

# May I?

2-6 players

52 cards

Difficulty: Medium

Duration: Long

**Meld all your cards across multiple rounds with the lowest score.**

## SETUP

- Use two decks with jokers.
- Deal 11 cards to each player.
- Flip one card to start the discard pile.

## SCORING

- Cards left in hand count against you.
- Jokers 50, Aces 15, face cards 10, number cards face value.

*Tip: Save your 'May I?' requests for cards that complete critical melds.*

## ON YOUR TURN

- Draw from the stock or discard pile.
- Lay down melds if you meet the round's requirement.
- Discard one card to end your turn.

*May I? is a rummy variant where players must ask permission before picking up cards from the discard pile. The game is played over several rounds with increasing meld requirements, and the first player to go out each round scores the lowest.*

## Objective

Be the first player to lay down all required melds and empty your hand across multiple rounds, finishing with the lowest total score.

## Setup

1. **Players:** 2-6 players.
2. **Deck:** Two standard 52-card decks with jokers (104 cards total).
3. **Deal:** Deal 11 cards to each player. Place the remaining cards face down as the stock pile and flip one card to start the discard pile.

## Gameplay

1. **Step 1:** On your turn, draw from the stock pile or, if it is your turn, from the discard pile.
2. **Step 2:** If another player wants the top discard out of turn, they must say 'May I?' and receive permission. They also draw a penalty card from the stock.
3. **Step 3:** Lay down melds when you meet the current round's requirement (e.g., two sets in round one, then a set and a run, etc.).
4. **Step 4:** Discard one card to end your turn. The round ends when a player empties their hand.

## Scoring

- Jokers count as 50 points, Aces as 15, face cards as 10, and number cards at face value.
- The player who goes out scores zero for the round. All other players add up the point values of cards remaining in their hand.

## Variations

- **Limited May I Requests:** Each player may only say 'May I?' a set number of times per round (commonly three).
- **No Joker Variant:** Play without jokers for a more challenging meld-building experience.

## Tips and Strategies

- Keep track of how many 'May I?' requests you have left and use them wisely on high-value cards.
- Focus on completing the required melds before worrying about reducing your hand size.
- Pay attention to what opponents discard to gauge which melds they are building.

## Tips & Strategy

Use your 'May I?' requests sparingly and only for cards that complete a meld. Prioritize finishing required melds early so you can start laying off cards.

Timing your 'May I?' requests is crucial. Grabbing a card early may complete a meld, but saving requests for later rounds with harder requirements can pay off more.