

Phase 10

The rules on one page

Players

2 to 6

You need

A Phase 10 deck of 108 cards, plus paper and a pencil

Goal

Be the first to complete all 10 phases, in order

Game ends

At the end of the round in which a player completes Phase 10. A tie goes to the fewest points.

Setup

1. Choose a dealer. Set out the reference cards and get paper and a pencil for the score.
2. The dealer shuffles and deals 10 cards face down to each player. Keep your hand hidden.
3. Put the rest face down as the draw pile. Turn its top card face up beside it to start the discard pile.
4. The player on the dealer's left goes first. Play moves clockwise.

How to play

1. **Take your turn.** Draw 1 card from the top of the draw pile or the discard pile. If you hold your whole phase, lay it down. If your phase is down, you may add cards to phases on the table. Discard 1 card to end your turn.
2. **Know what your phase needs.** Everyone starts on Phase 1. A set is 2 or more cards of the same number. A run is 4 or more cards with numbers in a row and no gaps, such as 4, 5, 6, 7. Colors do not matter in sets or runs. Phase 8 needs 7 cards of one color, any numbers.
3. **Lay down your phase.** When you hold your whole phase, lay it face up on the table during your turn. Phases must be made in order from 1 to 10, and only one per round.
4. **Use Wild cards.** A Wild card stands for any number or any color. A phase can hold as many Wild cards as you like if it has at least one number card. Once laid down, a Wild card stays put until the round ends.
5. **Play Skip cards.** Discard a Skip card and choose any player to lose their next turn. A skipped player must get a normal turn before being skipped again. Skip cards can never be used in a phase or taken from the discard pile.
6. **Hit to get rid of cards.** Once your phase is down, you can hit on your turn. To hit, add cards from your hand to any phase on the table, yours or another player's. Each card must fit: the same number on a set, the next number on a run, the same color on a color phase.
7. **Go out to end the round.** The round ends as soon as one player has no cards left. This is called going out. Your last cards can go by hitting, by discarding, or both. A final discard is not required.
8. **Score, then deal again.** The player who went out scores 0. Everyone else scores the cards left in their hand. Players who laid down their phase move to the next one, and the rest repeat theirs. Shuffle, and the deal passes left.

The 10 phases

Phase	What you need	Cards needed
1	2 sets of 3	6
2	1 set of 3 + 1 run of 4	7
3	1 set of 4 + 1 run of 4	8
4	1 run of 7	7
5	1 run of 8	8
6	1 run of 9	9
7	2 sets of 4	8
8	7 cards of 1 color	7
9	1 set of 5 + 1 set of 2	7
10	1 set of 5 + 1 set of 3	8

Wild cards and Skip cards

Card	In the deck	What it does	Limits
Wild	8	Stands for any number or any color, in a phase or as a hit	The phase needs at least 1 number card. Once laid down, it stays put for the round.
Skip	4	Discard it and choose a player, who loses their next turn	Never part of a phase. Never taken from the discard pile. A skipped player gets a normal turn before being skipped again.

Scoring

Points for cards left in your hand

Card	Points each
Number cards 1 to 9	5
Number cards 10 to 12	10
Skip card	15
Wild card	25

What happens to each player when a round ends

In this round you	Points you add	Next round you play
Laid down your phase and went out	0	The next phase
Laid down your phase but did not go out	The cards left in your hand	The next phase
Did not lay down your phase	The cards left in your hand	The same phase again

The first player to complete Phase 10 wins when that round ends. If two or more complete it in the same round, the one with the fewest total points wins.

familygamerules.com/phase-10 has rule questions, other ways to play and a scorekeeper. Free to print and share.

Checked against Mattel and Fundex Games, October 2026.

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