

# **Phase 10**

## **Game Rules**

### **Target**

The first player finishing all 10 phases in order from 1-10 wins.

### **Game preparation**

Shuffle all cards well. Each player gets 10 cards. All remaining cards get stacked in the middle facing down. This is the draw pile. Turn the top card over and place it next to the draw pile facing up. This is the discard pile.

### **Playing the game**

During your turn you must draw one card to begin the turn. You can draw one of the face down cards from the draw pile, or draw the top card from the discard pile.

If you play the skip card, lay it in front of the player you want to skip in the next round. Instead of playing their round, they discard the skip card and the next player starts their turn.

At the end of your turn you **MUST** discard a card, face up on the discard pile.

The next turn will continue with the next player clockwise. They will draw a card and discard a card.

If you run out of face down cards, simply flip over the face up cards to a new face down draw pile. Shuffling this new draw pile is optional. Flip the top card to start a new face up discard pile.

### **Getting a phase**

If a player has drawn a card to start their turn, and they have the required cards of their phase, they may choose to "lay down" their phase but they are not required to do so.

The player will lay down - face up - the required cards of their current phase.

The player is still required to discard a card at the end of their turn.

You can have more than is required in your phase to lay down. Once you lay down your phase your goal becomes to discard your hand. So you need to keep playing and add cards to phases until you can discard your last card. You can add cards to your own or other players phases.

Remember that you must always draw one card at the beginning of your turn and discard one card at the end of your turn.

# **Phase 10**

## **Game Rules**

### **Scoring**

Once one player has played down their phase and discarded the last card in their hand, the round is over.

The remaining players will assign a score to their remaining cards in their hand, add the score up and write it down.

Cards with a numeric value 1 - 9 are worth 5 points each. Cards with a numeric value of 10 - 12 are worth 10 points each. The Skip Card is worth 15 and the Wild Card is worth 20 points each. The color of cards has no impact on scoring.

Remember that your goal is to have the lowest score at the end of the game.

Once the scores are added up, the next round starts.

Remember that if you did not lay down your phase you must repeat that phase in the next round, if you laid down your phase, even if you had cards remaining in your hand, you move on to the next phase.

### **End of game**

Once a player has completed the 10<sup>th</sup> phase, and discarded their last card, the final round of scoring is noted.

The scores from all played rounds are added up.

The player with the lowest score wins!

### **Clarifications**

- A run of cards does not continue from 12 through 1
- A set of 6 or 8 of the same cards can be played as two sets of 3 or 4
- If your goal is two sets of 3 you cannot play a third set of 3
- In round 8 a wild card can become any color
- Wild cards already layed out cannot be replaced with their respective number afterwards
- A Wild card cannot become a skip card
- Only one skip card is allowed in front of any player
- You can play a skip card to end the game. It will have no effect.
- You must fulfill the requirements of your phase with the cards in your hand before laying down
- You can only work on and lay down one phase each round, even if you meet requirements for more
- In order to finish the round you always have to discard your last card
- If you don't complete your phase you have to retry the same phase next round
- If more than one player completes the final phase, the player with the lowest score wins
- If it's still tied, the tied players have a round to complete the final phase again, first going out wins.