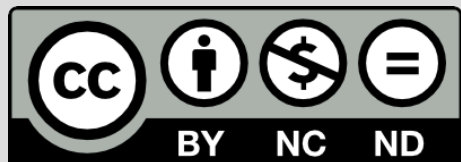


## CREDITS

Designer: Michael Corry  
Co-Credits: Rick Scott  
Playtesters: Brian H. Wilson,  
Cole Thornhill, Adrian Berger  
Graphics: Rick Scott

## LICENSING



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## SOURCE

These rules were developed as part of the *Games of the Galaxy* project: [www.gamesofthegalaxy.com](http://www.gamesofthegalaxy.com)

Hex'el Rules Link: [www.gamesofthegalaxy.com/hexel](http://www.gamesofthegalaxy.com/hexel)



## INTRODUCTION

Ubisoft's *Star Wars: Outlaws* introduces Kay Vess, a smuggler with a penchant for sabacc. In the *Wildcard* expansion, Kay ends up on a starfaring casino-cruiser called the *Morenia*. While a Kessel Sabacc tournament forms the centrepiece of this adventure, the casino deck of the *Morenia* features background assets and flavour that show us a unique deck of playing cards, dice and gambling chips. The cards, dice and chips are manipulated by the croupiers in looping animations that hint at alternative parlour games enjoyed by the patrons.

The key elements of these background assets include a Mayan-style numbering system which marks the cards with values of 1-6, and the pairs of dice with faces with values between 1 and 3.

'Kinzo' is the name given to this interpretation of one of those table games. Kinzo bears similarities to Blackjack, but instead of a fixed point score, players attempt to chase the hand value of the dealer without overtaking the value of his hand. Players make strategic choices to stay, hit for a new card, or split their hand to avoid busting, while also taking into account the Kinzo dice, which can add between 2-6 to the final value of their hand.

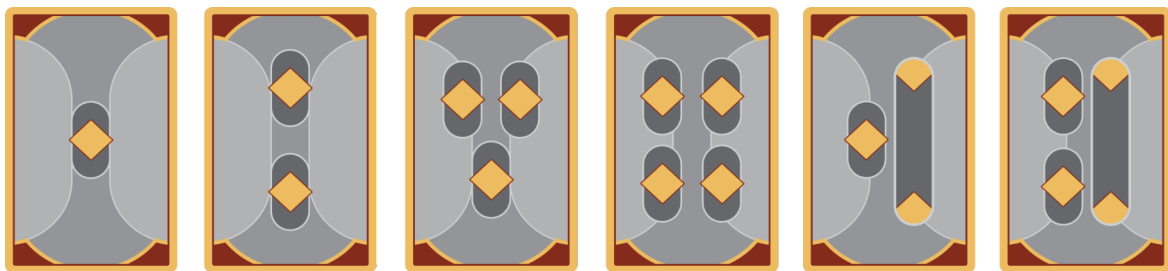
## RULES FOR KINZO

Kinzo is a game for 1-7 players. It was typically played in casinos and clubs against a House Dealer. In casual games, the first player will act as the permanent dealer.

The smuggler & independent contractor Kay Vess witnessed games of Kinzo being played at tables on the Morenia Casino Liner.

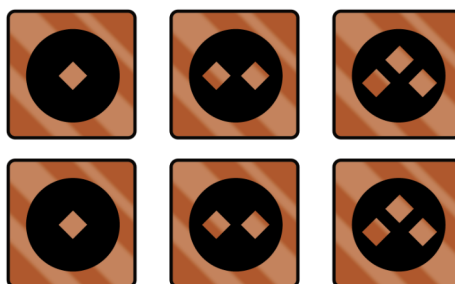
### CARDS & DICE

**Kinzo Cards** - A Kinzo deck is composed of cards valued from 1 to 6, with an equal number of every card value. A typical deck contains 36 cards. It uses a numbering system composed of pips and lines - pips indicate 1, a line indicates 4:



**Kinzo Cards 1-6**

**Kinzo Dice** - A pair of Kinzo dice. Usually 1 set is used per player but a single shared set can suffice. The face values vary from 1 to 3 on both dice, and are evenly distributed across the die facings.



**Kinzo Dice**

## GOAL

The goal of Kinzo is to chase the dealer by drawing cards without breaching double the dealer's own total hand value and busting. If you can match the dealer in the dice roll phase, you may win everything on the table.

## SETUP

**Draw Deck** - A shuffled deck of Kinzo Cards.

**Discard Pile** - A face-up pile of cards discarded from the player's hands. Player may draw from the top of the Discard during play.

**Chip Stock** - A stock of chips or coins representing the sum of a player's buy-in to the game.

**Hand Pot** - At the beginning of the game, players will place their stake in the Hand Pot, and raise to the Hand Pot in subsequent rounds.

## GAMEPLAY

### 1. Set the Stake

At the beginning of a new game, the dealer sets the Stake Limit and chooses the first player. That player sets the stake for the table, observing with the upper limit set by the dealer.

Every player must match the stake, and the dealer matches the stake x the number of players at the table.

#### EXAMPLE

*First player calls for a stake of 1 bronze. There are 3 players, so each player places 1 chip in their hand pot. The dealer places 3 chips in the Prize Pot.*

### 2. Deal

Beginning with the first player, the dealer gives one card face-up to each player at the table. After the last player has been dealt in, the dealer will deal himself a single face up card.

The dealer then proceeds to deal a second face-up card to every player and finishes by dealing a single card face-down to himself.

### 3. Play

Play begins with the first player.

A player may **Stay**, **Hit**, or in under conditions, **Split**.

**STAY** - Take no action. Turn passes to the next player.

**HIT** - Ask the dealer for another face-up card. The player may choose to hit new cards up to a maximum of 6. Each hit occurs one at a time until the player stop or maxes out.

**SPLIT** - If a player is dealt or now has a matching pair of cards, he may choose to split his hand in two. The card pair is divided and the player must pay an additional stake for the new hand. Both hands are now treated separately, and a player may play one hand and then the next, effectively giving them two turns.

A hand can only be split once.

After all players have finished hitting or have chosen to stay, the dealer flips his facedown card. At this point is is mandatory for the dealer to hit at least one more time for a minimum hand of 3 cards.

If any dealer cards, starting from their third card has either a line (a 5 or a 6 card) the dealer **MUST** stop and evaluate the results. If no card with a line is turned over, the dealer continues to hit until a lined card is turned over or a maximum of 6 cards are dealt.

The results for every player are then evaluated against the sum of the dealer's cards, for three possible outcomes.

### 4. Tally

After the dealer's turn is complete, the results for every player are then evaluated against the sum of the dealer's cards, for three possible outcomes:

1. If the player's sum of cards is less than the dealer's sum, they may continue to the final round.
2. If the player's sum of cards is higher than the dealer's sum, they **Bust** and may not continue to the final round.
3. If the dealer's sum of cards is double the player's sum, the player is **Busted** and may not continue to the final round.

All busted player's stakes remain on the table to be potentially collected by the dealer.

## WINNING THE GAME

The final phase includes a dice roll for each player.

In turn order, each player rolls two of the Kinzo dice and adds them to their card total. This final die roll is evaluated as before with one additional outcome:

**If the player's sum of cards and dice is equal to the dealer's sum exactly, they immediately win the stake from every player and the dealer as well.**

The rolls continue on to the next player as long as no player matches the dealer exactly. If no player matches the exact amount then stakes are collected as follows:

All **busted player's stakes** are collected by the dealer and go to the house.

All **players that have not busted** are paid a **single portion of the stake** by the dealer.

### EXAMPLE

*There are 3 players and the stake was set at 1 bronze chip. Two players bust, while one does not. The dealer collects 1 stake (1 bronze chip) from each busted player for a total of 2, and pays 1 stake (1 bronze chip) to the winner.*

After the payout is completed, the next player in turn sets the stake and play continues.