



Corellian Spike Sabacc Casino

Complete Rules and Ranked Sabacc Hands
Casino Suitable

+ printable odds- and reference sheets

<https://corellian.spike.today/>

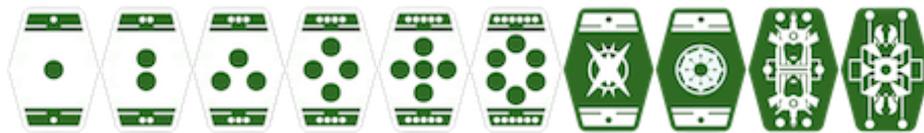
Corellian Spike Sabacc

Card Game for 2 to 8 players

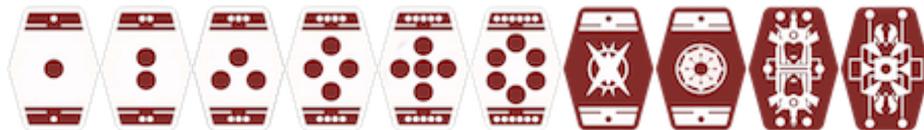
The deck consists of 62 cards.

There are 3 suits: Triangles, Squares, and Circles.

Each suit has 20 cards, 10 green cards with positive values from +1 to +10:



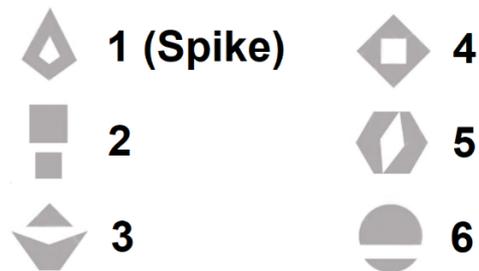
and 10 red cards with negative values from -1 to -10:



There are two cards with value 0 called Sylop:



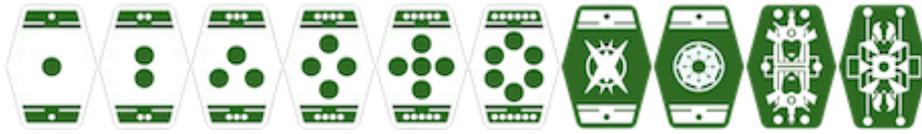
The Spike Dice are 2 six-sided dice with symbols representing numbers. The “Spike” symbol represents 1 and has a special meaning in Corellian Spike Sabacc.



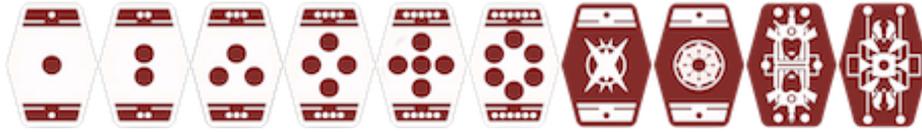
Goal of the game

Goal of the game is to assemble a hand of 2 to 5 cards with a sum of all card values of 0, or closest to 0. A hand with a sum of 0 is called Sabacc.

The full Deck:



+1 +2 +3 +4 +5 +6 +7 +8 +9 +10



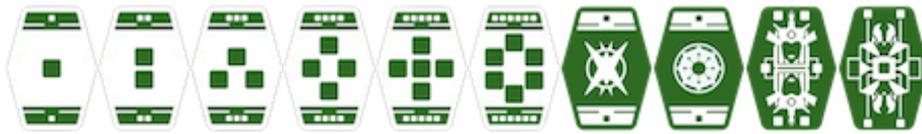
-1 -2 -3 -4 -5 -6 -7 -8 -9 -10



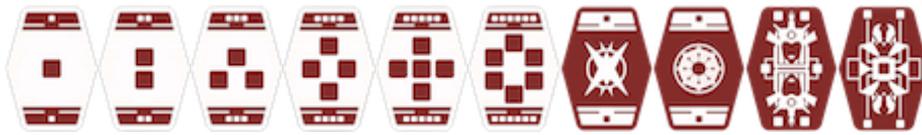
+1 +2 +3 +4 +5 +6 +7 +8 +9 +10



-1 -2 -3 -4 -5 -6 -7 -8 -9 -10



+1 +2 +3 +4 +5 +6 +7 +8 +9 +10



-1 -2 -3 -4 -5 -6 -7 -8 -9 -10



Sylop Sylop
(0) (0)

Game Setup

Choose a dealer. If the dealer is also a player, the dealer rotates to the left each game.

Players agree on ante costs, minimum and maximum bets and raises, and fees. (e.g. ante hand and Sabacc Pot: 2 credits each, no min-max bets, no fees)

For each game, all players pay an ante into the Hand Pot and an ante into the Sabacc Pot. The Hand Pot is won by the winning hand. The Sabacc Pot is won by the winning hand only if it is a Sabacc (total sum of 0) and grows each game if not won.

The dealer shuffles the deck.

The dealer deals 2 cards face down to each player individually starting with the player to their left. The players make sure no other player can see the faces of their cards.

The dealer puts the remainder of the deck face down on the table as the Draw Pile.

The dealer takes the top card of the Draw Pile and places it face up next to it to start the Discard Pile.

Gameplay

Each game consists of 3 rounds, with each round having these 3 phases:
Cards, Spike Dice, Betting.

The player to the left of the dealer is the starting player. The starting player starts each phase. The starting player rotates to the left each completed game.

(Some actions may require a fee, if agreed on before starting to play. For example, a fee for drawing or swapping. Fees are paid into the Hand Pot. Default is no fees.)

Cards

The player can choose **one** of the following actions:

- **Stand:** Player makes no changes to their hand and passes their turn.
- **Draw (Gain):** Player takes the top card from the Draw Pile and adds it to their hand
- **Discard and Draw:** Player places a card from their hand face up on the Discard Pile, then takes the top card from the Draw Pile and adds it to their hand.
- **Swap:** Player takes the top card from the Discard Pile and places another card from their hand face up on the Discard Pile.

Once the player has completed their action, the player to their left takes their turn until all players have had their turn in the Cards phase. A Player can only perform **one action per card phase**.

Spike Dice

The dealer rolls the Spike Dice. If the two dice **do not show the same symbol**, nothing happens. Proceed to the Betting phase.

If the two **dice show the same symbol**, but the two symbols **are not the Spike**, all players, in order, **discard one** card of their choice face up on the Discard Pile and draw a new card from the Draw Pile. This is like a **forced single card Discard and Draw**. Each player discards **and** draws before it is the next player's turn.

If **both dice show the Spike** symbol, all players, in order, must **discard all** their cards onto the Discard Pile (*wipeout*) and draw the same number of cards they discarded from the Draw Pile. Each player discards all their cards **and** draws all their new cards before it is the next player's turn.



Betting

The player can choose to

- **Check:** Player makes no bet.
- **Bet:** Player states an amount and pays the amount into the Hand Pot.
- **Call:** Player matches the amount of the current highest bet and pays it into the Hand Pot to stay in the game.
- **Raise:** Player calls the amount of the current highest bet, raises by an additional amount and pays it into the Hand Pot.
- **Fold:** Player places all their cards **face down** under the Discard Pile – they “**junk**” their cards - and exits the game. A player is **not allowed to fold unless there are previous bets to call**. If there are no previous bets to call, a player **must check** if they do not want to bet more.

A player must call or raise a previous bet to stay in the game. Otherwise, they must fold.

To prevent squeeze-outs, going all-in counts as calling. A player may not win more from any opponent than they have risked (“table stakes”). When one or more players are all-in for less than the current bet, create a **main pot** consisting of the smallest all-in amount matched by all active players, and one or more **side pots** for any additional amounts bet by other players. Only players who contributed to a given pot are eligible to win it. **No bets carry over between hands**. Any bet amounts not matched by at least one other player are **returned** to the bettor at the end of the hand. The **Sabacc Pot does carry over** if not won. An all-in player **can** win the full Sabacc Pot.

This phase continues in order until all players have either checked, called, or folded.

If this was the third round, proceed to Reveal; otherwise start the next round.

Reshuffle

If at any time, the Draw Pile runs out of cards, the dealer sets aside the top card of the Discard Pile face up to start a new Discard Pile. The dealer then shuffles the rest, **including** any “**junked**” cards, and places it face down as the new Draw Pile.

Reveal

All players who have not folded calculate the total value of their hands. (Adding up the values of all their cards)

The player with a sum of zero or closest to zero wins (see *Determining the winner*).

The winning player collects the Hand Pot.

If a player wins with a Sabacc (Sum of 0) that player also collects the Sabacc Pot.

If **all but one player fold** in any round before the reveal, the game ends immediately without revealing any hands and the last player left wins the **Hand Pot only**, no matter the hand they had at that moment.

But players are **not allowed to fold unless there are previous bets to call** in a Betting phase. If there are **no previous bets to call** in a Betting phase, players **must check** if they do not want to bet more.

Determining the winner

Many times, the game will end with more than one player being “closest to zero” or at exactly zero (Sabacc). These are the rules to determine who wins the game.

Sabacc (Hand is 0)

If more than one player has a Sabacc (Total value of 0), the player with a ranked hand wins. Ranked hands are special named Sabacc hands with certain patterns.

If more than one player has a ranked hand, the highest-ranking hand wins (see the ranking list and tiebreaking under *Ranked Sabacc Hands*).

If more than one player has a Sabacc, but none have a ranked hand, the general tiebreakers apply in the order listed (see *Tiebreakers*).

Nulrhek (Hand is not 0)

A Nulrhek is a hand not at zero. If more than one player is equally “closest to zero” the player with a positive sum wins (e.g. **+2** beats **-2**). If this is also a tie the general tiebreakers apply in the order listed (see *Tiebreakers*).

Tiebreakers

1. Most cards wins.

The hand consisting of more cards wins.

2. Highest sum of the absolute values wins.

(An absolute value is the positive of a value, so for '-8' the absolute value is '8', for '7' it stays '7' (already positive)).

The easiest way to think about it is: Just ignore the colour of the cards for this and add all cards together as if they were all positive!

Example: [+7,-6,-6] (7+6+6=19) beats [-10,+3,+2] (10+3+2=15).

3. Card with highest absolute value wins, comparing highest to lowest.

For this also, just ignore the colours of the cards and compare them highest to lowest. The player that first has a higher card, wins.

Example: [-9,+7,+5,-3] (9, 7, 5, 3) beats [+8,-7,-5,+4] (8, 7, 5, 4).

4. Card with highest positive value wins, comparing highest to lowest.

Same as above but this time just compare the green cards.

Example: [+8,-7,-6,+5] (8, 5) beats [-8,+7,+6,-5] (7, 6).

5. Suited hands:

Suited hands (all cards having the same suit) win over mixed-suit hands. Sylop has no suit and does not break the suited status of a hand. So, for example, a hand with only Circles and a Sylop is still suited.

6. Single Card Draw:

If still tied after all other tiebreakers, the tied players draw one card each from the Draw Pile in order, card closest to zero wins, positive values beating negative values. Repeat if still tied until resolved.

Optional House Rules (unofficial)

- To lessen the impact of the Spike Dice
 - Agree on that even the double Spikes only trigger a forced single card Discard and Draw and/or skip the Spike Dice phase for the third round or skip the Spike Dice phases altogether. Keep in mind that the forced Discard and Draw can be an additional opportunity to improve your hand.
- Allow gain from Discard Pile as an action in the Cards phase, **requiring a fee**.
 - Agree to allow Draw (Gain) from the Discard Pile **for a fee**. If depleted, the dealer must start a new Discard Pile with the top card of the Draw Pile.

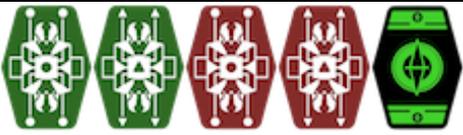
Ranked Sabacc Hands

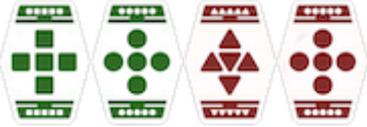
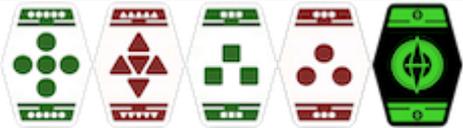
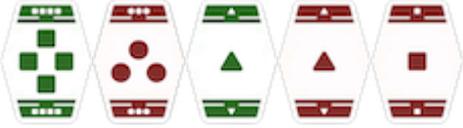
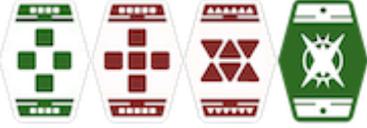
The higher ranked hand wins. If tied, higher keys win for all ranked hands.

Keys are the absolute values of the pattern of a ranked hand. Most patterns are defined by absolute values, so this is quite intuitive. E.g. for the pair $[+8,-7,-7,+6]$ the key is 7. For a Khyron $[-10,+9,+8,-7]$ it's the highest, so 10. For Rhylets, it's the triplet's key (the pair is dictated by the triplet for a zero sum hand). Only the (Sylop-) Rule of Two have 2 keys. Compare the higher key first, then the lower. Other cards or Sylops don't count as key.

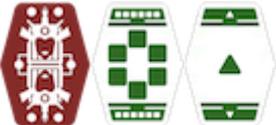
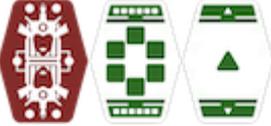
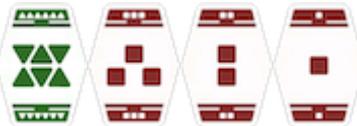
If still tied, the general tiebreakers apply in the order listed (see *Tiebreakers*).

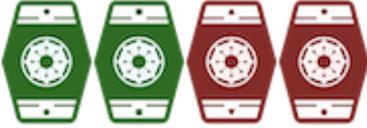
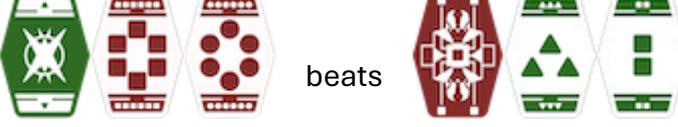
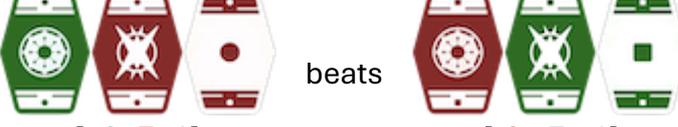
The following table contains all the ranked hands in order of rank, their description and an example with its keys. Reminder: All ranked hands are 0-sum (Sabacc)!

Rank	Name	Example
1	Full Sabacc A "Fleet" with 10s: $[+10,+10,-10,-10,0]$	 $[+10,+10,-10,-10,0]$, key: 10
2	Fleet A four of a kind (by absolute value) and a Sylop.	 $[+4,+4,-4,-4,0]$, key 4
3	Rhylet A positive three of a kind and negative pair, or vice versa.	 $[+6,+6,+6,-9,-9]$, key 6
4	Wild Rhylet A three of a kind and a pair (by absolute values).	 $[+10,+10,-10,-5,-5]$, key 10
5	Gee Whiz Exactly $[+10,-1,-2,-3,-4]$ or $[-10,+1,+2,+3,+4]$	 $[+10,-1,-2,-3,-4]$, key 10
6	Full Straight A sequential run of 5 cards (by absolute values) without a Sylop.	 $[+4,+5,+6,-7,-8]$, key 8
7	Sylop Straight Khyron A sequential run of four cards (by absolute values) plus a Sylop.	 $[+7,-8,-9,+10,0]$, key 10

Rank	Name	Example
8	Five Card Squad A four of a kind (by absolute value) with a fifth card, no Sylop.	 $[-6,+3,+3,+3,-3]$, key 3
9	Squadron A four of a kind (by absolute value) and no other card.	 $[+5,+5,-5,-5]$, key 5
10	Sylop Rule of Two Two pairs (by absolute values) plus a Sylop.	 $[+5,-5,+3,-3,0]$, keys 5,3
11	Banthas Wild A three of a kind (by absolute value) and one or two other cards.	 $[+4,-3,+1,-1,-1]$, key 1
12	Pure Sabacc Exactly both Sylops and no other cards.	 $[0,0]$ no key
13	Straight Khyron A sequential run of four cards (by absolute values). No Sylop, no other card.	 $[+4,-5,-6,+7]$, key 7
14	Idiot's Rule A pair (by absolute value) plus both Sylops. No other card.	 $[+7,-7,0,0]$, key 7
15	Rule of Two Two pairs (by absolute values), no Sylop. May contain a fifth card.	 $[+8,-4,-4,+1,-1]$, keys 4,1
16	Yee-Haa One pair (by absolute value) plus one Sylop. No other cards.	 $[+7,-7,0]$, key 7
17	Pair One pair (by absolute value) and 0 to 3 other cards. May contain Sylops, but 2 Sylops do not constitute a pair.	 $[+6,-5,-5,+4]$, key 5

Example Results and Tiebreaks

Example	Reason
 <p>beats</p>  <p>$[-9, +6, +1]$ vs $[+10, -6, -1]$</p>	<p>Closest to zero (Nulrhek) (-2 beats +3)</p>
 <p>beats</p>  <p>$[+9, -6, -1]$ vs $[-9, +6, +1]$</p>	<p>Positive closest to zero (+2 beats -2)</p>
 <p>beats</p>  <p>$[+3, -2, -1]$ vs $[+9, -6, -1]$</p>	<p>Sabacc beats Nulrhek (0 beats +2)</p>
 <p>beats</p>  <p>$[+6, -3, -2, -1]$ vs $[+3, -2, -1]$</p>	<p>Most cards (4 cards beats 3 cards)</p>
 <p>beats</p>  <p>$[+10, -5, -5]$ vs $[+6, -3, -2, -1]$</p>	<p>Ranked Sabacc (Pair) beats non-ranked Sabacc.</p>
 <p>beats</p>  <p>$[+5, +5, -5, -5]$ vs $[+10, -5, -5]$</p>	<p>Higher rank (Squadron) beats lower rank (Pair)</p>

Example	Reason
 <p data-bbox="464 383 639 412">[+8,+8,-8,-8]</p> <p data-bbox="512 421 592 450">beats</p>  <p data-bbox="464 591 639 620">[+5,+5,-5,-5]</p>	<p data-bbox="995 376 1257 488">Higher key of same rank (Squadron) (8 beats 5)</p>
 <p data-bbox="280 770 416 799">[+7,-6,-6]</p> <p data-bbox="512 696 592 725">beats</p> <p data-bbox="679 770 815 799">[-10,+3,+2]</p>	<p data-bbox="922 674 1331 748">Highest $\sum \text{cards} ^1$ (7+6+6=19 beats 10+3+2=15)</p>
 <p data-bbox="464 949 639 978">[-9,+7,+5,-3]</p> <p data-bbox="512 987 592 1016">beats</p>  <p data-bbox="464 1158 639 1187">[+8,-7,-5,+4]</p>	<p data-bbox="1023 949 1230 1023">Highest $\text{card} ^2$ (9 beats 8)</p>
 <p data-bbox="280 1330 416 1359">[+8,-7,-1]</p> <p data-bbox="512 1256 592 1285">beats</p> <p data-bbox="679 1330 815 1359">[-8,+7,+1]</p>	<p data-bbox="979 1234 1273 1308">Highest positive card (8 beats 7)</p>
 <p data-bbox="464 1509 639 1538">[+5,-4,-3,+2]</p> <p data-bbox="512 1547 592 1576">beats</p>  <p data-bbox="464 1718 639 1747">[+5,-4,-3,+2]</p>	<p data-bbox="970 1496 1283 1608">Suited (all Circles beat mixed Squares and Triangles)</p>

¹ $\sum|\text{cards}|$ = Sum of the absolute values of all cards of a hand

² $|\text{card}|$ = Absolute value of a card

Never tell me the odds

Hand odds in Corellian Spike Sabacc

We present two sets of numbers:

1. **Theoretical 5-card odds.**

These are exact combinatorial probabilities for a random 5-card deal from the 62-card Sabacc deck, with no drawing, swapping, or spike dice. There are 6,471,002 possible 5-card combinations. Each of the 5-card hands is classified into exactly one category, similar to standard 5-card draw poker odds.

This combinatorial model is a strong approximation of real play odds in Corellian Spike Sabacc, because during play each player may build their hand up to a maximum of five cards. The distribution of final hands therefore closely tracks the mathematical distribution of 5-card combinations, especially in terms of their relative rarity.

2. **In-game frequencies.**

These are empirical frequencies measured over 136 million simulated games with 4 players using hunter strategies that actively chase the given ranked hand over 8,000,000 games per ranked hand and under the full Corellian Spike Sabacc rules (drawing, swapping, discard+draw and forced discard+draw and wipeouts from the spike dice). They show how often each hand type actually appears at the table as a final hand per player. Probabilities are therefore per player, per game.

The theoretical table shows the **inherent rarity** of each hand in the deck.

The simulated table shows how the **game mechanics** (drawing, swapping, spike dice, and player behavior) increase the chances of seeing spectacular hands in real play.

Theoretical 5-Card Odds

Hand Type	Ranked Sabacc Hand		Distinct		Hands ³	Probability	Odds
Sylop + 4 of a kind	Full Sabacc	18	0.000278%	359500 : 1	180	0.002782%	35,950 : 1
	Fleet	162	0.002503%	39944 : 1			
Triplet + pair	Rhylet	18	0.000278%	359500 : 1	288	0.004451%	22,469 : 1
	Wild Rhylet	270	0.004172%	23967 : 1			
5 card straight	Gee Whiz	486	0.007510%	13315 : 1	1458	0.022531%	4,438 : 1
	Full Straight	972	0.015021%	6657 : 1			
Sylop + 4 card straight	Sylop Straight Khyron	2268	0.035049%	2853 : 1	2268	0.035049%	2,853 : 1
4 of a kind	Five Card Squad	90	0.001391%	71900 : 1	5010	0.077422%	1,292 : 1
	Squadron	4920	0.076032%	1315 : 1			
Sylop + 2 pairs	Sylop Rule of Two	7290	0.112656%	888 : 1	7290	0.112656%	888 : 1
3 of a kind	Banthas Wild	11106	0.171627%	583 : 1	11106	0.171627%	583 : 1
2 Sylops	Pure Sabacc	28010	0.432854%	231 : 1	28010	0.432854%	231 : 1
4 card straight	Straight Khyron	58968	0.911265%	110 : 1	58968	0.911265%	110 : 1
2 pairs	Idiot's Rule	5040	0.077886%	1284 : 1	202734	3.132961%	32 : 1
	Rule of Two	197694	3.055076%	33 : 1			
Sylop + pair	Yee-Haa	242040	3.740379%	27 : 1	242040	3.740379%	27 : 1
Pair	Pair	1789698	27.657201%	4 : 1	1789698	27.657201%	4 : 1

³ Over 6,471,002 possible 5-card combinations

In-Game frequencies

Hand Type	Ranked Sabacc Hand		Distinct		Hands ⁴	Probability	Odds
Sylop + 4 of a kind	Full Sabacc	41	0.000513%	195122 : 1	399	0.004988%	20,050 : 1
	Fleet	358	0.004475%	22346 : 1			
Triplet + pair	Rhylet	36	0.000450%	222222 : 1	624	0.007800%	12,821 : 1
	Wild Rhylet	588	0.007350%	13605 : 1			
5 card straight	Gee Whiz	511	0.006388%	15656 : 1	2507	0.031338%	3,191 : 1
	Full Straight	1996	0.024950%	4008 : 1			
Sylop + 4 card straight	Sylop Straight Khyron	4241	0.053013%	1886 : 1	4241	0.053013%	1,886 : 1
4 of a kind	Five Card Squad	175	0.002188%	45714 : 1	8269	0.103363%	967 : 1
	Squadron	8094	0.101175%	988 : 1			
Sylop + 2 pairs	Sylop Rule of Two	11754	0.146925%	681 : 1	11754	0.146925%	681 : 1
3 of a kind	Banthas Wild	18609	0.232613%	430 : 1	18609	0.232613%	430 : 1
2 Sylops	Pure Sabacc	41338	0.516725%	194 : 1	41338	0.516725%	194 : 1
4 card straight	Straight Khyron	78362	0.979525%	102 : 1	78362	0.979525%	102 : 1
2 pairs	Idiot's Rule	5672	0.070900%	1410 : 1	223870	2.798375%	36 : 1
	Rule of Two	218198	2.727475%	37 : 1			
Sylop + pair	Yee-Haa	238861	2.985763%	33 : 1	238861	2.985763%	33 : 1
Pair	Pair	1587105	19.838813%	5 : 1	1587105	19.838813%	5 : 1

⁴ Measured over 8 million games per ranked hand

Gameplay

Preparation:

- ✓ Ante Hand Pot
- ✓ Ante Sabacc Pot
- ✓ 2 cards per player
- ✓ Discard Pile and Draw Pile

Game:

3 Rounds, 3 phases per round:

1. Cards: (one action per player)
 - Stand, Draw, Discard+Draw, Swap
2. Spike Dice:
 - No doubles → proceed to Betting
 - Doubles (no Spikes) → forced Discard+Draw
 - Spike doubles → wipeout and redraw
3. Betting:
 - Check, Bet, Call, Raise, Fold
 - All, but one fold → winner collects Hand Pot only
 - No folding if check possible!

Reveal

Sabacc (=0) or closest to 0 wins

Winner collects Hand Pot

Sabacc (=0) also collects Sabacc Pot

Winner determination if tied

Nulrhek (≠0)

1. Positive sum
2. → General Tiebreakers

Sabacc (=0):

None ranked → General Tiebreakers

else

1. Ranked hand
2. Higher Rank
3. Higher key
4. → General Tiebreakers

General Tiebreakers

1. Most Cards
2. Highest \sum [cards]
3. Highest |card|
4. Highest positive card
5. Suited
6. Single card draw

Ranked Sabacc Hands

1. Full Sabacc
'Fleet' of 10s
2. Fleet
4 of a kind + Sylop
3. Rhylet
 \pm (Triplet) + \pm (Pair)
4. Wild Rhylet
Triplet + Pair
5. Gee Whiz
 \pm (10) + \pm (1, 2, 3, 4)
6. Full Straight
5 consecutive cards, no Sylop
7. Sylop Straight Khyron
4 consecutive cards + Sylop
8. Five Card Squad
4 of a kind, no Sylop, 5 cards
9. Squadron
4 of a kind, no Sylop, 4 cards
10. Sylop Rule of Two
2 Pairs + Sylop
11. Banthas Wild
3 of a kind + 1 or 2 cards
12. Pure Sabacc
2 Sylops, no other cards
13. Straight Khyron
4 consecutive cards, no Sylop, 4 cards
14. Idiot's Rule
Pair + 2 Sylops, no other cards
15. Rule of Two
2 Pairs + no or 1 card, no Sylop
16. Yee-Haa
Pair + 1 Sylop, no other cards
17. Pair
Pair + no or up to 3 cards