

Phase 10 Phases

1. 2 sets of 3
2. 1 set of 3 + 1 run of 4
3. 1 set of 4 + 1 run of 4
4. 1 run of 7
5. 1 run of 8
6. 1 run of 9
7. 2 sets of 4
8. 7 cards of 1 color
9. 1 set of 5 + 1 set of 2
10. 1 set of 5 + 1 set of 3

Scoring:

Cards 1-9	5 points each
Cards 10-12	10 points each
Skip Card	15 points each
Wild Card	25 points each

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Phase 10 Rules

SETUP: Gameplay is clockwise. Each player is dealt 10 cards, with the remaining deck face down as a draw pile, and one card turned over to start the discard pile. Play begins with the player to the left of the dealer.

PLAY: On your turn, pick up from either the draw pile or discard pile to begin your play. During each hand player, each player attempts to complete and lay down their current Phase. To end your turn, discard any of your cards on the top of the discard pile.

On the first hand, your goal is to lay down the first Phase. If you succeed at laying down the current Phase, you end the hand by discarding the rest of your cards on any lain-down Phase during the remaining turns of the hand. You cannot add cards from your hand onto lain-down Phases until you lay your Phase down first.

On the following hands, if a player completed the previous Phase, they move on to the next Phase to complete. Otherwise, they stay on their current Phase until they complete it. This means that not all the players will be on the same Phase during each hand.

END OF HAND: When the first player goes out during the hand, play finishes and the remaining players tally their penalty scores for the remaining cards in their hands.

END OF GAME: The first player to complete the last Phase (Phase 10) and discards all their remaining cards ends the game. If more than one player manages to lay down the last Phase during the last hand, the lowest total score wins the game.

WILD CARDS: Wild cards can be used in any run or set, as long as it isn't a run or set of wild cards by themselves.

SKIP CARDS: Skip cards are used to skip any player of choice during a round of play. A round of play is once around the table. A discarded Skip card cannot be picked up from the discard pile.

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