

GAMES OF THE GALAXY

HOLODEX



CREDITS

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LICENSING



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SOURCE

These rules were developed as part of the *Games of the Galaxy* project:
www.gamesofthegalaxy.com

Seven Card Comet Rules Link:
www.gamesofthegalaxy.com/sevencardcomet



INTRODUCTION

Seven Card Comet was a casino game with a reputation as 'the fastest money maker in the galaxy'. Players were dealt a hand of comet cards, each marked with three numbers, and staked a claim against one of seven pots on the table. The largest pot was known as 'The Tail' and represented the end game for most players.

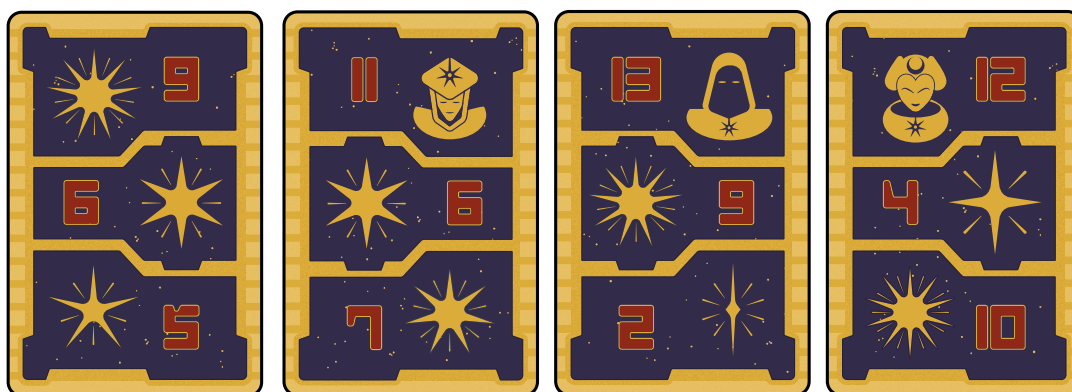
In Legends, fugitive rebel agent Havet Storm secured the funds necessary to escape from an Imperial lockdown on the planet Topwara by using his latent Force abilities to win a game of Seven Card Comet.

RULES FOR SEVEN CARD COMET

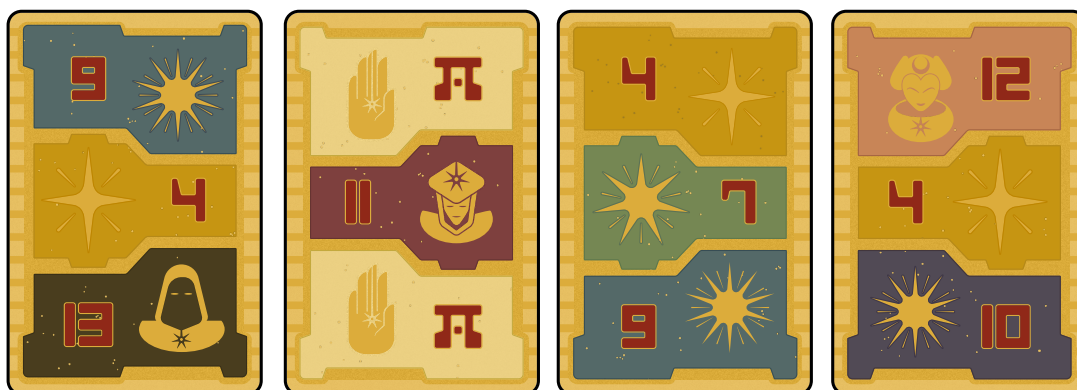
Players divide their stake between the 6 table pots and the tail pot. Players win pots by playing 2-3 cards against a pot. Player with the highest scoring set of cards wins the pot.

COMET CARDS

A Comet Deck consists of 123 cards, each carrying a different permutation of 3 numbers in the range of 2-14. The numbered sections of these cards may share a uniform colour scheme, or may be colour-coded according to the deck used and the player's preferences.



MONO-COLOUR COMET CARDS

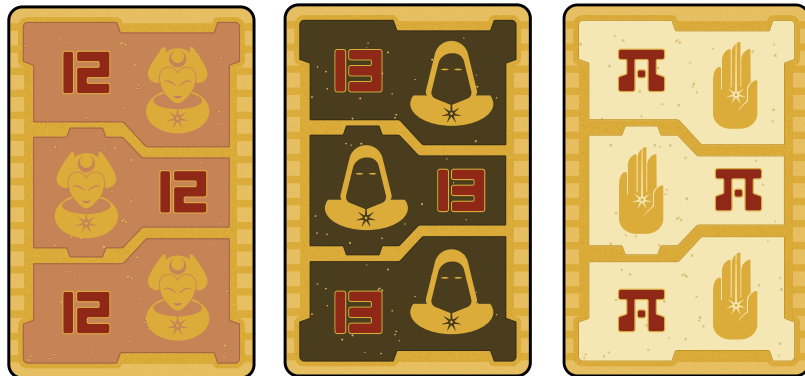


COLOUR-KEYED COMET CARDS

The colour key helps pick out matching values, while adjacent values share adjacent hues on the colour spectrum

TRIPLE CARDS

Cards with three identical numbers are called Triples and there are only three of these cards in the deck - the Triple Princess, Triple Emperor and Triple Ace. They are prized for being the only singular cards carrying a valid score line in themselves, scoring 36, 39 and 42 respectively. The Triple Ace is scored as triple 14. This means they can be played against



SETUP

Dealer's Board - Cards are dealt to players from a full Comet Deck.

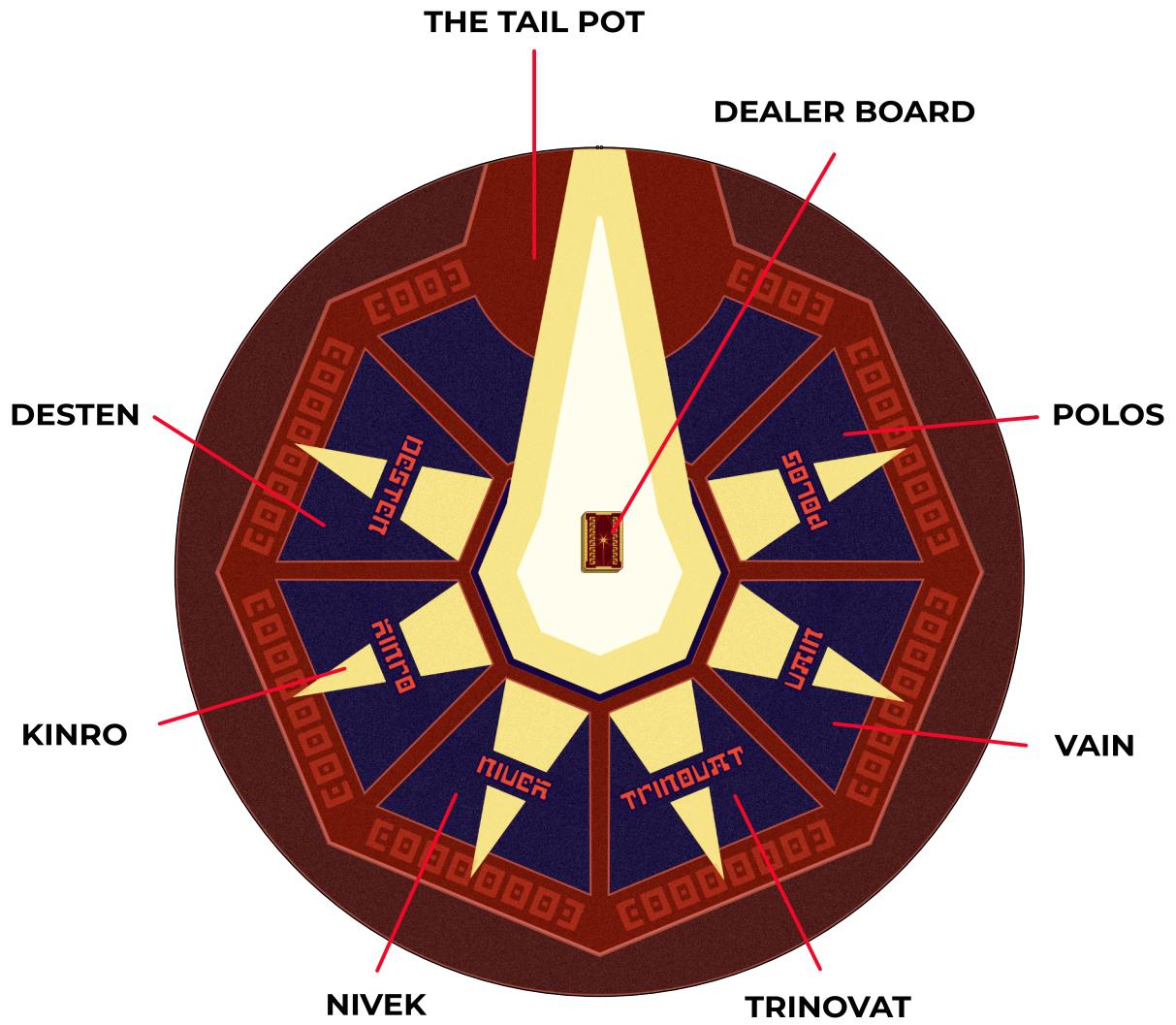
Chipstock - Each player buys in with sufficient chips and funds to stake their game.

Player Markers - A stock of markers colour-coded for each player are required to mark ownership of every set of cards played to the multiple prize pots.

Six Table Pots - There are six Table Pots, usually named after astronomical objects in the local system (here we see a Toprawa board marked with Desten, Kinro, Nivek, Trinovat, Vain and Polos). Players pay their antes into these pots, and may play for them in every round.

Tail Pot - The seventh pot is called **The Tail**. It can only be called by the current Dealer, and is the only pot that can be played against in a Tail round.

SEVEN CARD COMET TABLE



GAMEPLAY

1. Ante

At the start of the game, each player will put up an Ante of 300 credits. 25 credits are paid into each of the Table Pots, and 150 credits are paid into the Tail Pot. The ante becomes due again after every player has played a round as dealer.

Choose one player to be the Dealer.

2. Deal Hands

The Dealer shuffles the Comet Deck (or decks) and deals a hand of 7 cards to every player. If the game uses subdecks, a card is dealt to players sequentially from the top of each deck from left to right.

Players will then examine their cards for potential Sets with strong Score Lines. A Score Line consists of three matching numbers or a run of three sequential numbers across a set of cards - a minimum of two, and a maximum of three. Thus, multiple score lines make for a stronger set that will score higher against an opponent.*

*If you are using colour-coded cards, you can quickly match values by their colour. Consecutive integers are also coded incrementally along the colour spectrum, so looking for similar shades and colours will help identify runs.

You can use every available number once in every score line. Ace symbols may be counted as either 1 or 14 in different score lines.

3. Player Turns

During their turn players may:

Play Sets - Play a set of 2-3 cards face down against any of the six table pots. You may play only a single set against each pot. You may play against as many pots as you like (excluding the tail pot), using as many cards as you can from your hand.

Reserve a Card - Reserve a single card (and no more) from your hand for the Tail Call.

Whichever player is currently the Dealer has the additional option of Calling the Tail (see below).

4. Reveal & Score

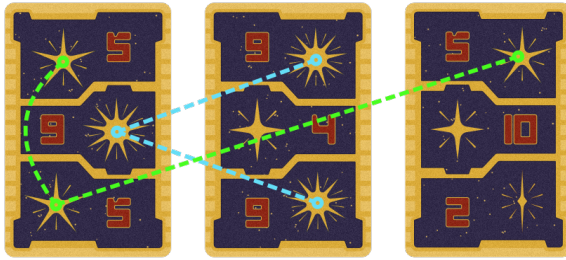
After every player has finished their turn, the sets laid against every pot are scored in turn. Players contending for a pot will turn over their set and score their lines.

Remember, a score line consists of:

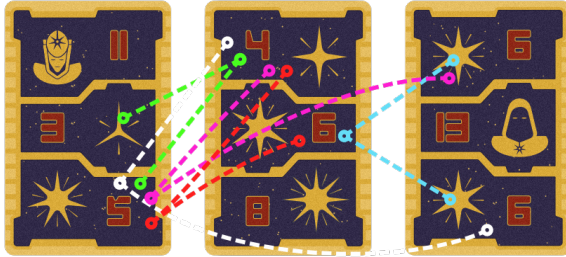
- Any 3 matching values across your cards.
- A straight of 3 values across your cards.

Your final score for a set is the sum of the values in all valid score lines on those cards.

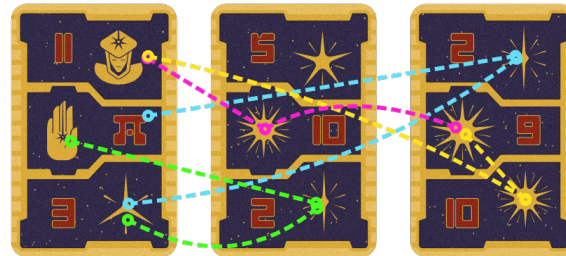
EXAMPLE SETS & SCORE LINES



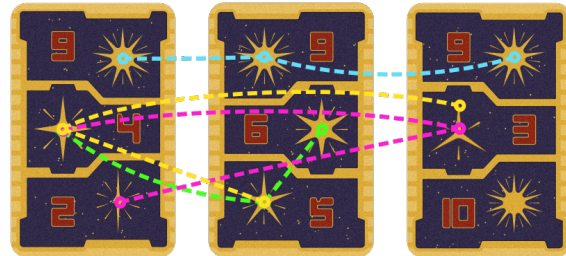
SET VALUES: 2, 4, 5, 5, 5, 9, 9, 9, 10
SCORE LINES (2): 5-5-5 (15), 9-9-9 (27)
HAND VALUE: 42



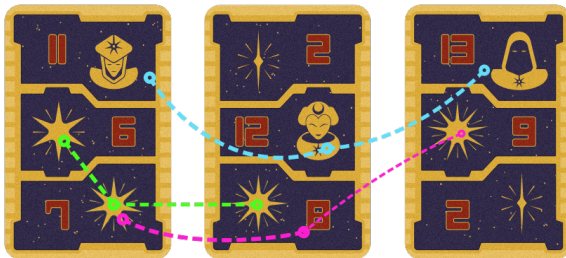
SET VALUES: 3, 4, 5, 6, 6, 6, 8, 11, 13
SCORE LINES (5): 3-4-5 (12), 4-5-6 (15), 4-5-6 (15), 4-5-6 (15), 6-6-6 (18)
HAND VALUE: 75



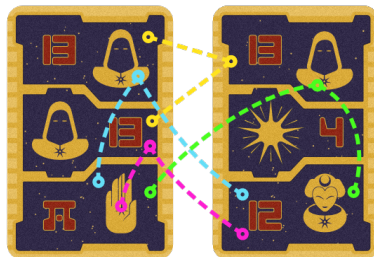
SET VALUES: Ace (1/14), 2, 2, 3, 5, 9, 10, 10, 11
SCORE LINES (4): 1-2-3 (6), 1-2-3 (6), 9-10-11 (30), 9-10-11 (30)
HAND VALUE: 72



SET VALUES: 2, 3, 4, 5, 6, 9, 9, 9
SCORE LINES (4): 2-3-4 (9), 3-4-5 (12), 4-5-6 (15), 9-9-9 (27)
HAND VALUE: 63



SET VALUES: 2, 2, 6, 7, 8, 9, 11, 13
SCORE LINES (3): 6-7-8 (21), 7-8-9 (24), 11-12-13 (36)
HAND VALUE: 81



SET VALUES: 4, 12, 13, 13, 13, 14
SCORE LINES (4): 13-13-13 (39), 12-13-14 (39), 12-13-14 (39), 12-13-14 (39)
HAND VALUE: 156

5. Winnings

The highest scoring hand played against a pot wins the content of the pot.

For every valid set played against a pot, increase the size of that player's hand by one card for the next round.

6. Repeat Rounds

Each round of Seven Card Comet consists of the Ante, the Deal, a turn for each player, and the reveal. The role of Dealer passes to the right at the start of each round. To stay in the game, players must be able to pay the Ante at the start of each round. In each round, the size of player's dealt hand will increase according to the number of pots he has won in the last round.

5. Calling the Tail

When playing as the Dealer, during the Ante phase you may Call the Tail.

Whomever calls the Tail (and no other player) must then pay double the value of the entire Ante (that's double 300, for a total of 600 credits) to the Tail pot.

Once called, only the Tail may be played this round.

During the Deal phase, players must take any cards reserved for the Tail round into their hand. They are then dealt any additional cards that are required up to a total hand size of seven. Expanded hands earned on the Table Pots are disregarded for the Tail play.

During the Play phase, every player may put down multiple sets against the Tail pot. Each set is scored separately, then added up for a total point score. The player with the highest combined score from the sets he plays against the Tail wins the contents of the Tail Pot.

WINNING THE GAME

The minimum number of rounds for a game of Seven Card Comet is equal to the number of players, ensuring every player has the opportunity to play as the Dealer and call the Tail pot.

After every player has taken one turn as the Dealer, calling and winning the Tail pot is often viewed as a definitive ending to the game. However, play may continue indefinitely as long as players are able to match the Ante at the beginning of each round.