

PLAYIRO

How to Play Phase 10 (Complete Rules)

Phase 10 is a rummy-style card game where players race to complete ten specific phases in order. The first player to finish all 10 phases wins.

Game Overview

Players	2–6
Deck	108-card Phase 10 deck
Cards per player	10
Objective	Complete all 10 phases in order
Game Length	Approximately 60–90 minutes

Turn Structure

- Draw one card (from draw pile or discard pile)
- Lay down your current phase if completed
- Lay off cards on existing phases (if eligible)
- Discard one card to end your turn

The 10 Phases

- 1. Two sets of 3
- 2. One set of 3 + one run of 4
- 3. One set of 4 + one run of 4
- 4. One run of 7
- 5. One run of 8
- 6. One run of 9
- 7. Two sets of 4
- 8. Seven cards of one color
- 9. One set of 5 + one set of 2
- 10. One set of 5 + one set of 3

Card Values & Scoring

Card Type	Points
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Number Cards	Face value
Skip	15 points
Wild	25 points

Strategy Tips

- Avoid feeding opponents needed cards
- Save wild cards for harder phases
- Discard high-value cards early if someone is close to going out
- Track opponents' draw and discard patterns