

On the Game of Corellian Spike SABACC

In Solo: A Star Wars Movie, we see Han win the Millennium Falcon from Lando Calrissian in a game of Sabacc.

Han: “So this is Sabacc?”

Lando: “Sabacc.”

Han: “Sabacc. Got it”

Lando: “You play before?”

Han: “Couple times, yeah.”

– Solo: A Star Wars Movie

This is a very different game from Centran Sabacc which I have covered elsewhere. Lando is an accomplished player of Sabacc in at least these two of its popular forms.

“Perhaps a game—sabacc? Folks back home used to say I was pretty good.”

– Lando Calrissian and the Mindharp of Sharu, 1983, L. Neil Smith.

For Solo, it seems that Disney and Lucasfilm wanted to make a new version of Sabacc. An easier version, one without the problems Centran Sabacc has. We see very little actual game play in the movie. We also see a game being played with Sabacc cards in The Mandalorian (in Mos Eisley), but it might not be Sabacc.

Unlike Centran Sabacc, in the versions of Sabacc I present here, the goal is to have a hand totaling zero. These games use decks of cards with equal numbers of positive and negative values. The total sum of all cards is zero.

While I’m on the subject of “positive” and “negative” cards, I’d like to opine that, while these concepts are familiar to us and they make determining a hand’s value easier for us, I don’t think they really fit in the Star Wars universe. I think it would be better not to say that some cards are “positive” and others are “negative”, but rather that the different sets of cards balance each other. The result being that a hand’s value is never negative.

The following two commercial products are designed for kids. There is no actual gambling involved in the rules presented, though the first one has rewards for winning hands. Both versions appear to have been designed to explain Han’s “lucky dice”. There appears to be a tendency to refer to any variant of Sabacc which uses dice (Sabacc dice or Spike dice) and a goal of a zero-value hand as “Corellian Spike”, but this is not always supported by the available rules.

The Sabacc Shift

In the original game of Sabacc as described in the Adventures of Lando Calrissian trilogy by L. Neil Smith (1946 – 2021), the cards in the deck are not simple pieces of paper like ours are.

“Each of the seventy-eight card-chips transformed itself at random intervals, unless it lay flat on its back within the shallow interference field of the gaming table.”

– Lando Calrissian and the Mindharp of Sharu, 1983, L. Neil Smith.

“What made sabacc really interesting—and destroyed the nerves of most amateurs who tried to play it—was that each card was an electronic chip, capable of changing face and value at random any moment until the card-chip was lying flat on a gaming table or upon the electronic mat Lando had provided.”

– Lando Calrissian and the Starcave of ThonBoka, 1983, L. Neil Smith.

Any time, throughout a game of Sabacc, a card in a player’s hand might change to another value. This is not a very good thing to have happen and it would be better to play without having the cards change. But, some people think that they need to keep that feature or they’re not playing Sabacc.

We can’t simulate the card-chips very well except in a computer program, so people have tried to come up with ways to have cards “shift”. The two games I discuss below use a pair of dice. The dealer rolls the dice once per round and if the faces match (a one-in-six probability), then all the players discard their hands and are dealt a new hand with the same number of cards they discarded.

This, in my opinion, is taking a bad idea and making things much worse. It is, at least, egalitarian.

In Solo : A Star Wars Movie, we see dice, but we don’t see them in use.

In The Mandalorian, we do not see dice.

In Star Wars Rebels, we do not see dice.

In none of these are any cards seen “shifting”.

I truly do not think that you should play with any form of “Sabacc Shift”. But you can choose to use a different way of doing it. The possibilities are limitless.

Defining a method by which maybe one card in a player’s hand might shift per turn would probably be reasonable.

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But what about the dice?

Dice are not used when playing Sabacc in-universe. I'm of the opinion that they were added to the set for the cockpit of the Millennium Falcon to give the actors a point of reference. The first time we see them, Chewie bumps them with his head.



Han Solo's "Lucky Dice", Star Wars, 1977
(still captured from the Silver Screen Edition)

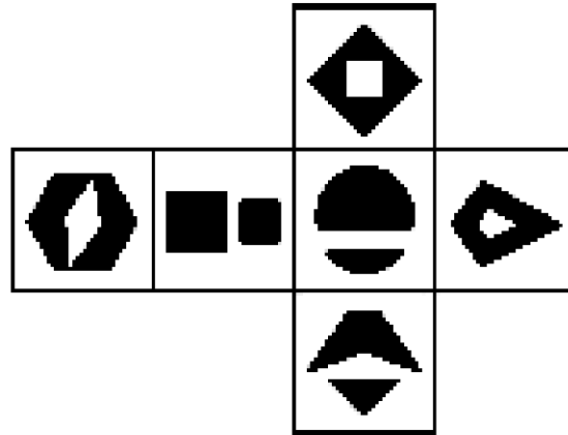
Still, the games below both come with a pair of dice and Sabacc Dice are available from a number of online retailers.



A selection of Sabacc Dice

There doesn't seem to be a truly standard layout for Sabacc Dice, but possibly the dice from the Han Solo Card Game are closest – due to them being the first commercially-available set. The faces of these dice (at least the one pair I have) are laid out like this:

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Layout of the faces of Sabacc Dice.

The dice which come with the Sabacc deck from the Toydarian's Toy Shop at Galaxy's Edge are not very impressive and the faces are not paired up this way (on the one pair I have).

The six pairs of dice I got from Lucky Sylop have the faces paired up the same as the Han Solo pair, but they are not laid out exactly the same. In fact, I don't think I have two dice laid out exactly the same, but that's not critical. These are good quality dice, better than both sets from Disney/Lucasfilm.

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Star Wars Han Solo Card Game

Marketing a tie-in game for the Solo movie seems to have been the goal for this product. This game is likely out of print, but may still be available through online re-sellers. It has little in common with the game seen in the movie. The word Sabacc does not actually appear anywhere in the game.



Star Wars Han Solo Card Game, copyright 2017 Hasbro

This version of Sabacc is fairly simple. It appears to be aimed primarily at kids. It is probably pretty good for teaching kids simple addition and subtraction and the existence of negative numbers.

The game is played with a sixty-two card deck. In Sabacc, the suits don't matter, so this version has only one suit: triangles (I call them Sabres). There are three sets of One through Ten in green (positive) and three sets of One through Ten in red (negative), plus two blue Zeroes (Sylops).

In general, the game is pretty simple, but the rules are fairly vague on several points:

- 0) Deal each player two cards, then place one card face-up as a discard pile. The rest of the cards form a draw pile.
- 1) There are three rounds of play in each hand of Sabacc. On each turn, a player may:
 - 1.1) Take the top card from the draw pile or the discard pile.
 - 1.1.1) The player may also discard one card.
 - 1.2) Stand, not take a card.

If the discard pile becomes empty, the dealer recreates it from the draw pile.

The rules are unclear on discarding. When a player chooses to discard, does he need to discard before drawing or can he wait and see what card is drawn first? Can the player discard the card he just drew? As this is a kids' game, I recommend being as lenient as possible; let the player draw and then decide whether or not to discard. This also makes it easier for parents to let the kids win.

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2) After each round of play, the dealer rolls the dice. If the dice match, all players replace their current cards with cards from the draw pile – the same number of cards which the player had before the dice were rolled. This is known as a Sabacc Shift and it is intended to simulate the changing values of the card-chips in Centran Sabacc.

3) After three rounds of play, the players reveal their hands to see who won. All players should have between two and five cards at this point. The player with the hand closest to zero is the winner. There are ways to break ties, which I will go into later, but I don't know how frequently this is required anyway.

4) This version of Sabacc has a reward system – not gambling, but the kids won't know the difference. The game includes twenty-four "bounty tokens". Before each hand, randomly select a number of tokens – the same number as there are players – and place them face-up in the center of the table. This is the pot for the hand. The winner of the hand selects one of the tokens, and the other players each select one in order of hand value (proximity to zero). In this way, every player always gets something each hand.

A player who has received four red tokens or four blue tokens can take the Millennium Falcon token from an opponent. This is not a swap, just take it.

5) When all of the tokens have been earned, the game is over, and the values of the tokens each player has acquired are totaled to determine which player is the overall winner.

This reward system is another facet of the game which allows a skillful parent to lose to his kids gracefully. Simply ensure that the kids receive the higher-valued tokens, and can even steal the Falcon from you (it's the highest-valued token).

Sabacc from Galaxy's Edge

At Galaxy's Edge, on Batuu, at Black Spire Outpost, at the Toydarian's Toy Shop, you can buy a deck of Sabacc cards. This version of Sabacc is closest to what we see in the Solo movie and on the Mandalorian – the cards are nearly the same, but with the Toydarian's Toy Shop's logo stamped on them. There are also online re-sellers if you can't get to Galaxy's Edge.



Sabacc game from the Toydarian's toy shop at Black Spire Outpost, Galaxy's Edge, copyright Disney and Lucasfilm Limited

Some online sources refer to this version of Sabacc as Corellian Spike, but that name doesn't appear in the included rules. Nor are the dice referred to as Spike dice, but as Sabacc dice.

The deck contains sixty-two cards. There are three suits – dots (i.e. Coins), squares (i.e. Flasks), and triangles (i.e. Sabres) – each with a green (positive) and a red (negative) set of One through Ten. Plus two Zeroes (Sylops). There is no suit of staves, rather “staves” is the word used to mean “suits” in this version of Sabacc. It is obviously the deck which Disney/Lucasfilm want to promote as “the” canon Sabacc deck.

Game play is very much like with the Han Solo Card Game, but with minor clarifications. As in all Sabacc games, the suits (staves) don't matter:

0) Deal each player two cards, then place one card face-up as a discard pile. The rest of the cards form a draw pile.

1) There are three rounds of play in each hand of Sabacc. On each turn, a player may:

1.1) Gain – Take the top card from the draw pile.

1.1.1) The player may choose to discard one card from his hand before drawing.

1.2) Swap – Replace one card from his hand with the top card from the discard pile.

1.3) Stand – Not take a card.

1.4) Junk (fold) – Place your hand face-up on the discard pile. Which makes no sense in a non-gambling game.

2) After each round of play, the dealer rolls the dice. If the dice match, all players replace their current cards with cards from the draw pile – the same number of cards which the player had before the dice were rolled. This is known as a Sabacc Shift and it is intended to simulate the changing values of the card-chips in Centran Sabacc.

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3) After three rounds of play, the players reveal their hands to see who won. All players should have between two and five cards at this point. The player with the hand closest to zero is the winner. There are ways to break ties, which I will go into later, but I don't know how frequently this is required anyway.

This game would obviously benefit from some form of betting. Maybe an ante, plus players having to pay into the pot to stay in the hand. It's still a kids' game, so it shouldn't be much. This game still has the problem that a good hand may suddenly become a bad hand.

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The Idiot's Array

Some sets of rules include the Idiot's Array as a special beat-everything hand. The Idiot's Array began with Centran Sabacc which has only one Idiot (Sylop), whereas these other forms of Sabacc have two, making an Idiot's Array a more frequent occurrence (and ties possible). It is the only named hand mentioned in the Lando Calrissian trilogy and is not actually a Sabacc in either form of the game except by common agreement by the players.

“... and there were certain special hands, such as that combining a Two of anything, a Three of anything, and an Idiot from the special suit, which ritual decreed were the equivalent of twenty-three.”

– Lando Calrissian and the Starcave of ThonBoka, 1983, L. Neil Smith.

(Twenty-three being the best hand in Centran Sabacc.)

I don't believe that an Idiot's Array was ever meant to be a beat-everything hand. Rather than the best-of-the best, it would be better ranked as the worst-of-the-best hand or the best-of-the-rest.

Breaking ties

I haven't played a lot of Sabacc yet, but I doubt that having to break ties happens all that frequently. There are only three rounds of card drawing and discarding in which players can try to improve their hands, so what are the chances that a tie will occur? Perhaps more-skilled players will have more ties because they won't try for zero, but accept hands of one or two.

Yet both of the above games focus on circumstances in which multiple players have Sabacc – hands totaling zero – and having to break ties. This is a change from Centran Sabacc, where all ties are broken with a Sudden Demise. This may also lead inexperienced players to always try to get one of the named Sabacc hands rather than to simply try to get a hand closest to zero.

There are at least three sets of rules for Sabacc hand rankings available from Disney: there's one included with the Han Solo Card Game, one with the Toydarian's deck, and one in the bonus features of the Solo movie. Apparently these are all canon, or at least endorsed by Disney and Lucasfilm. Fortunately they all agree on the broader strokes. The hand ranking rules generally reward hands with more cards and hands with higher-valued cards – probably to reward high-risk players.

The briefest summary is that which is included with the Han Solo Card Game:

- 0) Best – Zero with these three cards: a Sylop and two tens, one positive, the other negative.
- 1) Very good – Zero with the most cards. Zero with five cards is better than zero with four.
- 2) Good – Closest to zero, with a positive score being better than an equal negative score. A score of +1 is better than a score of -1. +1 with three cards is better than +1 with two. Zero with two 4s is better than zero with two 3s.

The Solo bonus features expands this a bit:

1. Zero
2. Zero with most cards
3. Zero with highest value cards
4. Zero with highest value single card
5. Closest to zero
6. Closest to zero with positive number
7. Closest to zero with positive number and most cards
8. Closest to zero with positive number and highest value cards
9. Closest to zero with positive number and highest value single card
10. Single Blind Card Draw, closest to zero wins pot.

I think that by “positive number” they mean “positive total”, in that it beats a negative total.

It should be obvious that 1 through 4 are simply special cases of 5 through 9 and can be eliminated for brevity. 1 and 5 are not tie-breakers anyway. Start at 5, which hand is closest to zero? Is there a tie? If so, advance through 6 to 9 until a winner is determined. We'll address 10 later.

The hand ranking in the Toydarian's deck focuses on ranking various ways of having a zero-valued hand. In my opinion, naming hands which are naturally Sabacc makes no sense, yet these rules name fourteen zero-valued hands, and still manage to leave out “straight staves”. This is

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likely because some players want Sabacc to seem more like poker, which has ranked classes of hands, such as: “full house”, “straight”, “flush”, etc. This rule set refers to a non-zero winning hand as “nulrhek”, and essentially uses the same rules as 5 through 10 above.

To reduce these three sets of rules to simpler heuristics, apply the following rules until only one player is left:

- 0) Eliminate any hands whose totals are not closer to zero than other hands' totals.
- 1) If there are any hands with positive totals, eliminate any hands with negative totals.
- 2) Eliminate any hands containing fewer cards than others.
- 3) Eliminate any hands whose positive cards total to lower values than other hands.
- 4) Eliminate any hands whose highest card is lower than those of other hands.

Keeping that in mind, let's look at the named Sabacc hands. Note that, for the most part, adding a Sylop to any Sabacc should make it stronger due to rule 2 above. Which may explain why Lando kept a Sylop up his sleeve. Having said that, it wouldn't work because the other players would know how many cards he's supposed to have; a player can't just add a card to his hand. Plus, Lando never cheats to win.

The named hands all have a total of zero, so we need to look at rules 2, 3, and 4 to determine which should actually beat which:

- 0) Pure Sabacc – Both Sylops, no other cards. According to rules 2, 3, and 4, this hand should be the lowest-ranked Sabacc.
- 1) Full Sabacc – Four tens (two positive and two negative) and a Sylop. This seems like it is truly the highest-ranking Sabacc. Oddly, the same hand without a Sylop doesn't have a name, but I think it would classify as Squadron, which we'll get to.
- 2) Fleet – Any other four-of-a-kind (two positive and two negative) with a Sylop.
- 3) Yee-haa – A pair (one positive and one negative) with a Sylop. Because this hand has only three cards, it flouts rule 2 and should be much nearer the bottom, below all Sabaccs which require four or five cards, but above any two-card Sabaccs.
- 4) Rhylet – A positive three-of-a-kind and a negative pair, or vice versa. This hand always has five cards, so adding a Sylop is not an option.
- 5) Squadron – A four-of-a-kind (two positive and two negative). This would appear to include tens. If you add a Sylop, it becomes either a Fleet or a Full Sabacc.
- 6) Gee whiz – A positive 10 and negative 1 through 4, or vice versa. This hand always has five cards, so adding a Sylop is not an option.
- 7) Straight khyron – A run of four. In the Solo movie, Han calls this Straight Staves.
- 8) Banthas wild – A three-of-a-kind, plus other cards to balance them as necessary.
- 9) Rule of two – Two pair, plus other cards to balance them as necessary.
- 10) Sabacc – One pair, plus other cards to balance them as necessary.
- 11) Sabacc with most cards – This is rule 2.
- 12) Sabacc with highest value cards – This is rule 3.
- 13) Sabacc with highest single value card – This is rule 4.

An example of a problem with the above order is that a Rhylet contains five cards and a Squadron always contains four cards, so in accordance with Rule 2, a Rhylet always beats a Squadron – as they are listed – but a Gee Whiz also always contains five cards, so rule 2 specifies that any Gee whiz also beats any Squadron. But, if the person who defined this list tried

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to make these rankings seem more like Poker hand rankings, then certainly a Squadron should beat both a Rhylet and a Gee whiz. In short, you cannot apply Poker hand rankings to Sabacc hands; Sabacc hands are ranked according to the basic rules only. In Sabacc, a pair of twos can beat a full-house, a straight, a flush, etc.; it's the total sum of the cards which matters in Sabacc, not which cards are used to make it up.

Another problem with these rules is that many of them flout rule 4 by specifying that a lower card beats a higher card when comparing two hands of the same type; two squadrons for instance. I say stick with rule 4 when comparing hands; the basic tie-breaking rules favor riskier play. It's unlikely that two players will have hands of the same type anyway.

To compare the Han Solo Card Game rules from above to the others:

- 0) Best – Zero with these three cards: a Sylop and two tens, one positive, the other negative.
This rule actually conflicts with the other two rules. Some rule sets call this hand Prime Sabacc, which isn't included in the Toydarian's rules. According to the Toydarian's rules this would be included with Yee-haa.
- 1) Very good – Zero with the most cards. Zero with five cards is better than zero with four.
This is a just a special case of the next rule and can be eliminated for brevity.
- 2) Good – [Closest to zero] (this is rule 0), with [a positive score being better than a negative score. A score of +1 is better than a score of -1] (this is rule 1). [+1 with three cards is better than +1 with two] (this is rule 2). [Zero with two 4s is better than zero with two 3s] (this is rules 3 and 4).

After all that, if there is still a tie, all players involved in the tie still go to Sudden Demise as in Centran Sabacc anyway. But I do like the idea of rewarding riskier play.

Sudden demise

How does the Sudden Demise work? The Han Solo Card Game and the Solo bonus features seem to say that the tied players draw one card only, while the Toydarian's rules say "draw again until a winner is determined".

In the trilogy of Lando Calrissian adventures, we see only one Sudden Demise, and it is unclear whether or not the tied players continue drawing until there is a clear winner, but I think that's the best option. Otherwise, you haven't resolved the tie.

However, how often is there a tie? One which isn't resolved by the other rules? I expect a Sudden Demise in these versions of Sabacc would be much rarer than in Centran Sabacc.

But what happens once the blind draw is made? I think one of two things is then done:

- 0) Consider only that one card, which I think is how most people interpret the rules.
- 1) Add that card to the player's existing hand for a new total. This option is in accord with the Sudden Demise rule in Centran Sabacc, so I think it is "correct".

In-universe Sabacc play

We see very little actual game play in the Solo movie. It appears that the character to Han's right is always the dealer – perhaps not a player. It is also possible that there are two pots in use – a hand pot and a Sabacc pot – but this is not made clear.



Solo: A Star Wars Movie, "Full Sabacc"
A: Draw pile , B: Discard pile, C: Dice

Nor is there much shown in the Mandalorian. And that game may be something else entirely. It is definitely shown being played very loosely. Note that what appears to be the discard pile is not face-up.



The Mandalorian, S1:E5, The Gunslinger
Game play at Mos Eisley, Tatooine

In a later episode, we again see Sabacc being played by Peli Motto in Mos Eisley. We don't see the table top, but Peli wins the hand with an Idiot's Array, so it must be Sabacc of some form.

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The Mandalorian, S2:E2, The Passenger
Game play at Mos Eisley, Tatooine

You may have heard that Disney has created a hotel which is intended to give a full Star Wars experience – Star Wars: Galactic Starcruiser.

“Opening spring 2022 at Walt Disney World Resort, Star Wars: Galactic Starcruiser will be a two-night, immersive adventure in a galaxy far, far away that goes beyond anything Disney has created before.”

– <https://www.practicallyperfectvacations.com/new-details-revealed-about-star-wars-galactic-starcruiser/>

Playing Sabacc is one of the activities you will be able to engage in while there. I include this as “in-universe” and I recommend going there and finding out just exactly how Disney intends to resolve the questions about the rules which aren’t entirely clear.

“Order a drink, sit back, unwind and watch it all unfold from the comfort of the Sublight Lounge. Looking to wager a few credits? Sidle up to the Sabacc gaming table and play a casual hand of holo-sabacc while sipping a refreshing beverage.”

– <https://www.smallworldvacations.com/everything-you-need-to-know-about-star-wars-galactic-starcruiser-a-2-night-immersive-adventure/>

Wookieepedia has only a stub of an article on Holo-Sabacc. It seems that they have resolved the issue of how cards are distributed from the draw and discard piles. Or maybe they have created yet another version of Sabacc entirely. If they include wagering, then it must be at least a little different from the Toydarian’s rules. Very likely, the rules will be clarified and made available as the game evolves with actual game play.

Because Holo-Sabacc is fully virtual, it can actually include the effects of having the cards change values as described in the Lando Calrissian Adventures.

“What made sabacc really interesting—and destroyed the nerves of most amateurs who tried to play it—was that each card was an electronic chip, capable of changing face and value at random any moment”

– Lando Calrissian and the Starcave of ThonBoka, 1983, L. Neil Smith.

I don’t think Disney has done that, but they could. My main concern with Holo-Sabacc is the question of whether or not the computer will play fair. I expect that the computer will favor

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younger players, which I'm OK with, this is Disney. But to what extent? It shouldn't be so obvious that the kids catch on after a while. I look forward to trying it out.

this is the way

Recommendations

Yes, I know, nearly every time someone tries to “fix” a game, the result is even worse. And the versions of Sabacc I have covered above are definitely better than Centran Sabacc. I make the following recommendations knowing that if you and your kids adopt any of them, you may be in for a surprise when you get to the Galactic Starcruiser.

As with Centran Sabacc, I strongly recommend not having a “Sabacc shift” – ignore the dice. The cards shown in the Solo movie and the Mandalorian do not change values; they are just “normal” cards, not electronic card-chips. As with the game played between Lando and Zeb in Star Wars Rebels, Peli has plenty of time to talk Din Djarin (Mando) into covering her opponent’s call – she does not seem concerned that her winning hand may suddenly turn to trash.

It is probably best to ignore the order of the named Sabaccs which comes with the Toydarian’s deck, and just compare the hands in accordance with the basic rules. The heuristics I listed are pretty clear and mostly consistent across versions. At least then you don’t have to memorize the names and their order in the list. You can still call out the name of your hand if you know it, but accept that the name doesn’t affect its ranking.

Both of these games are essentially aimed at kids and have features which are kid-friendly, such as discarding and the ability to draw from the discard pile. Because the two versions above include a discard pile and allow drawing from the discard pile, it makes sense for them to have a draw pile from which the players draw rather than have the dealer deal additional cards. This is not how things work in gambling games such as Poker and Blackjack, nor even Centran Sabacc. If you eliminate discarding (other than junking), then the dealer can actually be the dealer throughout the hand. I expect that one factor in the decision to create Holo-Sabacc was that smaller players with shorter arms don’t have to reach across the table. (As well as avoiding have the cards covered in PB&J.)

There is no discarding in Centran Sabacc; a game among adults might not allow drawing from the discard pile or might eliminate the discard pile entirely. Maybe part of the betting aspect could be that a player has to pay the pot to discard or draw from the discard pile.

For reference, here are the tie-breaking rules I stated earlier. Apply the following rules until only one player is left:

- 0) Eliminate any hands whose totals are not closer to zero than other hands’ totals.
- 1) If there are any hands with positive totals, eliminate any hands with negative totals.
- 2) Eliminate any hands containing fewer cards than others.
- 3) Eliminate any hands whose positive cards total to lower values than other hands.
- 4) Eliminate any hands whose highest card is lower than those of other hands.

Personally, I would reverse the order of rules 1 and 2 or possibly remove rule 1 entirely. These rules focus too much on positive values versus negative values rather than balance. I feel that rewarding a hand of [-4 , +5] over a hand of [-5 , +4] is better accomplished by Rules 3 and 4.

An issue with these rules as stated is that they don’t clearly address a situation in which the tied hands both have a negative value and no positive cards. As an example, consider these two hands, which both total -9 : [-2 , -3 , -4] and [-2 , -2 , -5] . Rules 3 and 4 don’t settle it. The

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Toydarian's version of rule 4 actually states the "highest single positive value card", so it doesn't even apply. I think it would be worthwhile to rephrase rule 4 as "highest single absolute value card". This would still have an issue with the -10 hands [-2 , -4 , -4] and [-3 , -3 , -4] , but it better encapsulates the idea that the rules reward risk-taking. Consider the -5 hands [+5 , -4 , -6] and [+2 , +3 , -10] , the original version of rule 4 favors the former while the altered version rewards the latter for being riskier.

As I mentioned before, thinking in terms of positive and negative is a bad idea; think in terms of balancing instead. There are no negative signs on the red cards, so there is no actual reason to think of them as negative. If one player's Red cards total more than his opponent's Green cards, then his hand should win. Rules 3 and 4 should be reworded appropriately.

However, that train of logic may become complex and confusing for kids, and this is a kids' game.

Corellian Spike Sabacc

As I mentioned, the rules for the two games above do not refer to them as Corellian Spike. If neither of those two versions is Corellian Spike, then what is Corellian Spike?

Online I have found two different sets of rules for Corellian Spike. I don't know the origins of these. The first of which is further qualified as the Yarith Bospin Casino rules for Corellian Spike.

Possibly the game originated on Corellia. Some time after Han won the Millennium Falcon from Lando, the two met again at Cloud City on the planet Bospin. Han is from Corellia. Conceivably, Han had taught Lando how to play Corellian Spike and then Lando brought it to Bospin when he became the administrator there.

The most unusual feature of Corellian Spike as played at the Yarith Bospin Casino at Cloud City is that each player never has more than three cards; two cards in hand and the third card face-up on the table. This would make a zero-valued hand (a Sabacc) much more rare than in other versions of the game. Play is otherwise very similar to the rules from the Toydarian. These rules have similar Sabacc (zero-value hands) rankings and I find it notable that the Idiot's Array features as the top hand – Lando must have added this to the game himself. The next highest hand is naturally the Prime Sabacc – a Sylop, a positive 10, and a negative 10.

This version of the rules clearly specifies how betting occurs and that players must pay into the pot to draw cards. There is also a Sabacc pot which grows until a player wins a hand with a Sabacc. The existence of the Sabacc pot probably benefits Lando more than any other player and I suspect that it may be a feature he added himself.

On a side note, the West End Games roleplaying game “Crisis on Cloud City” takes place on Bospin, yet features a variation of Centran Sabacc rather than Corellian Spike. Is the crisis what brought Lando to Cloud City? Was he displeased with how Sabacc was being played there and introduced his own variant?

The other version I found seems to be just an attempt to add betting (including a Sabacc pot) to the Toydarian's rules. It is qualified as Black Spire Outpost Rules, Planet Batuu. This ties in with Galaxy's Edge and therefore the Galactic Starcruiser, but I don't think it is endorsed by Disney and Lucasfilm. As far as game play goes, the only difference I see between this rule set and the Toydarian's is that the rule for Gain is more lenient – which is OK. The ranking of Sabaccs is different, but not significantly so.