
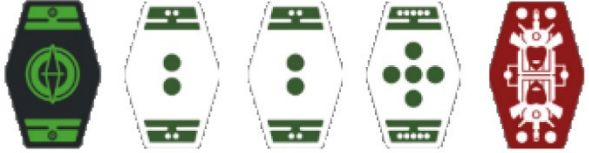
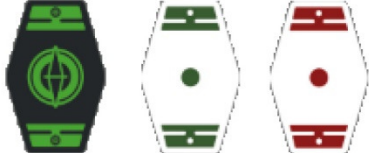
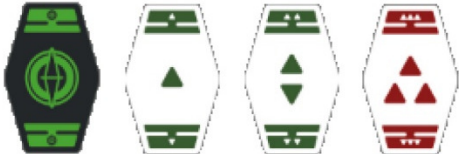
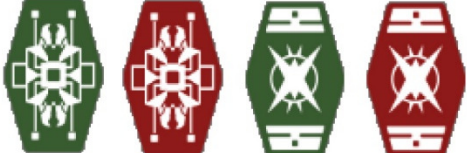
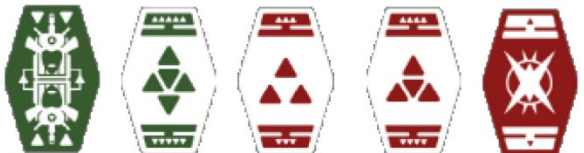
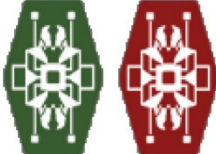
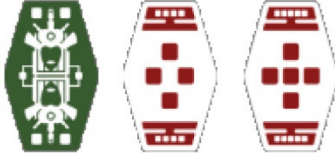


1	<p>Pure Sabacc</p> <p>Exact hand 0, 0</p>	
2	<p>Sylop /w 4 Cards</p> <p>Sylop with 4 random cards, lowest positive value card wins Example: 0, +1, +3, +5, -9 Example: 0, +1, +4, +5, -10</p>	
3	<p>Yee-Haa</p> <p>Sylop with a pair, lowest positive value card wins Example: 0, +2, -2 Example: 0, +7, -7</p>	
4	<p>Sylop /w 3 Cards</p> <p>Sylop with 3 random cards, lowest positive value card wins Example: 0, +7, -4, -3 Example: 0, -2, -3, +5</p>	
5	<p>Rule of Two</p> <p>Zero with 2 pairs Example: +9, +4, -9, -4 Example: +2, +5, -2, -5</p>	
6	<p>4&5 Random Cards</p> <p>random cards, lowest positive value card wins Example: +8, +7, -10, -3, -1 Example: +10, +3, +1, -7, -7</p>	
7	<p>Pair</p> <p>Lowest positive value card wins Example: +1, -1 Example: +7, -7</p>	
8	<p>3 Random Cards</p> <p>3 random cards, lowest positive value card wins Example: +7, -4, -3 Example: +2, +3, -5</p>	

If players' hand total sum is not zero:

NULRHEK, closest to zero wins, positive value beats negative (positive 1 beats a negative 1)

Rankings if tied:

Players with at least one positive card

1. Player with a positive sum closest to zero
2. Player with the most cards
3. Player with single + card closet to zero
4. Card suit of the single lowest positive card

If all players only have negative cards

1. Player with closest negative sum to zero
2. Player with most cards
3. Player with single card closest to zero
4. Card suit of the negative card closest to zero

Card suit ranking: Circle > Triangle > Square



0



7



8



9



10