



<b>Bamboos (Bams)</b> #1 to #9 (4 tiles of each) match with Green Dragons	36 tiles 4 tiles	
<b>Characters (Craks)</b> #1 to #9 (4 tiles of each) match with Red Dragons	36 tiles 4 tiles	
<b>Dots</b> #1 to #9 (4 tiles of each) match with White Dragons (Soaps)	36 tiles 4 tiles	
<b>Winds — NEWS</b> North — East West — South (4 tiles of each)	16 tiles	
<b>Flowers — FFFF</b> All the same - numbers and seasons are not important nor significant	8 tiles	
<b>Jokers</b> can be used for Pungs (3 of a kind) Kongs (4 of a kind) & Quints (5 of a kind)  Jokers can NEVER be used for a single tile or a pair ... not even for mahj.	8 tiles	

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**Jokers / Flowers / Craks / Dots  
Bams / Dragons / Wind**

- Sort tiles by suit and in sequential order
- Flowers are suit neutral
- Colours on the card do not indicate specific suits
  - One colour - one suit
  - Two colours - two suits
  - Three colours - three suits
- A Joker may NEVER be used for a single, in a pair, or as a pair. NEVER... not even for mahj

**PAYMENT**

- *Player picks own winning tile from wall - other players pay double*
- *Player picks a discard for mahj - discarder pays double and other players pay single*
- *Player picks a tile from the wall, exchanges a tile for a Joker and then claims mahj - other players pay double*
- *Player has Jokerless hand (except S&P) - all values doubled*

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