Phase 10 — Player's Guide

You versus the computer — first to complete all ten phases wins.

Phase 10 is a rummy-style card game in which you race the computer through ten different card combinations — sets, runs, and color collections. Each hand you must complete your current phase before you can go out, and every card left in your hand when the hand ends costs you points.

Low score breaks the tie — complete Phase 10 first or have the fewest points when someone does.

The Goal

Work through the ten phases in order (the full list is on page 2). You only advance to the next phase when you lay down your current one; if the computer lays its phase and you don't, it moves ahead while you stay behind. Cards left in your hand when a hand ends score against you — number cards at face value, Wilds at 25, Skips at 15 — so going out quickly matters as much as completing the phase.

How a Turn Works

1. **Draw** — click or tap the face-down Draw pile or take the face-up card from the Discard pile. The card you just drew glows with a bright fuchsia outline so you can spot it in your hand.
2. **Play (optional)** — if you haven't laid your phase yet, the "Arrange phase" button opens the slot boxes where you build it (see below). If you have already laid down, you may "hit" — tap one of your cards, then tap a glowing amber target on the table to add it to a laid set or run.
3. **Discard** — select one card and press Discard to end your turn. Emptying your hand ends the hand immediately.

Watch the middle of the table: when the computer takes the discard, you'll see the card fly up into its hand. No animation means it drew from the stack.

Laying Down a Phase

Press "Arrange phase" on your turn (after drawing). Your phase appears as labeled slot boxes — for example "Set of 3+" and "Run of 4+". Tap a slot, then tap cards in your hand to fill it; tap a slotted card to take it back. Run slots always sort themselves ascending, wilds last, so you can tap cards in any order. Each slot tells you live whether it's happy: "need 2 more", "numbers must match", or a green check with what you built ("Run 1–4"). The "Auto-fill" button arranges a valid phase for you when one exists. When every slot shows a check, press "Lay it down".

Playing on a Computer

- Everything is click-driven: click piles, click cards to select, click buttons.
- The phase goal is always visible next to your name (e.g. *Phase 2 · set 3 + run 4*) and spelled out in full in the phase box above your hand.
- Hover the Rules button any time for the full rule card; the Log button unfolds a move-by-move history of the hand.

Playing on a Phone or Tablet

- The whole game fits one screen — no scrolling during play. Everything is tap-driven.
- Tap a pile to draw, tap a card to select it, tap Discard to end your turn.
- In the arrange boxes, tap a slot then tap cards; mis-taps are easy to undo by tapping the slotted card again.
- The game rotates comfortably in either orientation; portrait keeps your hand largest.

Skips and Wilds

- **Wild** cards stand in for any number or color, in sets, runs, and color phases alike — but a slot must always contain at least one natural card.
- **Skip** cards can't be used in a phase. Discard one onto the pile and the computer loses its next turn — and if a Skip is flipped to start the discard pile, you lose the first turn of the hand. Once a Skip is sitting on top of the pile it has done its job; the next player may draw over it freely.

The Ten Phases

Phase	Goal	Example
1	2 sets of 3	3-3-3 + 5-5-5
2	1 set of 3 + 1 run of 4	7-7-7 + 4-5-6-7
3	1 set of 4 + 1 run of 4	9-9-9-9 + 2-3-4-5
4	1 run of 7	3-4-5-6-7-8-9
5	1 run of 8	1-2-3-4-5-6-7-8
6	1 run of 9	4-5-6-7-8-9-10-11-12
7	2 sets of 4	6-6-6-6 + 12-12-12-12
8	7 cards of one color	any 7 red cards
9	1 set of 5 + 1 set of 2	10-10-10-10-10 + 2-2
10	1 set of 5 + 1 set of 3	8-8-8-8-8 + 4-4-4

A set is cards of the same number; a run is consecutive numbers; a color phase is cards of one color. Runs cannot repeat a number and cannot loop past 12 back to 1.

Winning the Game

The first player to complete Phase 10 wins. If both of you finish Phase 10 in the same hand, the lower total score takes the game — so even from behind, every low-scoring hand keeps you alive. The scoreboard dots at the top of the screen track which phase each of you is working on. When a hand ends you'll see both leftover hands (yes, you can gloat), the points scored, and the running totals. Press "New game" at any time to start over.