

Coruscant Shift



OBJECT

The object of the game is to score as close as possible to the number rolled on the numbered die.

SETUP

Choose someone to be the dealer. That player is the dealer for the first round, the player to their left is the dealer for the next round, and so on. The dealer also plays.

The dealer shuffles the deck then deals 5 cards face down to each player, beginning with the player to the dealer's left. Players can look at their cards but should not show them to the other players.

The dealer places the remaining deck face down in the center of the group. This is the Draw Pile.

GAMEPLAY

The dealer rolls the dice. The dice will tell all players which number and suit are most powerful in this hand.

1. Calculate your hand. Each player will select cards from their hand that sum closest to the number on the numbered die and place them face down. These cards are the player's SELECTION.
2. Make sure to identify which cards are positive and which cards are negative. Each deck is different and colors may vary.

3. If there are multiple ways to make a sum close to the numbered die, play as many cards as possible with the suit shown on the suit die and place them face down.

When it's your turn, you can choose to continue playing in the round or Fold - ending participation in the round. Players who fold at this time lose all their cards.

SABACC SHIFT

1. All unselected cards - cards still in the players hand but not used in the players SELECTION - undergo a SHIFT.
2. Each player discards their unselected cards (those not placed face down on the table during the first round). Note the number of cards discarded.
3. Each player draws new cards from the Draw Pile equal to the number of cards they just discarded.
4. When it's your turn, you can choose to continue playing in the round or Fold - ending participation in the round. Players who fold at this time lose all their cards.

IMPROVE

1. Using only the cards in their new hand (after the SHIFT), players may choose additional cards to add to their SELECTION face down on the table.

2. Players may only add cards to their SELECTION, they may not remove cards from their SELECTION.
3. Players may opt to add no additional cards to the SELECTION.
4. Players discard any unused cards not part of the SELECTION,

REVEAL

After all players have had an opportunity to improve their cards, all players who have not folded, reveal the cards in their SELECTION.

WINNING HAND

1. The player whose SELECTION totals closest to the number on the numbered die wins.
2. If there is a tie, then the player with the most cards of the suit shown on the suit die wins. Remember, a sylop counts as all suits.
3. If there is still a tie, other players (who did not win the round) draw a card off the Draw Pile for each player. Highest card wins. A chance cube may also be rolled.

