

# Phase 10<sup>®</sup>

## OPERATING INSTRUCTIONS

### BATTERY INSTALLATION (batteries included)

- Unscrew the battery cover with a Phillips screwdriver (⊕).
- Insert 2 "AAA" batteries with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment. (see Fig. 1)
- Replace the cover.

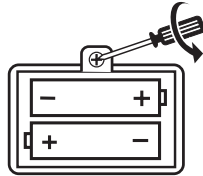


Fig. 1

### SAFETY BATTERY USAGE

- Different types of batteries or new and used batteries are not to be mixed.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not dispose the batteries in fire, batteries may leak or explode.
- Batteries should be replaced by an adult.
- Please keep details for future reference.
- Alkaline batteries are recommended.

### CAUTION

- Adults should replace batteries.
- Not suitable for children under 3.
- May contain small parts.
- Do not dispose of batteries in fire; batteries may explode or leak.
- This product contains glass, which may cause injury if broken.

### CARING FOR YOUR DEVICE

- If the display becomes dim or malfunctions, replace the batteries.
- After replacing batteries, switch to ON or OFF to ensure proper functioning. (In most cases, game malfunctions are due to weak batteries.)
- In an environment with electrostatic discharge, the product may malfunction and lose memory. In this case switch OFF and then switch back to ON.
- If the product malfunctions after switching to ON or OFF, use the tip of the stylus to activate the pinhole RESET button located on the back of the product to reset the game or simply switch to OFF and back to ON.

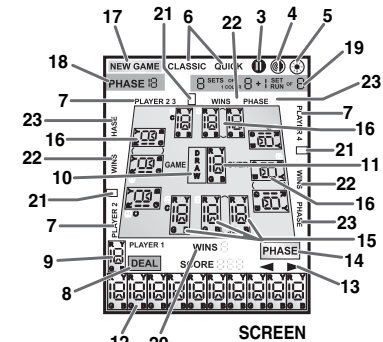
**CAUTION:** Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or experienced radio/TV technician for help.

## BUTTON & ICON DESCRIPTION

1. **ON/OFF SWITCH ( top ):** Turns the game on or off.
2. **BACKLIGHT SWITCH (back):** Turns the screen backlight on or off.
3. **PAUSE (⏸):** Pauses the game.
4. **SOUND (🔊):** Adjusts the volume from setting 0 (OFF) to setting 5 (loudest).
5. **CONTRAST (☀):** Adjusts the screen contrast from setting 0 (lowest) to setting 5 (highest).
6. **CLASSIC / QUICK:** Chooses the game mode (for Classic or Quick Game).
7. **PLAYER 2 / 3 / 4:** Displays your computer opponent's name(s).
8. **DEAL:** Deals out the hand.
9. **11 th CARD:** Displays the 11 th card.
10. **DRAW:** Draws a card from the deck on your turn.
11. **DISCARD PILE:** Discards or draws the top card (as an alternate to the draw pile).
12. **PLAYER'S HAND (10 CARDS):** Displays the cards in the player's hand.
13. **ARROWS (◀▶):** Moves a selected card left or right in the player's hand.
14. **PHASE:** Touch to make a Phase on the PHASE PILES. In pause mode, the PHASE button can be tapped to cycle through the Phase requirements for each Phase.
15. **PLAYER PHASE PILES (3 PILES):** Complete your Phases on these piles.
16. **OPPONENT PHASE PILES:** Displays opponents Phases and where you can "Hit" on their Phases.
17. **NEW GAME:** Allows the player to start a new game while the game is in pause mode.
18. **CURRENT PHASE:** Displays the current Phase you are on.
19. **PHASE DESCRIPTION:** Displays the requirements for the Phase you are on.
20. **WINS:** Displays your number of wins.
21. **OPPONENT'S CARDS:** Displays the number of cards in this player's hand.
22. **OPPONENT'S WINS:** Displays the number of hands this player has won.
23. **OPPONENT'S PHASE:** Displays the Phase this player is on.



## GAME PLAY

### PAUSE MODE

The **PAUSE** button can be pressed to enter and exit pause mode. While in pause mode you can do several things. Pressing the **PHASE** button will cycle through the requirements for each of the 10 Phases. Pressing the **NEW GAME** button will allow you to start a new game. Press the **YES** button at the bottom of the screen to confirm your decision. To cancel hit **NO**. This will also bring you out of pause mode. Pressing the **PLAYER 2 / 3 / 4** buttons will display the score for that player. The player's name who's score is being displayed will blink.

### DECK CONTENTS & CARD DESCRIPTIONS

The deck consists of one deck of 108 cards; 24 each of red, blue, yellow and green cards numbered "1" through "12" (two of each number in each color), four **SKIP** cards, and eight **WILD** cards (two of each color). There are also two types of special cards, **WILD** and **SKIP**. These can be recognized by the giant **W** and **S**, respectively, on their cards.



1. **CARD NUMBER :** Indicates the card's number.
2. **G:** Indicates a green card.
3. **R:** Indicates a red card.
4. **Y:** Indicates a yellow card.
5. **B:** Indicates a blue card.

### Wild Cards

A **WILD** card may be used in place of a number card in order to complete a Phase. For example, if you want to make a run of 4, but only have cards "3", "4", and "6", you can use the **WILD** card as a "5" to complete the run. A **WILD** card may also be used as any color to complete Phase 8. More than one **WILD** card may be used in completing a Phase; however, at least one regular card must be used when laying down each Phase pile. Once a **WILD** card has been played as a certain card in a Phase, it must remain as that card until the hand is over.



### Skip Cards



A **SKIP** card causes a player to lose their next turn. When you draw a **SKIP** card, you may discard it immediately or save it for a later turn. To use a **SKIP** card, place the card in the discard pile. Your computer opponent's names will start blinking. Choose an opponent to skip by tapping on their name (i.e. **PLAYER 3**). A **SKIP** card cannot be used in making a Phase. A **SKIP** card can never be picked up from the discard pile. If a player uses a **SKIP** card against another player, no other player can use another **SKIP** card against that player for the remainder of that hand. If the dealer starts the discard pile with a **SKIP** card, the first player's first turn is automatically skipped.

## OBJECT

The object of the game is to be the first player to complete all 10 Phases. In the case of a tie, the player with the lowest score will be the winner.

## HOW TO PLAY

- Press the **ON/OFF** button to turn the unit on.
- The **CLASSIC / QUICK** buttons will flash across the top. **CLASSIC** will play a full game with all 10 Phases, while **QUICK** will allow you to choose how many Phases to play. If you select **QUICK** you will be prompted to choose how many Phases you would like to play (from 1 – 9) at the bottom of the screen. Both CLASSIC and QUICK games will start with Phase 1.
- **PLAYER 2, PLAYER 3 and PLAYER 4** will flash on screen. Touch one to select the number of players in the new game.
- During each player's turn, the corresponding player icon will blink slowly.
- Press the **DEAL** button to deal out the cards and start each round. The starting player will rotate clockwise every round.
- On your turn:
  - ▶ Select a card from either the **DRAW PILE** or the **DISCARD PILE**. Only the top card may be selected from the **DISCARD PILE**. This card will appear in the 11 th card slot.
  - ▶ You can then exchange this card with a card from your hand, create a Phase, re-arrange the cards in your hand, or make a "hit" on your's or another player's Phase piles.
  - ▶ End your turn by discarding a card. This is done by tapping the card to be discarded and then tapping the discard pile.
- Play continues in a clockwise direction.

## PHASES:

A Phase is a combination of cards. Phases are made of sets, runs, cards of all one color, or a combination of sets and runs.

There are 10 total 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

Each player can make only one Phase during each hand.

On the first hand, every player starts on Phase 1. A "1" will appear next to PHASE at the top left side of the screen; to the right, the Phase is shown (ex. 2 sets of 3). The current Phase you are playing will always be shown at the top of the screen.

## MAKING A PHASE:

When you are ready to make a Phase, press the **PHASE** button.

An animated swirl will appear in the open Phase pile box. Select the cards to put in the Phase box (each selected card will blink), then press the Phase pile box with the animated swirl. This step is repeated for any additional Phase boxes.

Example: For Phase 1 (2 sets of 3), tap on the first set of 3 cards and then tap on the Phase pile box. Tap on the second set of 3 cards and then tap on the second Phase box pile to complete the Phase. If done correctly, a positive chime will sound after each Phase box is filled. If done incorrectly, a different sound will be played and all cards will be returned to their owner's hand.

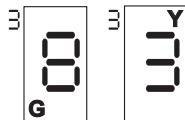
Note: If you happen to have more cards in a set or run than is required, you may lay all the appropriate cards down at the same time.

To exit out of Phase mode, press the **PHASE** button a second time.

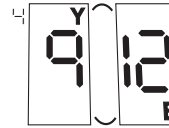
## PHASE PILE DISPLAY DESCRIPTIONS:

### Sets:

A set is made of three or more cards with the same number. The cards may be any combination of colors. The small digit in the upper left corner displays how many cards are in the Phase pile. This example shows Phase 1 (2 sets of 3) with three "8s" and three "3s" cards placed down.

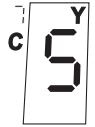


### Runs:



A run is made up of four or more cards numbered in order in any combination of colors. The two parts of a run are connected by a line on the top and bottom of the Phase piles. You must tap on the cards that you choose to be in the run in exact numerical order. A small digit in the upper left corner displays how many cards consist of the run. This example shows a run of 4 cards from "9" to "12". Note: Runs cannot wrap around (i.e. a "1" cannot follow a "12" nor can a "12" come before a "1")

Phase 8 requires 7 cards of one color, which could be seven red cards or seven green cards, etc. The cards do not need to be in numerical order. Once you have laid down the Phase, the small digit in the upper left corner displays how many cards have been laid down and the C denotes that they are all of the same color.



## HITTING

After making a Phase, you must get rid of your remaining cards to win the hand. "Hitting" is a way to discard your leftover cards by adding them to your or another player's Phase piles. The card(s) you place down as a "hit" must properly fit with the cards already laid down. You can only "hit" on your turn and you must have already laid down your Phase. You can only "hit" on your existing Phase piles or any of your computer opponent's Phase piles.

**Hitting on a set pile** (ex. Add one or more "7s" to another player's existing set of "7s.")

Tap your card that matches with a player's set pile, and then tap on the player's set pile that displays the matching number card. The small digit in the upper left hand corner of the Phase pile will increase by the number of cards you added to the Phase.

**Hitting on a run pile** (ex. Add a "4" to a player's existing run pile of "5," "6," "7," "8." You can add a "9" and a "10" to this run if you have them as well)

Tap on your card(s) that can be added on to a player's run pile, then tap on the appropriate run pile to make the hit. If the existing run pile is from "5" to "8," and you have a "4," you must add your card to the left pile that displays the "5."

**Hitting on a color pile** (ex. Add one or more color cards to a player's seven red cards in Phase 8.)

If you have a color card that can be added to a player's color set pile, tap on your card and then tap on the corresponding set pile that displays the matching color cards.

If you have a WILD card in your hand and would like to add it to a run pile, you can choose which side you would like the WILD card to be assigned to. For example if your run pile is from "8" to "11", and you would like your WILD card to equal "7", tap the left pile that has an "8" on it. If you would like the WILD card to be a "12", tap the right hand pile that has an "11" on it.

## WINNING A HAND:

A player wins a hand when he/she is the first to get rid of all cards in his/her hand. Any player who did not make a Phase will have to repeat that Phase in the next hand. Any player that made their Phase, regardless of who won, will move on to the next Phase in the next hand. After the end of each hand, scores are tallied.

### Scores:

In Phase 10, players want to have the lowest point score possible. Players earn points for the cards left in their hands, so try to empty your hand as much as possible.

Points are given out for different card types as follows:

- 5 points for each card numbered 1-9
- 10 points for each card numbered 10-12
- 15 points for each "Skip" card
- 25 points for each "Wild" card

At the end of a hand, the scores will be tallied one at a time and shown at the bottom of the screen. The player that went first in the round will have his score tallied first. If that player won, the player to the left's score will be tallied first. Each time a player's score is tallied, that player's icon will blink.

You can hit the **DEAL** button to skip the score tallying process.

## Game Over and Sleep Mode

At the end of a game, the **NEW GAME** button will flash. Touch **NEW GAME** to play again and the game will reset. The game will enter into sleep mode after 2 minutes of inactivity. To resume the game, tap the screen.



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