

GAMES OF THE GALAXY HOLODEX



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SOURCE

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www.gamesofthegalaxy.com

Web Entry Link:

www.gamesofthegalaxy.com/centran



INTRODUCTION

Centran Sabacc is the precursor of Classic Sabacc. It is named for its association with the popular Oseon Flamewind tournaments held in the Centrality Sector. As an older form, Centran has taken on something of an archaic or aristocratic air akin to Empress Teta Preferred, but it is still a mainstay amongst traditionalists and legacy casinos. It is distinguished by three core elements: First, Centran Sabacc used an earlier form of the Sabacc deck, an 'Oracle' style deck used for telling fortunes. The Centran or Oracle style deck had 78 cards rather than the 76 cards used in Classic. This was an older and more ancient form of Sabacc, which the alien species known as the Ryn claim to have invented for fortune-telling and prophecy.

The most memorable component of Centran Sabacc is the 'Wild Fives' mechanic, which turns fives into positive or negative wild cards that constantly swing the odds for every player at the table.

RULES FOR CENTRAN SABACC

Centran Sabacc is an advanced variant of Sabacc that uses an older style of Sabacc deck with 78 cards. This deck is based on old fortune-telling decks.

The objective is to assemble a hand with a total value of -23, +23 or 0. Any of these scores is a **Pure Sabacc** and is eligible to win the Sabacc Pot.

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

Hand strategy is also heavily weighted by the effect of the Wild Fives rule, which states that all cards with a value of 5 must be played to the table, and factored into all player hands, with the optional value of 5, -5

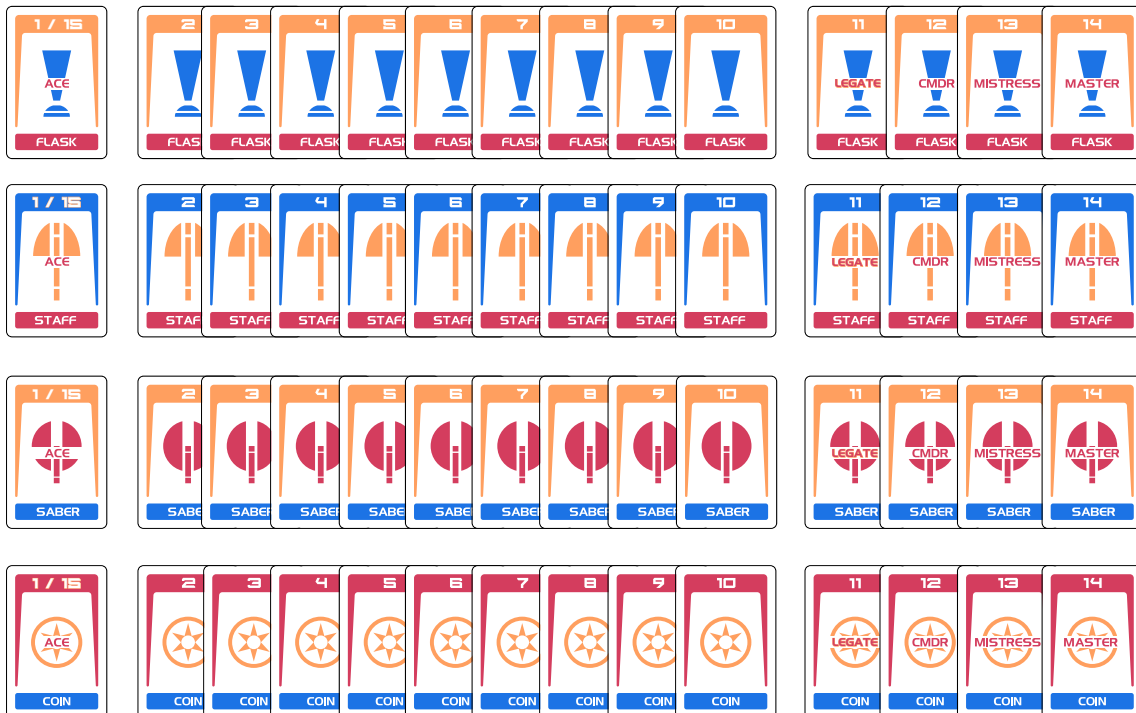
THE SETUP

Centran Sabacc Deck: The deck comprises 78 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 2 to 10

Face cards:

The Legate (11), Commander (12), Mistress (13), Master (14), Ace (1 or 15)



Additionally, there is a **special suit (the Major Suit)** of 22 Aspect cards which have negative or neutral values.

The Idiot has a value of 0. The rest of the cards are valued -1 to -21. They will have different names or identities according to the deck in question, but will usually closely follow the card types of a real world tarot deck of the Rider-Waite type.



Shift Array: The table area immediately to the side of the deck is known as the Array. Cards will be drawn from the deck and laid here every turn and be used to determine when a Sabacc Shift occurs.

The Shift Array replaces the Shift Dice mechanic in other analog versions of Sabacc. In online play, the Sabacc Shift in Centran is triggered randomly by a computer algorithm. This mechanism can also be emulated at the table by using a randomised timer if you so wish. In that instance, the Array is used only for card trades and does not trigger a shift. When the timer is triggered, players must discard as many cards as are in the Array, shuffle into the deck, and be dealt the same number as they discarded.

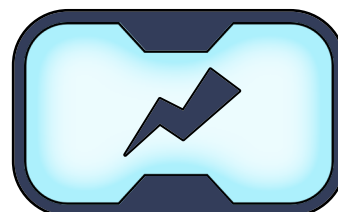


DRAW DECK

SHIFT ARRAY

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 a card face up onto the table in front of them, which represents it being placed into the Stasis Field. It is protected, but visible to all players.

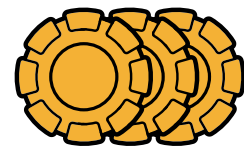
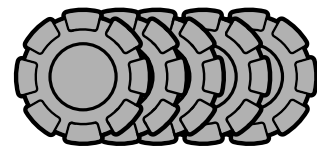
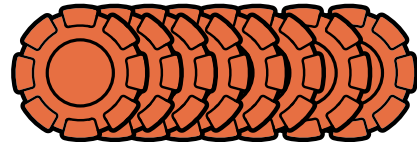


PLAYER STOCK

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)**

GAMEPLAY

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:

- Dealer Selection
- The Ante
- Opening Deal
- Starting the Array

Each **Hand** is played through successive **Rounds** until one of the following conditions is met:

- The game reaches 5 rounds;
- All players check during betting.
- All of the Wild Fives are played to the table

Each **Round** has three **phases**:

- The Card Phase
- The Betting Phase
- The Shift Phase

Once one of the endgame conditions is met, the player's cards are revealed and scored to determine the winner of the hand. The game is played for either a set number of hands, until someone takes all the credits at the table, or players cash out of the game.

THE HAND

Each hand opens as follows:

- **Dealer Selection:** The dealer rotates clockwise each round.
- **The Ante:** Each player contributes an ante to the Hand Pot and half of that sum to the Sabacc Pot.
- **The Deal:** Each player is dealt two cards face down.
- **Start the Array:** Draw the top card from the draw deck and place it face up on

THE ROUND

Each round proceeds through the following phases:

- **CARD PHASE**
- **BETTING PHASE**
- **SHIFT PHASE**

1. CARD PHASE

Each player takes a turn. On their turn players may:

- **GAIN:** Draw the top card from the draw pile
- **TRADE:** Exchange a card from their hand with a card in the Array
- **STAND:** Take no action and continue with their current hand

At any time in their turn they may:

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

2. BETTING PHASE

Each player takes a turn. On their turn players may:

- **CHECK:** Pass without betting
- **FOLD:** Surrender the hand
- **BET:** Make a wager
- **RAISE:** Match the current wager

If every player Checks, the game immediately ends and players reveal their hands.

If any player has bet during the round, continue to the Shift Phase.

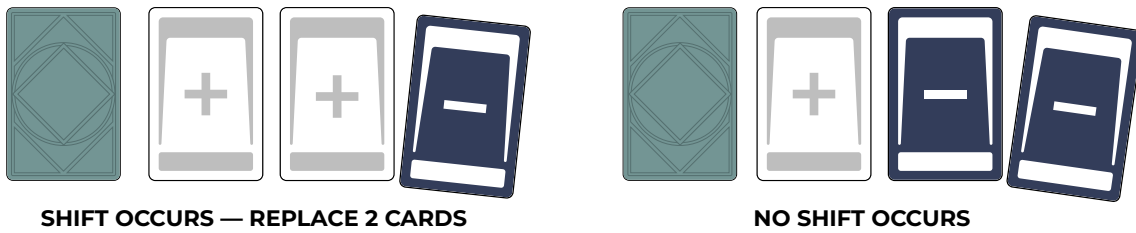
3. SHIFT PHASE

Turn over the top card from the draw deck and place it face up at the end of the Array to determine whether a Shift occurs:

- If the new card is **positive** and the last card was **positive**, **no shift occurs.**
- If the new card is **negative** and the last card was **negative**, **no shift occurs.**
- If the new card and the last card have **opposing negative and positive** values, **a Sabacc Shift occurs.**

The number of cards in the Array before the trigger card determines how many cards players must discard and replace from the draw deck. They are required to turn their cards over, shuffle their cards, place them facedown, and select the cards to discard and replace without looking at them.

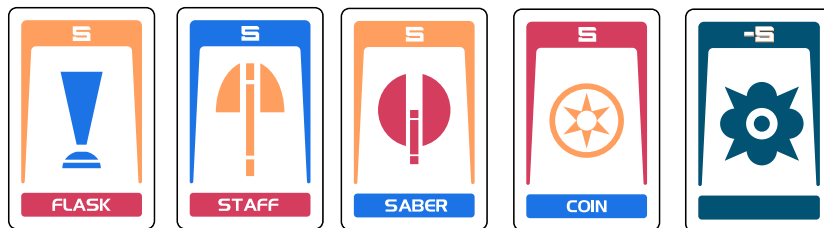
The number of cards in the Array before the trigger card determines how many cards players must discard and replace from the draw deck. They are required to turn their cards over, shuffle their cards, place them facedown, and select the cards to discard and replace without looking at them.



THE WILD FIVES

If any player draws a five card from the deck (The Five of Flasks, Five of Staves, Five of Sabers, Five of Coins or The Fifth Aspect), they must immediately play it face up on the table. These cards are in the Stasis Field and immune to Shifting. They are also 'wild' in two senses:

- They become community cards and are factored into every player's hand.
- Each Five card may be factored into a player's hand according to the value of 5, -5 or 0 by their choice. So a player may factor one card as +5, another as -5, another as 0, in any combination they choose.



Additionally, if every available 5 card is played to the table before play reaches 5 rounds, this triggers **the Five Brothers win condition**. Play immediately ends, and players must reveal their hands.

WINNING THE HAND

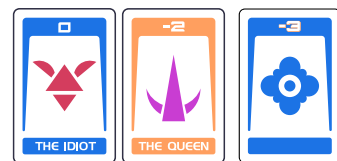
The game continues until every player checks, the Five Brothers are played to the table, or five rounds of play are reached.

Once the fifth card has been drawn and added to the Array, the Shift result is determined and hands are assessed. If a shift occurs, the shifted hands are evaluated. If no shift occurs, hands are assessed as they are.

Players reveal their hands. Hand scores are ranked as follows:

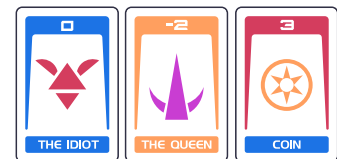
Desperado

A version of The Idiot's Array with all negative values, consisting of (0), a -2, and a -3. This hand beats a standard Idiot's Array, a Pure Sabacc and a Wild Sabacc and collects the Hand & Sabacc Pot.



The Idiot's Array

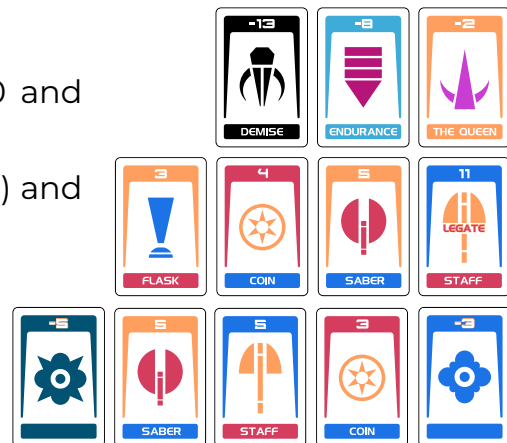
A special hand consisting of The Idiot (0), a 2, and a 3 (a literal 23). This hand beats Pure Sabacc and Wild Sabacc and collects the Hand & Sabacc Pot.



Pure Sabacc

A hand totalling exactly -23, +23 or 0 and wins both the Hand & Sabacc Pot.

Negative sum (-23) beats positive (+23) and positive beats 0.



Wild Sabacc

If the end of the game was triggered by the Five Brothers, the last player to play a Five to the table may score the Five Brothers as 0 for a Wild Sabacc (disregarding the other cards in his hand).

The Five Brothers cannot beat a Desperado, Idiot's Array or Pure Sabacc of -23 or 23 but will automatically beat a Pure Sabacc of 0 and any Nulhrek hand. It collects the Hand Pot & the Sabacc Pot.



Nulhrek - Closest hand to -23, 23 or 0.

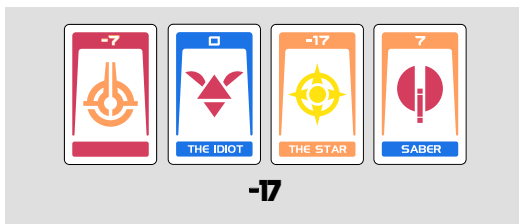
If no one has Pure Sabacc or Idiot's Array, the hand with the closest value to 0, -23 or 23, without exceeding the last two, wins the Hand Pot.

A negative score beats a positive score, and a positive score beats 0.

20 beats -11 (Closer to +23 than -11 is to 0)



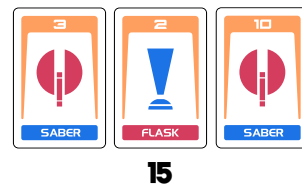
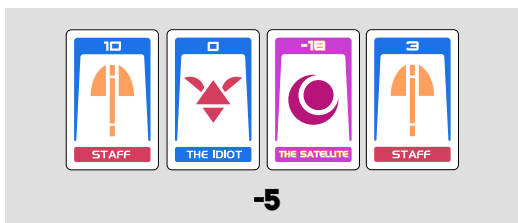
-17 beats 8 (Closer to -23 than 8 is to 0)



19 beats 5 (Closer to +23 than 5 is to 0)



-5 beats 15 (Closer to 0 than 15 is to +23)

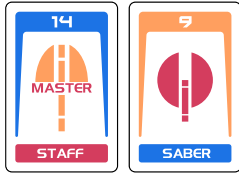


-20 beats 12 (Closer to -23 than 12 is to 0)



RECKONING WILD FIVES

SCENARIO 1

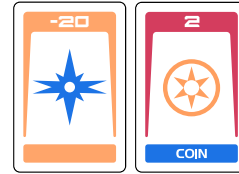


PLAYER A

$$14 + 9 = 23$$

Wild Fives value: 0

TOTAL = +23



PLAYER B

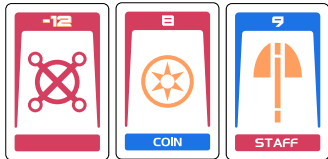
$$-20 + 2 = -18$$

Wild Fives value: -5

TOTAL = -23

Player B Wins (-23 beats +23)

SCENARIO 2

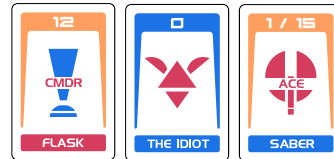


PLAYER A

$$-12 + 8 + 9 = 5$$

Wild Fives value: 0, -5

TOTAL = 0



PLAYER B

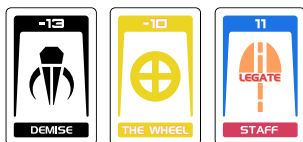
$$12 + 0 + (1) = 11$$

Wild Fives value: +5, +5

TOTAL = +23

Player B wins (+23 beats 0)

SCENARIO 2



PLAYER A

$$-13 - 10 + 11 = -12$$

Wild Fives value: -5, -5, -5, +5

TOTAL = -22



PLAYER B

$$2 + 7 + 2 - 19 = -8$$

Wild Fives value: -5, -5, -5, 0

TOTAL = -23

Player B wins (-23 beats -22)

BOMBING OUT

Hands totalling over 23, under -23 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, apply the following tiebreakers:

1. Most Cards
2. Pairs
3. Most Suited Cards
4. Most Negative Cards
5. Highest positive integer card

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.

ADVANCED RULE VARIANTS

These variant rules give increased strategic options for managing player hands and manipulating the Array to trigger Sabacc shifts and advance the endgame.

ADDITIONAL PLAYER ACTIONS

On their turn, a player may:

- Draw a card from the deck and discard it by adding it to the Array.
- Discard a card from their hand to the Array.
- (Optional) Draw a card from the Array and replace that card from the draw deck.

With these rules the end game is triggered when there are 5 or more cards in the Array at the **end** of the Shift Phase in any round. Discarding cards to the Array can be used to accelerate the endgame, but is not triggered until the Shift card has been drawn for that round.