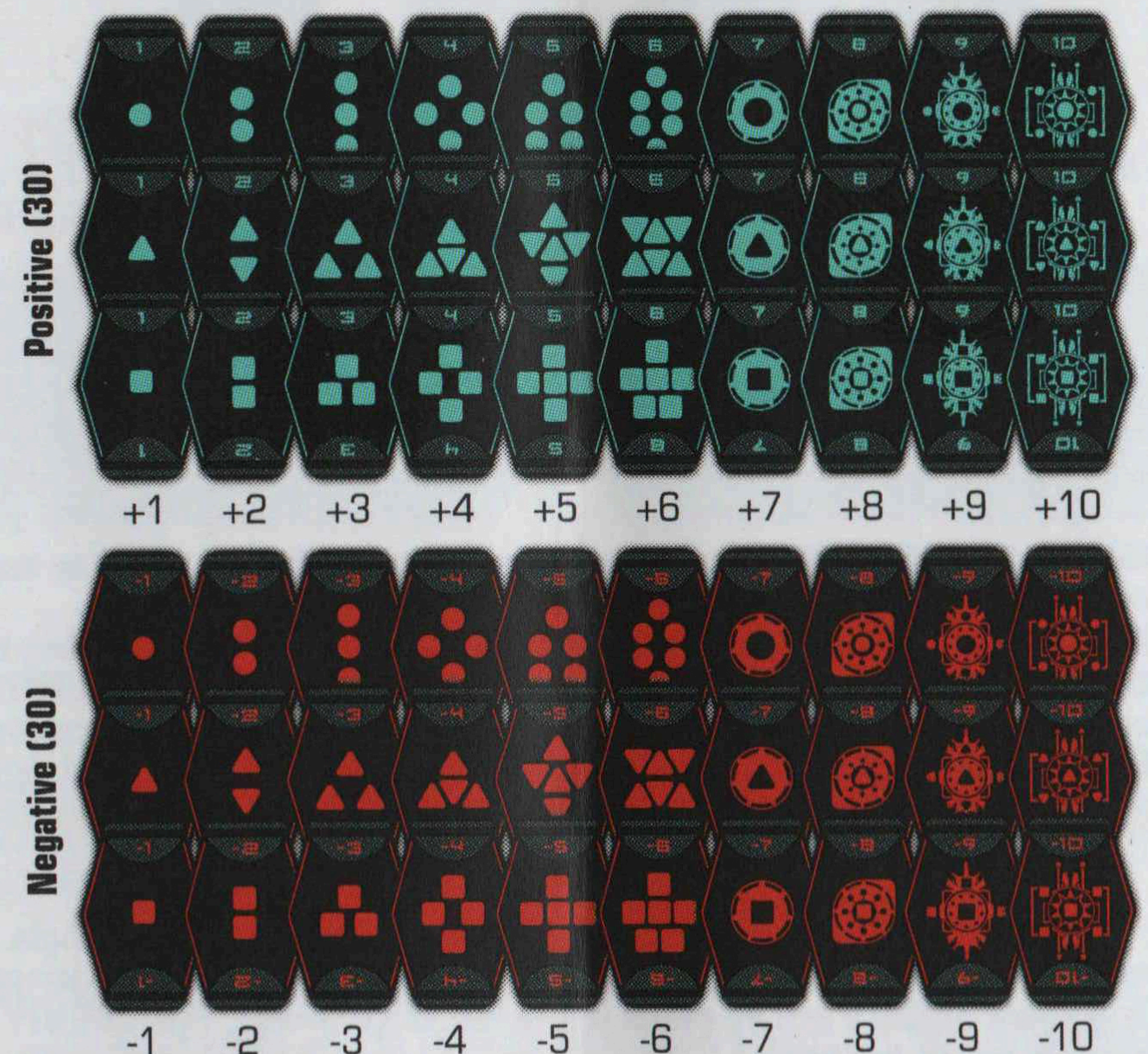
10+

CHANDRILA STAR LINE

RULES OF SABACC: CORUSCANT SHIFT

- There are 3 suits – circles, triangles, and squares
- There are 20 cards in each suit (split between red and green) and 2 zero cards.
- The green cards have a positive value +1, +2, +3, +4, +5, +6, +7, +8, +9, +10
- The red cards have a negative value -1, -2, -3, -4, -5, -6, -7, -8, -9, -10
- The 2 zero cards count as all suits.
- There are 2 dice; gold and silver
- Gold die show number value: 0,0,5,-5,10,-10
- Silver die show suit: ■, ●, ▲.

CARDS



DICE



OBJECT

The object of the game is to score as close to the number rolled on the gold die.

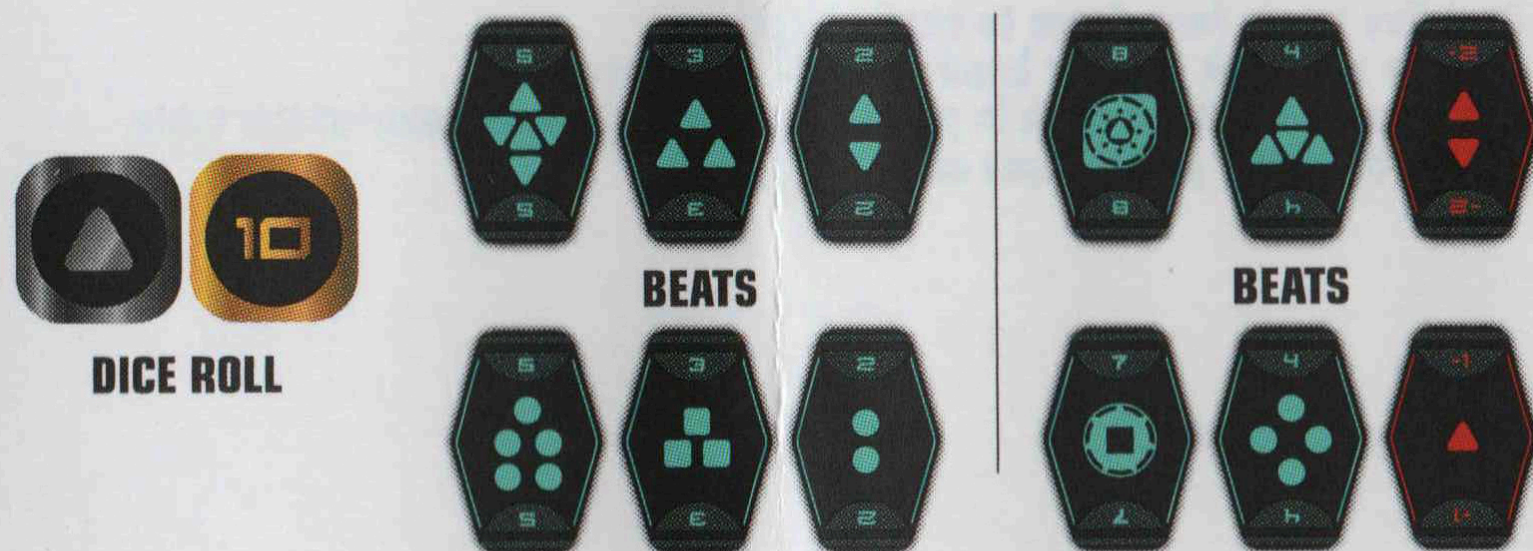
SETUP

Choose someone to be the dealer. That player is the dealer for the first round, the player to their left is the dealer for the next round, and so on. The dealer also plays.

1. The dealer shuffles the deck then deals 5 cards face down to each player, beginning with the player to the dealer's left. Players can look at their cards but should not show them to the other players.
2. The dealer places the remaining deck face down in the center of the group. This is the Draw Pile.

GAMEPLAY

1. The dealer rolls the dice. The dice will tell all players which number and suit are most powerful in this hand.
 - a. Calculate your hand. Each player will select cards from their hand that sum closest to the number on the gold die and place them face down. These cards are the player's SELECTION.
 - b. Remember, green cards are positive numbers and red cards are negative numbers.
 - c. If there are multiple ways to make a sum close to the gold die, play as many cards possible with the suit on the silver die and place them face down.



2. When it's your turn, you can choose to continue playing in the round or Fold - ending participation in the round. Players who fold at this time lose all their cards.

GAMEPLAY (CONTINUED)

3. SABACC SHIFT

- a. All unselected cards – cards still in the player's hand but not used in the player's SELECTION - undergo a SHIFT.
- b. Each player discards their unselected cards (those not placed face down on the table during the first round). Note the number of cards discarded.
- c. Each player draws new cards from the Draw Pile equal to the number of cards they just discarded.
- d. When it's your turn, you can choose to continue playing in the round or Fold - ending participation in the round. Players who fold at this time lose all their cards.

4. IMPROVE

- a. Using only the cards in their new hand (after the SHIFT), players may choose additional cards to add to their SELECTION face down on the table.
- b. Players may only add cards to their SELECTION, they may not remove any cards from the SELECTION.
- c. Players may opt to add no additional cards to the SELECTION.
- d. Players discard any unused cards not part of the SELECTION.

5. REVEAL

- a. After all players have had an opportunity to improve their cards, all players who have not folded, reveal the cards in their SELECTION.

WINNING HAND

- a. The player whose SELECTION totals closest to the number on the gold die wins.
- b. If there is a tie, then the player with the most cards of the suit on the silver die wins. Remember, a 0 counts as all suits.
- c. If there is still a tie, other players (who did not win the round) draw a card off the Draw Pile for each player. Highest card wins.

RESET FOR THE NEXT TURN

- All cards are returned to the deck and the deck is shuffled.
- Players receive a fresh hand of 5 cards.
- The person to the left of the last dealer becomes the new dealer and dice roller.

Play enough rounds so that each player can be the dealer once.

STAR WARS
GALACTIC STARCRUISER