Number Phase: How to Play

A rummy-style card game. Free to play at hulagames.com/games/number-phase

Goal: climb ten phases. Each round, lay down your current phase and empty your hand. Finish the Final Phase with the **lowest score** to win.

The deck (112 cards)

- Number cards 1 to 12 in four colors, two of each
- 12 Wild cards
- 4 Skip cards

The building blocks

- **Set:** cards with the same number, like three 7s. Colors don't need to match.
- **Run:** numbers in order, like 3-4-5-6-7.
- **Color group:** cards that all share one color; the numbers don't matter.
- **Wild:** stands in for any card in a group. 5-6-Wild-8 is a run.

A turn, in four steps

1. **Draw** the top card of the draw pile or the discard pile.
2. **Lay down your phase** if you can: every group at once, never half.
3. **Add cards** to groups already on the table (hits).
4. **Discard** one card. Your turn ends.

Phases

- There are ten. The tenth is the **Final Phase**.
- Make your phase in a round: move up one for the next round.
- Miss it: try the same phase again next round, with a fresh hand.
- Players can be on different phases at the same table.

Skips

Discard a Skip and another player misses their next turn. Skips stack.

Ending a round and scoring

- The round ends the moment one player empties their hand.
- Everyone else scores penalty points for the cards still in their hand. Lower is better, like golf.
- The game's Rules screen lists each card's value.
- A tie at the end: the tied players replay the Final Phase.

Ways to play

Mode	Who
Campaign	Robot rivals, table by table
Quick game	Bots, five phases (about 8 min)
Custom game	Up to five bots, all ten phases
Pass-and-play	Two to six people on one phone