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# Force Sabacc

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*Inspired from The Courtship of Princess Leia*

*Created by Brett Inman and Emily Hyde*

*Played with any traditional 76 card sabacc deck, or specialty rules with the Hyperspace Props Naboo deck.*

## **Play traditional sabacc in all ways except the following changes:**

- **Calling alignment** - Players are dealt a single card at the beginning of the game and declare their force alignment.
  - With the Naboo deck, this card will be one of the negative cards and its shade will determine force alignment (white=positive & black=negative). The deck is shuffled and the dealer deals cards face up to each player until one of the negative “force” cards comes up for each player. Then shuffle the remaining cards back into the deck.
  - With other traditional decks, a random card is dealt from the deck. Players look at their card and choose which side they want to play for.
  - Players announce their alignment in clockwise order starting to the dealer's left.
    - In a game where alignment is determined by the Naboo deck, this is a formality.
    - In a game where the player is choosing their alignment, this provides an opportunity for strategy.
  - Players may use tokens to be used as alignment trackers.
- **Players receive a second card** after calling their alignment, then play resumes like a typical game of traditional sabacc.
- **No dice/shift phase:** omit the dice from the game. Play alternating rounds of player actions and betting
- **Calling the game**
  - After 2 rounds of betting and trading, instead of dice, any player can decide to call the game.
- **The showdown:** The gradual revelation of each player's hand
  - One by one in turn order, each player takes the following actions
    - The player reveals their hand.
    - The player is dealt one additional card
    - The player may choose to keep this card, discard it, or keep it and discard a different card. If kept, the card's value will be added to their hand total.
      - The player switches alignment if the card is kept and is “upside down” (upside down means against the player's alignment).
        - With the Naboo deck, an upside down card would be one of the 8 negative cards that are of the opposite shade.

- When playing with a standard sabacc deck, an upside down card would be a card of the opposite sign of your hand total." Meaning that a positive hand could switch if they draw a negative and vice versa.
  - If a player's hand total's above 23, below negative 23, or exactly "0" they immediately bomb out, discarding their hand and becoming ineligible to win the showdown
  - Scoring: all players who did not fold in an earlier round or bomb out participate in scoring.
    - If any player has 23 or -23 (Called "Natural Sabacc") they win
    - If multiple players have "Natural Sabacc" they each draw a single card from the deck adding this total to their own.
      - If their new total is above 23, below negative 23, or exactly "0" they bomb out - losing the game
      - If their new total is closest to 23 or negative 23 without exceeding those limits, and their total is the highest of those players who had natural sabacc, they win!
  - If no player has Natural Sabacc
    - All players total their hands
    - Players of the same alignments combine their hand totals
    - The two alignments compare their totals.
    - Players in the alignment with the lower totalling score lose
    - Players in the higher totalling alignment compare their totals.
    - The player of this alignment with the higher absolute value hand wins.(if two players have the same absolute value, negative beats positive)
    - If two players tie
      - Players each draw a card from the deck and add it to their hand total.
      - If their new total is above 23, below negative 23, or exactly "0" they bomb out - losing the game
      - If their new total is closest to 23 or negative 23 without exceeding those limits, and their total is the highest of those players who had natural sabacc, they win!
      - If all tied players bomb out, any remaining players compare their scores and the next highest scoring player wins.
- Only 1 betting pot.
  - Bomb outs are not penalized besides being unable to win that hand.