

MahJong

Rules of play.

Mahjong has many different versions of rules that have been developed over many years and in many different areas of the World.

Equipment

- 36 Circle tiles 1-9 circle design
- 36 Character tiles. 1-9 Chinese symbol.
- 36 Bamboo tiles. 1,5,7,9 Red and Green. Others green.
- 16 Wind tiles. N,E,S,W.
- 4 Season tiles Optional
- 4 Flower tiles. Optional
- 2 Dice
- Scoring disc

To Play

In this version the Flower and Season tiles are not used.

Firstly. Take 1 of each N,S,E,W. Place face down and shuffle. Players then draw a tile and seat accordingly. Seat N,W,S,E.

East is the prevailing wind and plays first.

All the tiles are shuffled face down and then each player takes 34 tiles

Build a wall

Each player builds wall 2 tiles high and 17 tiles long the tiles are face down. Then the walls are brought together to form a square which represents the Great Wall of China.

Break the Wall

East throws the dice. Starting with East and working counter clock wise the number on the dice is counted along the wall. Where the count stops the player who owns the section of wall shakes again and this total is counted along the wall from left to right and where the count ends the wall is broken. Tiles are removed. The top tile is placed on top of the previous tile and the lower tile is placed 2 tiles away anti clockwise.

Kong Box

The last stage of preparation is to create a Kong Box. At the break in the wall and counting anti clockwise the first six piles of tiles are separated slightly from the wall. These tiles are the Kong box.

Dealing

Starting at the break in the wall four tiles are dealt to each player, starting with East. Work anti clockwise until each player has 12 tiles.

In the same direction the first and third tiles on the top row are given to East. First on the bottom row goes to South. The next tile on the top row goes to West. The next bottom tile to North. East will have 14 tiles the rest will each have 13.

Values.

- Chow-a run of 3 tiles of the same suit. A chow does not score points but is helpful as it can help to make a Mahjong.
- Pung – a set of 4 identical tiles
- Kong-a set of 3 identical tiles.

If a player calls Mahjong by collecting 4 Kongs ,Pungs or Chows and a pair he can go out.

It is important to remember the aim of the game is to score the most points. You do not ever have to call Mahjong in a game to win!

To play

East will start by discarding 1 tile face up in the center of the walls. In turn each player will either take a tile or play a combination and then discard a tile.

When a tile is discarded. Any player who has 2 or 3 tiles that match the discarded tile can take the next turn by calling a Mahjong, Kong or Pung. Using the extra tile he declares all tiles in his hand thus finishing the game.

If no one calls a Mahjong, Pung or Kong, the player to the right of the player who just discarded will take the next turn. If the player has 2 tiles that can be matched with the discarded tile and will form a Chow

Then he can call a Chow. The player has to take the discarded tile and play the resulting chow.

If no calls are made the next player in an anti clockwise direction takes a tile from the open wall. If he can call he should do so and lay the tiles face down in front of him.

A player will always finishes turn by discarding a tile.

- If a Kong is declared all the tiles forming the Kong are laid on the table and the player must take a tile from the Kong box.
- A Pung when declared can be converted into a Kong but only using a tile from the wall. A Kong can only be made using a discarded tile.
- A discarded must be picked up in the next go or it will be called dead and will no longer be played.

To finish

When all the tiles from the wall are drawn. The 14 tiles in the Kong box are not touched. The game is declared a draw.

When a player needs one more tile to go out he should call One more for Mahjong.

If a completed Mahjong hand is made by taking a tile from the wall, Mahjong is called and the tiles are laid down. If the tile just discarded allows another player to call Mahjong they can do so.

Scores

Called	Exposed (Declared on table)	Concealed (If tile is drawn from wall)
Major tile Pung	4	8
Minor tile Pung	2	4
Major tile Kong	16	32
Minor tile Kong	8	16
Pair of Dragons	2	2
2 Prevailing wind	2	2
2 Players own wind	2	2
Mahjong	10	10
Winning tile from wall	2	2
Mahjong with only tile	2	2

Scores are doubled if

On the players own wind a Pung or Kong is called
Kong or Pung of the prevailing wind concealed or exposed
Pung or Kong of Dragons

The following doubles apply to a hand that went Mahjong

No chows

Non scoring hand (4 Chows and a pair)

One suit and Dragon or Winds

All Major tiles and some dragon or winds

All Dragon

All Wind

All 4 Winds 3 set and a pair

All 3 Dragons 2sets and a pair

Mahjong with a loose tile

Mahjong with the last tile in the wall

A 3 times double applies if;

Kong's or Pungs of any one suit and a pair. No chows Dragons or winds.

The player calling Mahjong is paid by the other players the total scored by his hand. This means that the player who gets Mahjong always wins the round, even if players have scored higher. If East wins the others pay double. If not East pays double.

A losing player will pay other losing players if they have a greater value hand the difference. East pays or receives double the difference.

Mahjong has a tremendous history with many variations of the game. The Internet will provide a wealth of information and more concise and full instructions.