

Phase 10™

Masters Edition

INSTRUCTIONS

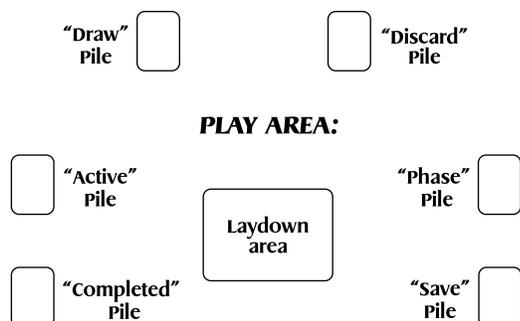
PLAYERS: 2-4

OBJECT: To be the first player to complete all 10 Phases. In case of a tie, the player with the lowest score is the winner.

EQUIPMENT: Phase 10 Masters Edition deck consisting of: 40 "Phase" cards, and 24 each of red, yellow, green and blue cards numbered "1" through "12", and two "Skip" cards, and eight "Wild" cards.

GAME SETUP: Each player is given 10 "Phase" cards, 1 each of all ten phases.

PLAY AREA: Example "Play Area" Setup



BEFORE PLAY: One player is chosen to be the dealer, who shuffles the deck and deals each player a hand of 10 cards. Players hold their cards in hand, so that the other players cannot see them. The remaining deck is placed face down in the center of the play area, to become the draw pile. The top card of the draw pile is turned over and placed face-up next to the draw pile, to become the discard pile.

PLAY: Play begins with the player to the left of the dealer playing first. Play continues in a clockwise direction. In turn each player examines their hand and "Phase Cards" and determines which phase he/she will attempt to complete. The player then announces which phase that player will attempt by placing the appropriate "Phase Card" in the "Active" position in the play area. Once all players have placed a "Phase Card" in their "Active" area, play begins.

In turn, a player draws one card - either the top card from the draw pile or the top card from the discard pile or one of their "Saved" cards - and adds it to the player's hand. The player ends the turn by discarding one card of choice onto the discard pile or adding it to their "Save" pile.

PHASES & PHASE CARDS: There are Ten Phases. Each phase is described on the "Phase Cards". Each player starts the game with ten "Phase Cards", one for each of the ten phases.

- | | |
|-----------------------------|------------------------------|
| (1) 2 Sets of 3 | (6) 1 Run of 9 |
| (2) 1 Set of 3 & 1 Run of 4 | (7) 2 Sets of 4 |
| (3) 1 Set of 4 & 1 Run of 4 | (8) 7 Cards of one Color |
| (4) 1 Run of 7 | (9) 1 Set of 5 & 1 Set of 2 |
| (5) 1 Run of 8 | (10) 1 Set of 5 & 1 Set of 3 |

Players will try to complete the phase on the "Phase Card" in their "Active" position. Each player may attempt only one "Phase Card" during the play of a hand. Phases are made of sets, runs, cards all of one color, or a combination of sets and runs.

EXAMPLES:

SETS: A set is made of two or more cards with the same number showing on their Face.

Example: Phase 1 consists of 2 sets of 3, which could be 3 "7s" and 3 "10s". The cards can be in any combination of colors.

RUNS: A run is made of four or more cards numbered in order.

Example: Part of phase two requires a run of 4, which could be "3", "4", "5", "6". The cards can be in any combination of colors.

ALL ONE COLOR: The cards are all the same color.

Example: Phase 8 requires 7 cards of one color, which could be 7 red cards or 7 green cards, etc.

WILD CARDS: A "Wild" card may be used in place of a number card in order to complete a phase. A "Wild" card also may be used as any color, to complete Phase 8.

Examples: A player wants to make a run of 4, but only has cards "6", "7", and "9". The player uses a "wild" card as an "8" to complete the run. Or, a player has 6 green cards, and uses a "Wild" card as a green card, to complete Phase 8.

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NOTE: More than one “Wild” card may be used in completing a Phase. Once a “Wild” card has been played as a certain card in a Phase, it cannot be replaced by the intended card and used elsewhere, but must remain as that card until the hand is over.

SKIP CARDS: When played, a “Skip” card causes another player to lose their next turn. The player laying the “Skip” card down chooses the player who loses their turn. When a player draws a “Skip” card, the player may discard it immediately or save it for a later turn. A “Skip” card may never be used in making Phase 8, or any other Phase. A “Skip” card may 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 until that player’s turn has been skipped. If the dealer starts the discard pile with a “Skip” card, the first player’s first turn is automatically skipped.

MAKING (COMPLETING) A PHASE: If, during the turn, a player makes (completes) the phase on their active “Phase Card” with the cards in hand, the player may lay it down, face up on the table in front of them. For example, the player is trying to make Phase 1 and has 3 “5’s” and 2 “7’s”, and draws a “7”. The player now has 2 sets of 3 and may lay them down.

NOTE: A player may never lay down part of a phase, but must have the whole phase in hand before laying it down.

A player may lay down more than the minimum requirements of a Phase, but only if the additional cards can be directly added to the cards already in the Phase.

Examples: A player making Phase 1 lays down 3 “5’s” and 3 “7’s”. The player has 2 more “5’s” in hand and can immediately lay them down with the 3 “5’s”, all in the same turn. Another player making Phase 1 lays down 3 “6’s” and 3 “8’s”. The player also has 3 “10’s” in hand, but cannot lay them down because Phase 1 requires exactly 2 sets. You may add more cards to a Set but not more Sets to the phase. Thus, the player can only add more “6’s” and “8’s” to their Phase made up of “6’s” and “8’s”.

Only one Phase can be made (completed) per hand. If a player successfully makes a Phase in a hand, then the player will wait until that hand is finished before choosing a Phase to attempt for the Next hand. If a player fails to make

the phase in a hand, the player must remove the “Phase” card from their “Active” area and place it in their “Phase Pile”.

A player receives credit for making a Phase as soon as the player lays down that Phase. The player does not need to win the hand in order to receive credit for the completed Phase. Several players will often complete a Phase in the same hand. Once a player completes a Phase, the player will move the “Phase” card to their “Completed Pile”.

“SAVING” CARDS & “SAVE PILE”: A Player may save a card any time during the game by taking a card from their hand and placing it face down onto the table in the area for their “Save Pile”. When a player “Saves” a card it counts as their discard for that turn, so their turn is over. When “Saving” a card, the player must announce this by saying “SAVE”, then the player should place the card in their “Save Pile”. Players are allowed to “Save” only 1 card per hand. Players are allowed to look at their own “Saved” cards at any time but they can not look at another player’s “Saved” cards.

The advantage of “Saving” cards is that players may use them later. A player may use a “Save” card in this way: When it is the player’s turn, instead of drawing from the “Draw” or “Discard” piles, the player draws 1 card of their choice from their “Save” pile. A player may only draw 1 card per turn from their “Save Pile”. The Player must announce that they are drawing a “Saved” card by saying, “I’m drawing a Saved card”. The player’s turn would continue as normal, ending with their discard.

NOTE: No player may “Save” their “Going Out” discard.

HITTING: Hitting is the way to get rid of leftover cards in the hand after making a Phase. A player makes a hit by laying down a card directly on any Phase already laid down. The card must properly fit in with the cards already down.

Example: A player may add one or more “4’s” to a player’s existing set of “4’s”. A player may add a “2” to a player’s existing run of “3”, “4”, “5”, “6” - the player may also add a “7”, and an “8” to this run, if the player has them. A player may add one or more green cards to a player’s 7 green cards in Phase 8. A player may add a “Wild” card of any color to any of these examples.

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Before a player can make a "Hit", the player's own Phase must already be laid down. A player may hit only during the player's turn. A player may "Hit" their own laid down Phase or that of any other player or both in the same turn.

GOING OUT/FINISHING A HAND: After laying down a Phase, players try to "Go Out" as soon as possible. To "Go Out", you must get rid of all of your cards, by discarding or hitting on an existing laid down Phase. The Player "Going Out" first wins the hand. The winner of the hand, and any other players who also completed their Phase, will move the "Phase Card" from their "Active" area to their "Completed Pile". Those players not completing their Phase, must place their "Phase Card" onto their "Phase Pile", to be attempted again. However, the player is not required to try it again on the next hand, but may choose any "Phase Card" in their "Phase Pile".

SCORING: Paper and pencil are needed for scoring, and a running total for each player is kept. The winner of the hand scores zero. All other players score points against them, for cards still in hand, 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

Only cards in hand are scored, not cards already laid down. After scores are recorded, the player to the left of the last dealer becomes the new dealer. All cards, excluding any "Saved" card, are gathered and shuffled, and a new hand is dealt.

THE WINNER: When, at the end of a hand, a player has completed all 10 Phases and has no more "Phase Cards" in their "Phase Pile", that player is declared the winner. If two or more players complete all 10 Phases in the same hand, then the player with the fewest total points against them is the winner.

A game of Phase 10 Masters Edition lasts about 60-90 minutes.



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