

HOW TO PLAY

KESSEL SABACC

THE OBJECTIVE

Your mission is to create a "Sabacc" hand—a pair of cards from two unique decks—by strategically drawing and standing. Win a round by having the strongest hand after three turns. The closer your hand's value is to zero, the better! The game ends when only one player has chips remaining. They take all credits in the pot!

GAME PIECES

The deck contains 44 cards split into two families: Sand and Blood.

Each family has numbers from 1 to 6, with 3 copies of each.

Additionally, there are two specialty cards that add a layer of strategy to the game. Impostor cards take on the value of a dice roll during the reveal phase, making them unpredictable but potentially powerful.

Sylop cards match the value of the other card in your hand, creating a special combination. If your hand contains a Sylop and any other card, it's called a "Sylop Sabacc." A pair of Sylop cards forms a "Pure Sabacc," which is the strongest hand in the game. Each player also starts with chips, typically at least 6, which are used to draw cards and stay in the game. The more chips you start with, the longer the game lasts.

SETUP

To begin, the dealer shuffles both decks thoroughly and deals two cards to each player—one from the Blood deck and one from the Sand deck. Each player should always start with one card from each family. The remaining cards are placed face down in the center of the table to form the draw piles, one for each deck. Additionally, one card from each deck is turned face up to create the discard piles. This results in a total of four piles on the table: the Blood draw pile, the Sand draw pile, and a discard pile for each family. After the cards are dealt, players are given their starting chips based on the agreed rules of the game. If you are including Shift Tokens in your game, now is the time to determine how each player will receive them.

For more details on using Shift Tokens, refer to the Shift Token section.

HOW TO PLAY

Each round of Kessel Sabacc consists of three turns, and players must decide how to best improve their hand or maintain their position. On their turn, players first have the option to play a Shift Token, which can activate special effects that alters the game. Afterward, they can either draw a card or stand. When drawing, a player can choose from either of the face-down decks or the discard piles. **Once a card is drawn, the player must discard a card from the same family, ensuring they always have one card from each deck at the end of their turn. Drawing costs one chip, so players must manage their resources carefully.** If a player is satisfied with their hand, they may choose to stand and take no further actions for that turn.

SYLOP CARD



IMPOSTER CARD



THE REVEAL

After three turns, all players reveal their hands in a clockwise direction, starting with the dealer. Each player shows their cards until all hands have been revealed. If a player's hand includes one or more Impostor cards, they must roll the Sabacc Dice to determine the value of each Impostor card. To do this, roll both dice and select one of the rolled values to replace the Impostor card's placeholder value. Repeat this process for each Impostor card in your hand. Once all hands are revealed and Impostor cards have been resolved, the winner of the round is determined. The player with the hand closest to zero is declared the winner and reclaims the chips they invested during that round, returning them to their stack. In the event of a tie—such as two players having identical hand values—both tied players recover their invested chips for the round. However, other players still face penalties based on their hands, as outlined in the penalties section. Managing Impostor cards effectively and understanding the odds of dice rolls can be a decisive factor in claiming victory during this phase.

PENALTIES AND TIES

Players who fail to form a Sabacc hand (matching hand) face penalties. If your hand does not qualify as a Sabacc hand, you lose chips equal to the difference between your card values. Players with a weak Sabacc hand lose one chip as a penalty. In the case of a tie, only the tied players avoid penalties and retrieve their chips, while all others still face penalties.

SHIFT TOKENS (OPTIONAL)

Shift Tokens add a strategic twist to Kessel Sabacc, allowing players to influence the game in surprising ways. At the start of the game, each player receives a set number of tokens, distributed based on table rules. These tokens remain face-down until played, keeping their effects a secret to others until revealed. Players may choose to play a Shift Token at the start of their turn, before drawing or standing. Once a token is played, its effect is immediately resolved, and the token is removed from the game. The number of tokens per player is typically limited, making it crucial to time their use carefully. Whether disrupting an opponent's strategy or gaining a key advantage, the right use of Shift Tokens can turn the tide of the game.

**SHIFT TOKEN
REFERENCE SHEET:**



TIPS

Save your chips by standing when your hand is strong enough to compete. Keep an eye out for specialty cards like Sylops, which can significantly strengthen your hand. Use your Shift Tokens strategically—they can alter the game's momentum in your favor when played at the right time. Bluffing and reading your opponents' moves are also key skills to master in Kessel Sabacc.

CANTINA SURPLUS