

MAY I?

A MCKEE FAMILY TRADITION FOR OVER 30 YEARS!



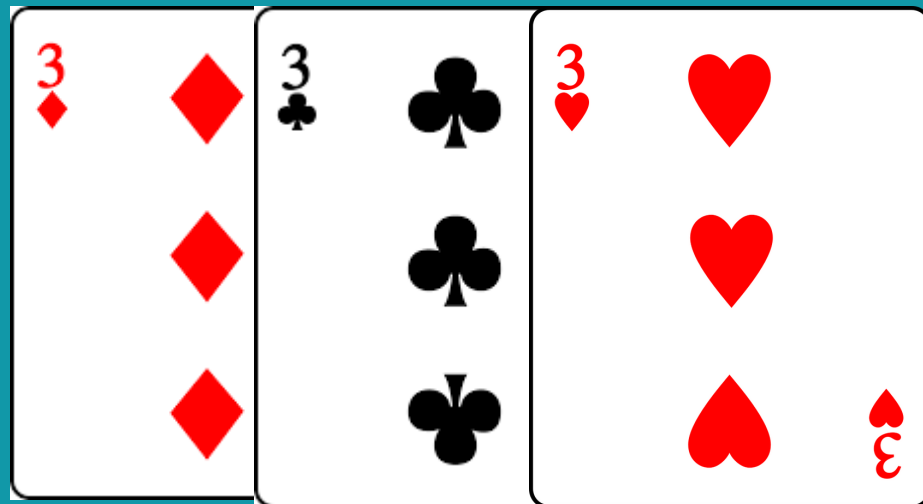
MAY I?

- **3 TO 7 PLAYERS**
- **SHUFFLE TOGETHER 2 DECKS OF PLAYING CARDS INCLUDING 4 WILD JOKERS**
- **DEAL 11 CARDS TO EACH PLAYER**
- **CREATE A DRAW PILE ON THE TABLE WITH REST OF THE CARDS**
- **FLIP THE FIRST CARD OVER TO CREATE A DISCARD PILE**
- **TURNS BEGIN CLOCKWISE STARTING WITH PLAYER LEFT OF DEALER**
- **GAME CONSISTS OF 5 ROUNDS EACH WITH IT'S OWN OBJECTIVE**

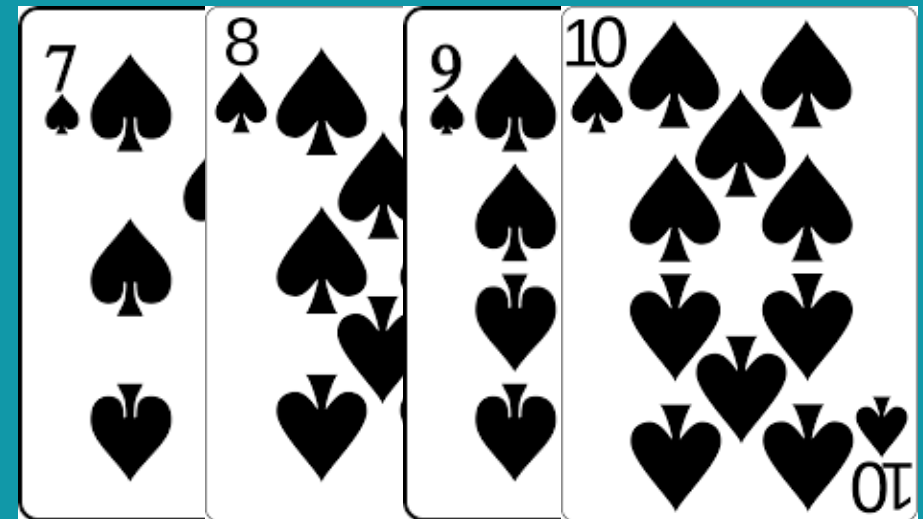


MAY I?

A SET
3 OF A KIND
ANY SUIT



A RUN
4 IN A ROW
MUST BE THE SAME SUIT



ACES MAY BE USED HIGH OR LOW BUT YOU CAN NOT "TURN THE CORNER" ON A RUN

MAY I?

OBJECTIVES PER ROUND:

1. ONE RUN OF 4, ONE SET OF 3
2. TWO RUNS OF 4
3. THREE SETS OF 3
4. TWO SETS OF 3, 1 RUN OF 4
5. TWO RUNS OF 4, 1 SET OF 3 (MUST GO DOWN AND OUT)



MAY I?



- **ON YOUR TURN PICK UP THE TOP CARD FROM EITHER THE DRAW OR DISCARD PILE AND THEN DISCARD ONE OF THE CARDS ALREADY IN YOUR HAND.**
- **IF A PLAYER AHEAD OF YOU CHOOSES NOT TO PICK UP A DISCARDED CARD, YOU CAN SAY "MAY I?" AND IF NO OTHER PLAYERS AHEAD OF YOU TAKE THE CARD, IT IS YOURS. EACH PLAYER IS ALLOWED 3 MAY I'S PER GAME.**
- **ONCE YOU HAVE ACHIEVED THE ROUND OBJECTIVE LAY DOWN YOUR CARDS ON THE TABLE FACE UP. YOU MAY NO LONGER "MAY I" AFTER LAYING DOWN YOUR CARDS.**
- **ONCE YOU HAVE LAID DOWN YOU MAY DISCARD YOUR REMAINING HAND BY USING THE DISCARD PILE OR BY ADDING TO ANY SETS OR RUNS LAID DOWN BY YOURSELF OR OTHER PLAYERS.**
- **FIRST PERSON WITH NO CARDS LEFT WINS THE ROUND**
- **ALL OTHER PLAYERS COUNT THEIR REMAINING CARDS AT FACE VALUE. ALL FACE CARDS ARE 10 POINTS, ACE IS 15 POINTS. LOWEST TOTAL SCORE AT THE END OF ALL ROUNDS WINS THE GAME.**

MCKEE HOUSE RULE!



**PLAYER WHO GOES OUT IN EACH ROUND RECEIVES
A SMILEY FACE ON THE SCORE CARD 😊**

