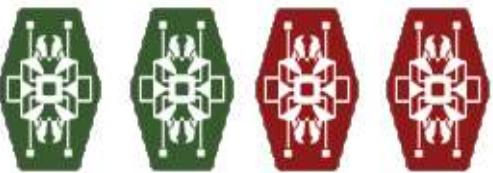
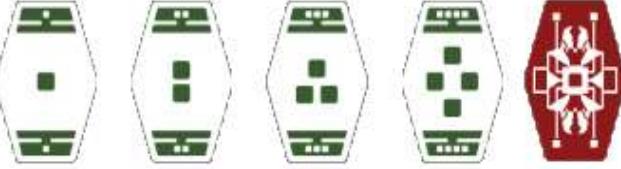
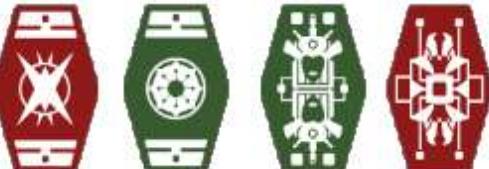
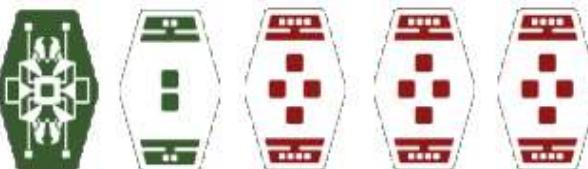
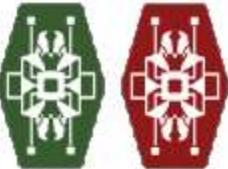
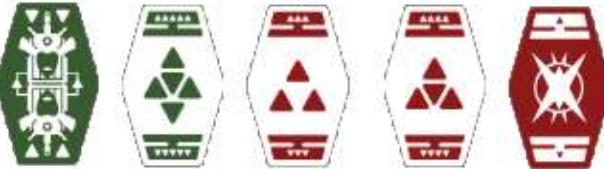
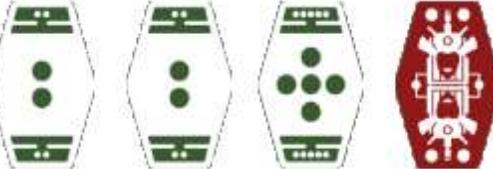
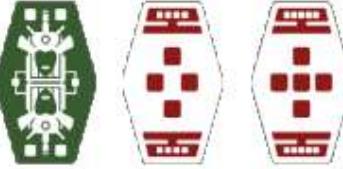


# GALAXY'S EDGE HAND RANKINGS

<b>1</b>	<b>Pure Sabacc</b>  Exact hand <code>0, 0</code>	
<b>2</b>	<b>Full Sabacc</b>  Exact hand <code>0, +10, +10, -10, -10</code>	
<b>3</b>	<b>Fleet</b>  Sylop with four of a kind, lowest positive value card wins  Example: <code>0, +2, +2, -2, -2</code> Example: <code>0, +4, +4, -4, -4</code>	
<b>4</b>	<b>Dual Power Coupling</b>  Sylop with 2 pairs, highest positive value card wins  Example: <code>0, +2, +5, -2, -5</code> Example: <code>0, +4, +7, -4, -7</code>	
<b>5</b>	<b>Sylop /w Straight Khyron</b>  Sylop /w sequential run of four cards lowest starting card  Example: <code>0, +2, -3, -4, +5</code> Example: <code>0, -5, +6, +7, -8</code>	
<b>7</b>	<b>Sylop /w 4 Cards</b>  Sylop with 4 random cards, lowest positive value card wins  Example: <code>0, +9, -1, -3, -5</code> Example: <code>0, +1, +4, +5, -10</code>	
<b>8</b>	<b>Prime Sabacc</b>  Exact hand <code>0, +10, -10</code>	
<b>9</b>	<b>Yee-Haa</b>  Sylop with a pair, lowest positive value card wins  Example: <code>0, +2, -2</code> Example: <code>0, +7, -7</code>	
<b>10</b>	<b>Sylop /w 3 Cards</b>  Sylop with 3 random cards, lowest positive value card wins  Example: <code>0, +7, -4, -3</code> Example: <code>0, -2, -3, +5</code>	
<b>11</b>	<b>Rhylet</b>  Three of a kind & a negative pair, or inverse. Lowest + wins  Example: <code>+6, +6, +6, -9, -9</code> Example: <code>+6, +6, -4, -4, -4</code>	

<b>12</b>	<b>Squadron</b> Four of a kind, lowest positive value card wins Example: +1, +1, -1, -1 Example: +5, +5, -5, -5	
<b>13</b>	<b>Gee Whiz</b> Exact hand, or inverse -1, -2, -3, -4, +10 +1, +2, +3, +4, -10	
<b>15</b>	<b>Straight Khyron</b> A sequential run of four cards. Lowest starting card wins Example: +4, -5, -6, +7 Example: -2, +3, +4, -5	
<b>16</b>	<b>Bantha's Wild</b> Three of a kind (can have + or -) Lowest + card value wins Example: +4, +4, +4, -9, -3 Example: +5, +5, -5, -3, -2	
<b>17</b>	<b>Rule of Two</b> Zero with 2 pairs, lowest positive value card wins Example: +9, +4, -9, -4 Example: +2, +5, -2, -5	
<b>18</b>	<b>Pair</b> Lowest positive value card wins Example: +1, -1 Example: +7, -7	
<b>19</b>	<b>5 Random Cards</b> 5 random cards, lowest positive value card wins Example: +8, +7, -10, -3, -1 Example: +10, +3, +1, -7, -7	
<b>20</b>	<b>4 Random Cards</b> 4 random cards, lowest positive value card wins Example: +1, +7, -2, -6 Example: +9, +2, -10, -1	
<b>21</b>	<b>3 Random Cards</b> 3 random cards, lowest positive value card wins Example: +7, -4, -3 Example: +2, +3, -5	

## FACE CARD REFERENCE



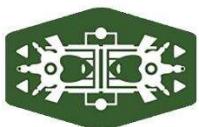
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