

Machiavelli

2-5 players

52 cards

Difficulty: Medium

Duration: Medium

Empty your hand by forming and rearranging melds on the table.

SETUP

- 2-5 individual players.
- Use two standard decks (104 cards).
- Deal 13 cards each, remaining cards form the stock.

SCORING

- First to empty their hand wins the round.
- Remaining cards count as penalty points.

Tip: Plan rearrangements in your head before touching the table to avoid mistakes.

ON YOUR TURN

- Lay down new melds from your hand.
- Rearrange table melds freely, adding at least one of your cards.
- Draw a card if you cannot play.

Machiavelli is a manipulation rummy game where players can rearrange existing melds on the table to incorporate their own cards. This open, creative approach to melding makes it one of the most dynamic and strategic rummy variants.

Objective

Be the first player to empty your hand by forming new melds and cleverly rearranging existing table melds to play all your cards.

Setup

1. **Players:** 2 to 5 players, each playing individually.
2. **Deck:** Two standard 52-card decks (104 cards total). Jokers may optionally be added as wild cards.
3. **Deal:** Each player receives 13 cards. The remaining cards form the stock pile.

Gameplay

1. **Step 1:** On your turn, you may lay down melds from your hand: sets of three or four same-rank cards, or runs of three or more consecutive cards in the same suit.
2. **Step 2:** You may rearrange any melds on the table, breaking them apart and recombining them, as long as you add at least one card from your hand.
3. **Step 3:** All melds on the table must be valid (minimum three cards each) at the end of your turn. If you cannot complete the rearrangement, you must return everything to its original state and draw a penalty card.
4. **Step 4:** If you cannot or choose not to play any cards, draw one card from the stock pile and end your turn.

Scoring

- The first player to empty their hand wins the round. All other players score penalty points for cards remaining in their hands.
- Number cards count at face value, face cards are 10 points, and Aces are 15 points.

Variations

- **Timed Machiavelli:** Players have a set time limit (e.g., 2 minutes) per turn for their rearrangements.
- **Machiavelli with Jokers:** Jokers act as wild cards but carry a 25-point penalty if left in hand.

Tips and Strategies

- Plan your rearrangements mentally before touching the table melds to avoid getting stuck.
- Look for chain reactions where moving one card frees up space for several others.
- Keep versatile mid-range cards that fit into many possible meld combinations.

Tips & Strategy

Think several moves ahead when rearranging table melds. A single well-planned manipulation turn can let you play four or five cards at once.

The most powerful turns come from spotting chain manipulations where one rearrangement enables another. Practice visualizing the table before committing moves.