OBJECT: To be the first player to complete all 10 Phases, in order of the 10 Phases, and of the 100 cards, 24 each of red, blue, yellow and green cards numbered "1" through "10" four "Skip" cards, and eight "Wild" cards.

CONTENTS: 111 cards (duplicates may be used if desired), 24 each of red, blue, yellow and green cards numbered "1" through "10" four "Skip" cards, and eight "Wild" cards.

BEFORE PLAY: Choose one player to be the dealer. The dealer sits to the right and deals half the cards, then turns over the cards and places the cards in the center of the play area. The top card of the pile of play cards is turned over to become the draw pile. The turn is then passed clockwise to the right, and play continues in the clockwise direction.

PLAY: The player to the left of the dealerplays first. (Do not continue in the clockwise direction.) On your turn, draw one card, check the top card of the draw pile, and deal one card face-up in the center of the play area. Turn over the cards in the center of the play area in the clockwise direction, after which play continues as follows:

Each player can make only one Phase during each turn.

DEFINITIONS: SETS: A set is made of two or more cards with the same number, example: Phase 1 is two or more cards, each of which could be "1," "2," "3," "4," etc. The two cards could also be the same number, e.g., "3," "3," and four more "3." The cards may be in any combination of colors.

RUNS: A run is made of two or more cards numbered in order, example: Phase 1 is a run of four, which could be "1," "2," "3," "4." The cards may be in any combination of colors.

ALL-OFF COLOR: The color of the same color cards, example: Phase 1 requires seven cards of one color, which could be seven red cards, seven blue cards, seven yellow cards, or seven green cards. The cards do not need to be in numerical order.

WILD CARDS: A "Wild" card may be used in place of any other card, in order to complete a Phase. Each "Wild" card is worth five cards, example: Phase 1 needs 5, 10, 15, 20 or 25 cards. The player who uses a "Wild" card in a Phase will be allowed one extra turn to make another Phase or to complete a Phase. The use of a "Wild" card is worth 10 cards.

MORE THAN ONE "Wild" card may be used in completing a Phase, if the number of cards to be played equals or exceeds the number of cards already played in the Phase. In this case, the "Wild" card is worth 10 cards each, example: Phase 1 needs 5, 10, 15, 20 or 25 cards, plus one extra "Wild" card is worth 10 cards. The player who uses the "Wild" card in the Phase will be allowed one extra turn to make another Phase or to complete a Phase. The use of a "Wild" card is worth 10 cards each.

The "Wild" card may be used in completing a Phase, if the number of cards to be played equals or exceeds the number of cards already played in the Phase. In this case, the "Wild" card is worth 10 cards each, example: Phase 1 needs 5, 10, 15, 20 or 25 cards, plus one extra "Wild" card is worth 10 cards each. The player who uses the "Wild" card in the Phase will be allowed one extra turn to make another Phase or to complete a Phase. The use of a "Wild" card is worth 10 cards each.

The "Wild" card may be played by the first player to play a card.

SKIP CARDS: Skip cards have only one purpose: to cause another player to pass a turn. To use a skip card in your turn, then choose the player who will pass a turn. The pass can be to the left or the right, the rule is up to you.

A "Wild" card may never be used in making a Phase.
**FRONT**

**INSTRUCTIONS**

**SHEET SPECS:**

Toy:

Toy No.:

Part No.:

Trim Size:

Folded Size:

Type of Fold:

# colors:

Colors:

Paper Stock:

Paper Weight:

EDM No.:

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**PLAY:** The player to the left of the dealer plays first. (If you continue in a clockwise direction.) On your turn, draw one card from the top of any of your cards, starting at the position with the highest number, and place it next to the base. The player to the right of the dealer does the same thing. Each player takes turns playing a Phase, which is a combination of cards. These are the two Phases:

1. **Black**
2. **White**

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**BACK**

**VARIENTS:**

1. **Alternate Play 10 Hands:** A player who claims the highest Phase in each round may claim a single Phase or play another Phase of his choice. The highest Phase in each round is the Phase claimed by the player who has the highest number in that round.

2. **Players Decide How Many Phases Must Be Completed:** Each player may decide how many Phases must be completed before drawing a card from any of the cards remaining in their hands. The player with the highest Phase is the winner.

3. **Players Decide to Play Only the Two Phases (A & B, 6, 9, 10) Instead of All Phases:** The objective of the game is to see which player can complete the highest Phase in the cards remaining in their hands. The player with the highest Phase is the winner.
INSTRUCTION SHEET SPECS:

Toy:
Toy No.:
Part No.:
Trim Size:
Folded Size:
Type of Fold:
# colors:
Colors:
Paper Stock:
Paper Weight:
EDM No.:
**INSTRUCTIONS**

**OBJECT:** To be the first player to complete all 10 Phases, in a row of 4, the player with the lowest score is the winner.

**CONTENTS:** Reference notes for playing the 10 Phases and one each of 100 cards, 24 each of red, blue, yellow and green cards numbered 1 through 12, four "Wild" cards, and eight "Wild-Wild" cards.

**BEFORE PLAY:** Choose one player to deal the cards and shuffle the cards. Then, place one card at a time to each player. Phase cards are not used if 10 cards remain in hand, or if the other players cannot see their hands. Place the remaining deck face down on the center of the play area to become the draw pile. At the top of the draw pile, place a face up card to become the discard pile.

**PLAY:** The player to the left of the dealer's player first. Play continues clockwise from left to right. On each turn, draw one card, either the top card of the draw pile or the top card from the discard pile, and add it to your hand. The player to the left of the hand, each player times to complete Phase 1. A Phase is a combination of cards, phase a made of red, blue, yellow or green cards.

**Phase 1:**
- **Objective:** Each player draws one card from the draw pile, then adds it to their hand. The player to the left of the hand, each player times to complete Phase 1. A Phase is a combination of cards, phase a made of red, blue, yellow or green cards.

**Phase 2:**
- **Objective:** Each player draws one card from the draw pile, then adds it to their hand. The player to the left of the hand, each player times to complete Phase 2. A Phase is a combination of cards, phase a made of red, blue, yellow or green cards.

**Phase 3:**
- **Objective:** Each player draws one card from the draw pile, then adds it to their hand. The player to the left of the hand, each player times to complete Phase 3. A Phase is a combination of cards, phase a made of red, blue, yellow or green cards.

**Phase 4:**
- **Objective:** Each player draws one card from the draw pile, then adds it to their hand. The player to the left of the hand, each player times to complete Phase 4. A Phase is a combination of cards, phase a made of red, blue, yellow or green cards.

**Phase 5:**
- **Objective:** Each player draws one card from the draw pile, then adds it to their hand. The player to the left of the hand, each player times to complete Phase 5. A Phase is a combination of cards, phase a made of red, blue, yellow or green cards.

**Phase 6:**
- **Objective:** Each player draws one card from the draw pile, then adds it to their hand. The player to the left of the hand, each player times to complete Phase 6. A Phase is a combination of cards, phase a made of red, blue, yellow or green cards.

**Phase 7:**
- **Objective:** Each player draws one card from the draw pile, then adds it to their hand. The player to the left of the hand, each player times to complete Phase 7. A Phase is a combination of cards, phase a made of red, blue, yellow or green cards.

**Phase 8:**
- **Objective:** Each player draws one card from the draw pile, then adds it to their hand. The player to the left of the hand, each player times to complete Phase 8. A Phase is a combination of cards, phase a made of red, blue, yellow or green cards.

**Phase 9:**
- **Objective:** Each player draws one card from the draw pile, then adds it to their hand. The player to the left of the hand, each player times to complete Phase 9. A Phase is a combination of cards, phase a made of red, blue, yellow or green cards.

**Phase 10:**
- **Objective:** Each player draws one card from the draw pile, then adds it to their hand. The player to the left of the hand, each player times to complete Phase 10. A Phase is a combination of cards, phase a made of red, blue, yellow or green cards.

**SOMETHING WILD:** After playing Phase 10, players may "go to jail" as soon as possible, to go out, you must gather all of your cards, by drawing a "Wild" or a "Wild-Wild" card. In the next hand, you will be working on Phase 1 in the same turn. The winner of the hand, and any other players who also complete that Phase, will advance to the next Phase for the next hand. Play ends when the last player is the only one left, or when the remaining players score points against each other, for cards within their hands, as follows:

- **5 points for each card numbered 1+2
- 10 points for each card numbered 3+4
- 15 points for each "Wild" card
- 20 points for each "Wild-Wild" card

The cards are in a player's hand are scored, and cards already tied down. After the scores are recorded, the player at the left of the dealer becomes the new dealer. All cards are gathered and shuffled before a new deal begins.

**THE WINNER:** The first player to complete Phase 10, or the end of a hand is the winner. Phase or more players complete Phase 10 in the same hand, they will be declared the joint winners. The player with the lowest score is the winner.

**VARIATIONS:**
1. **The Monopoly 10 hands:** 1 player replaces the same Phase each hand, whether they complete the same Phase or not. Thus, if in a hand players have Phase 1, then in the next hand the other players have Phase 2, etc. After each hand, the player with the lowest score is the winner.

2. **Players decide how many Phases must be completed in order to win:** In this version, all players choose the number of Phases to be completed. Before starting play, each player places a score token on the game board in Phase 1. The token represents the number of Phases that must be completed before scoring. If a player decides to score on a Phase 1, they do not have to complete the Phase before the next turn. If a player makes a Phase 1, Phase 2, etc., they are not scored for Phases 10. After completing all the Phases, the player with the lowest score is the winner.

3. **Players decide to play only the even Phases:** Instead of all of the Phases, the players may choose to play only the even numbered Phases. This version allows for a shorter game.