

Centran Sabacc

Centran Sabacc is a game for two to eight players and uses a deck with seventy-eight cards.

Fifty-six of the cards are distributed in four suits (Flasks, Sabres, Staves, and Coins), with fourteen cards per suit: pip cards numbered Ace (which can count for 1 or 15), 2 through 10, a Legate (11), a Commander (12), a Mistress (13), a Master (14). The other twenty-two cards are as follows: The Idiot (0), The Magician (-1), The Queen of Air and Darkness (-2), The Empress (-3), The Emperor (-4), The Jedi Master (-5), The

Lovers (-6), The Chariot (-7), Endurance (-8), The Hermit (-9), The Wheel (-10), Balance (-11), Hazard (-12), Demise (-13), Moderation (-14), The Evil One (-15), The Destroyed Starship (-16), The Star (-17), The Satellite, (-18), The Sun (-19), Chance (-20), and The Universe (-21).

Players take turns as the dealer, rotating in a clockwise fashion at the beginning of each game (known as a "hand"). To win a hand, a player aims to have cards with a total score as close to 23 or -23 as possible without going over. There are two pots to be won in Sabacc. The first is the hand pot, which is taken by the player who wins a hand without getting a perfect "Pure Sabacc"

of 23 or -23. The second is the Sabacc pot, which builds during each hand, and goes to the first person to win a hand with Pure Sabacc.

Each hand starts with each player "anteing up" by putting an amount, usually five credits, into each of the pots. The dealer then shuffles the deck and deals cards one at a time to each player, including themselves, in rotation, until each player has two cards face down. The players may look at their cards before going on to the Betting Round.

To start the Betting Round, each player in turn, starting with the player to the

dealer's left, may either "check" (pass), or "open" by placing an opening bet that at least matches the 5 credit ante into the hand pot. After an opening bet has been made, each player must either "call" (match the highest bet so far made); "raise" (double an earlier high bet), or "fold" (drop out of the hand). Play continues around the table until everyone has either checked, called, or folded. If a player does not have sufficient stake left to call, they may either call with their remaining stake to go "all-in", or fold. Players who are "all-in" automatically call any further bets and raises in a hand.

Trading Round: starting to the dealer's left, each player must either draw one card from the draw pile, trade one card from their hand by placing that card face-up on the discard pile (known as the "Junk Pile") and replacing it by drawing one card from the draw pile, stand (do nothing), or place a single card face up in front of them to prevent that card from being Shifted if a Sabacc Shift (see below) occurs.

Sabacc Shift Round (optional – many players prefer to ignore the sabacc shift round): the dealer rolls the two Sabacc Dice. If the result is a match (doubles), there is a Sabacc Shift: the players must discard their cards and the dealer deals

each player the same number of cards as they had in their hand at the end of the Trading Round. The new hand is the player's final hand for the round.

Now the Betting, Trading, and Sabacc Shift Rounds repeat twice more, in order.

Winning the Hand: at the end of the third Sabacc Shift Round, players show their cards. The player who ends the hand closest to 23 or -23 wins the Hand Pot. A score of 24 or higher is said to "bomb out" and loses: a player who bombs out must put 10% of the final value of the Hand Pot into the Sabacc Pot. A perfect score of 23 or -23 is a Pure Sabacc, and it can only be beaten by the rare Idiot's

Array, consisting of The Idiot, a 2 card of any suit, and a 3 card of any suit. If there is a tie, there is a "Sudden Demise": both players take one more card, and the closest to 23 or -23 wins. Pure Sabacc or an Idiot's Array win both the Hand Pot and the Sabacc Pot.

To clarify the turn procedure: a full game of Sabacc proceeds as follows: all players ante-up; First Betting Round; First Trading Round; First Sabacc Shift Round; Second Betting Round; Second Trading Round; Second Sabacc Shift Round; Third Betting Round; Third Trading Round; Third Sabacc Shift Round; All remaining players show their cards.

