

GAMES OF THE GALAXY HOLODEX



DESIGNERS:

Disney/Lucasfilm Ltd.

SOURCE

These rules were developed as part of the *Games of the Galaxy Holodex*:

www.gamesofthegalaxy.com

Web Entry Link:

www.gamesofthegalaxy.com/3-card-spike



INTRODUCTION

A streamlined offshoot of Corellian Spike, Three-Card Spike is a practical game for busy cantinas and frontier outposts. With only three cards in a hand it resolves quickly, reduces cognitive overhead and sharpens strategic play. It serves as a proving ground for bold newcomers, a spectator-friendly attraction in crowded bars, and a warm-up format before full Spike tables open.

Dismissed by some as a “street” simplification, it earns respect among spacers and underworld crews for the same reason: it distils the essence of Spike, strips away the baggage of large hands, and encourages quick and strategic play. Three Card Spike was a house favourite at the Yarith Bespin’s casino on Cloud City.

RULES FOR THREE CARD SPIKE

In the 3-Card Spike, the objective is to assemble a hand (always consisting of 3 cards) with a total value of zero or as close to zero as possible.

The variant uses a **Spike Card**, a face up card placed in front of each player, acting as the third card of the hand. The game incorporates both positive and negative cards, and involves strategic betting and card selection to achieve the optimal hand.

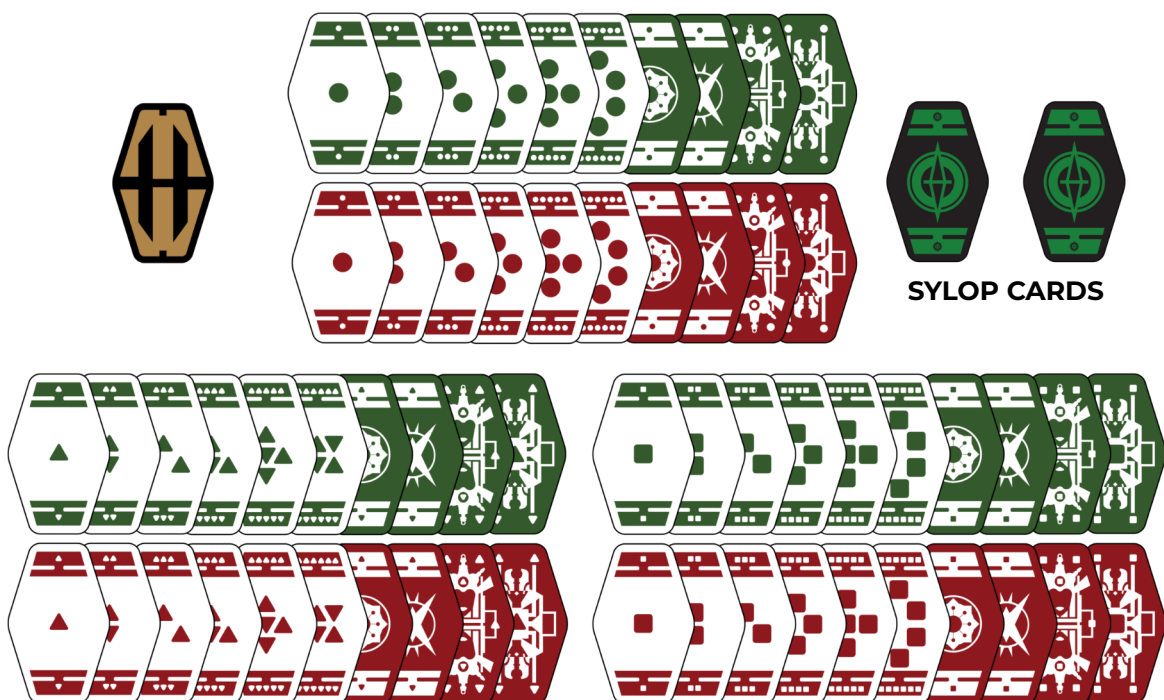
SETUP

CARDS

The deck comprises 62 cards divided into three suits: Circles, Triangles, and Squares. Each suit contains:

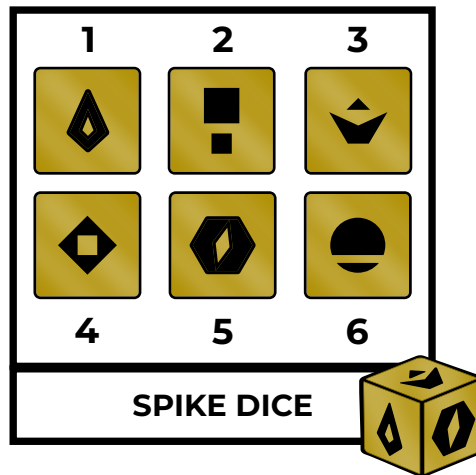
- 10 positive cards: valued from +1 to +10.
- 10 negative cards: valued from -1 to -10.

Additionally, there are 2 special Sylop cards with a value of zero.



SPIKE DICE

The game utilizes a pair of six-sided dice known as Spike Dice. These dice are rolled during the game to introduce an element of unpredictability. If the dice display matching symbols, a Sabacc Shift occurs, causing all players to discard their hands and draw an amount of cards equal to the previous hand size.



PLAYER STOCK

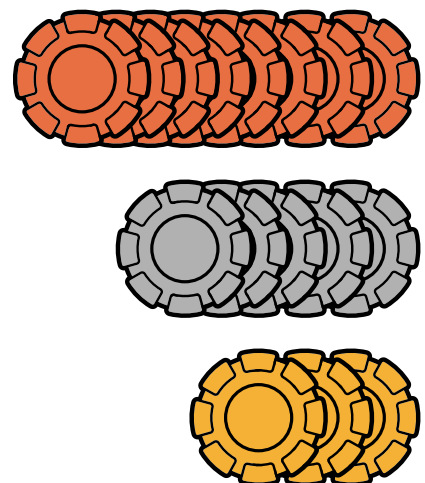
Each player begins the game with a stock of credits or chips which they use to pay the Ante and make bets. The goal of the game is to win all or as much of the chips on the table and from other players. Typically, chips will come in different values. In Sabacc, these values are often represented by a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



PLAYING THE GAME

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, a Card Deal, an Opening Bet, and a Spike Card. This is followed by 3 Rounds of play.

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

After three rounds, the hands are revealed to determine the winner.

The game is played until someone wins all of the credits on the table, or a set number of rounds is played.

THE HAND

1. Choose Starting Player: The starting player rotates clockwise each round.

2. Ante: All players pay credits into the Hand Pot and Sabacc Pot.

3. Deal: Each player is dealt two cards face down.

4. Draw and Discard Piles: The remaining cards form the draw pile. The top card is placed face up to start the discard pile.

5. Initial Bet: Players play an initial betting round based on the strength of their hands.

6. Spike Card: Each remaining player is dealt a Spike Card face up.

THE ROUND

Each round consists of three phases:

1. CARD PHASE

Players can choose to:

Stand — Do nothing and pass turn.

Buy — Pay 2 credits to take the top card from the draw pile. The card can then either be swapped with a card in your hand or your spike card, or it can be discarded.

Swap — Pay 4 credits to switch one card in hand, or the Spike Card on the table, with the top card of the discard pile.

2. BETTING PHASE

Players bet based on the strength of their hands, with options to stand, bet, call, raise, or fold.

3. THE DICE PHASE

The dealer rolls the spike dice. If the symbols match, a **Sabacc Shift** occurs. All players discard their hands and draw new ones. If the matching values are two Spikes (Value = 1), all **Spike Cards** are shuffled as well.

WINNING THE ROUND

After three rounds, remaining players reveal their hands. The player with a hand total closest to zero wins the hand pot. If a player achieves a hand total of exactly zero, they win both the hand pot and the Sabacc pot.

In case of a tie, there are several special winning hands which are ranked in order of strength. Since there are many variations of the hand rankings depending on which part of the galaxy you are playing in, the game host can select the preferred ranking order.

WINNING THE GAME

The game continues for a predetermined number of rounds or until players decide to conclude. The player with the most credits at the end of the game is declared the winner.

3 CARD SPIKE -RANKED HANDS

THERE ARE 6 HAND RANKS IN THREE CARD SPIKE.

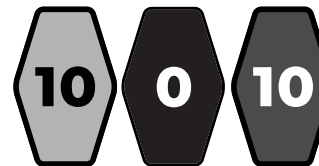
1. IDIOT'S ARRAY

A SYLOP, A 2 AND A 3



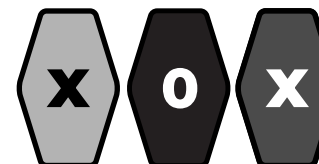
2. PRIME SABACC

ZERO WITH +10, -10
AND A SYLOP



3. YEE-HAA

ZERO WITH A +/-
PAIR
LOWEST INTEGER WINS



4. SABACC PAIR

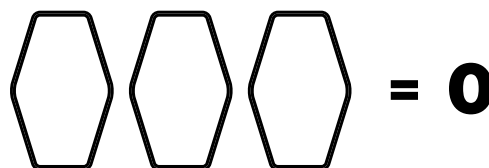
ZERO WITH ONE
PAIR
LOWEST INTEGER WINS



5. SABACC

EQUAL TO 0

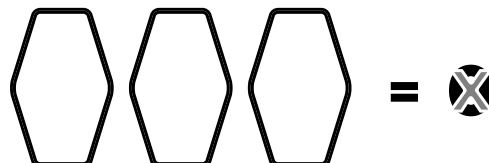
APPLY TIEBREAKERS



6. NULHREK

CLOSEST TO 0

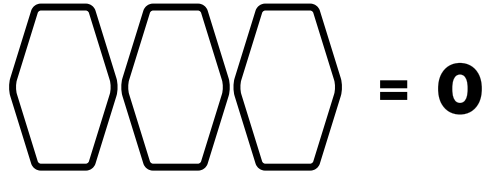
APPLY TIEBREAKERS



TIEBREAKERS

THE FOLLOWING TIEBREAKERS ARE APPLIED TO HANDS IN
THREE CARD SPIKE

CLOSEST TO ZERO



POSITIVE SCORE



WITH HIGHEST POSITIVE TOTAL



WITH HIGHEST POSITIVE CARD



BY BLIND DRAW OFF

LOWEST INTEGER THEN POSITIVE INTEGER
WINS

