







# Mah Jongg Help Sheet and Abbreviated Instructions

## Reminders

- ✧ **You cannot pick up a discarded tile to make a single or a pair (unless it is the last tile required to win Mah Jongg).**
- ✧ **You cannot pick up a discarded tile for a concealed hand unless it is the final tile to win the Mah Jongg.** If you pick up and display any part of a concealed hand, the hand is no longer concealed. If that happens by mistake, your only option to win is to find another sequence which uses that same exposed completion and is not shown with a **C** for concealed.
- ✧ **When discarding a tile, take your time to make sure that you cannot use it to claim a displayed Joker.**
- ✧ **Once you have named the tile or touched the table with the tile, it is considered to be discarded.** You cannot reclaim it. No player can pick up a discarded tile to claim a Joker. Hint: Discard a Joker near the end of the game if you know you cannot win. If you can't win, don't lose.

3 Suits			
<b>Bamboos (Bams)</b> #1 to #9 (4 tiles each) match with Green Dragons	36 tiles  4 tiles		1 Bam looks like a bird
<b>Characters (Craks)</b> #1 to #9 (4 tiles each) match with Red Dragons	36 tiles  4 tiles		
<b>Dots</b> #1 to #9 (4 tiles each) match with White Dragons [Soaps]	36 tiles  4 tiles		
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<b>Winds – NEWS</b> North East West South (4 tiles each)	16 tiles		
<b>Flowers – FFFF</b> All the same – numbers are not important nor significant	8 tiles		
Jokers can be used for Pungs (3 of a kind), Kongs (4 of a kind), and Quints (5 of a kind). A Pung, Kong or Quint can be made up of all jokers. Jokers can <b>never</b> be used for a single tile or a pair.	8 tiles		Example of a Pung with a Joker (3 of a kind)  Example of a Kong with Jokers

A Joker can never be used for a single or a pair, even for winning Mahj.

- ❖ **Be careful when putting together sequences with dragons.** If the dragons are shown in the same color as the rest of the sequence, they are all in the same suit. If the dragons are shown in a different color, then they must be a different suit.
- ❖ If you claim a Joker from another player's hand, you do not display anything.
- ❖ When a player declares Mah Jongg and displays all the tiles, the sequence should be verified by all players to make certain that a mistake has not been made. Do not assume it is correct. If it was a concealed hand and part of it was displayed before Mah Jongg was called, it is an error.
- ❖ If the call for winning Mah Jongg was in error, the player is out of the game and the hand is "dead." The game continues with the remaining players. If a player throws in their hand before Mah Jongg is verified and the Mah Jongg was in error, that player is also out of the game. Players who are disqualified must pay the winner as usual.
- ❖ Any Jokers that were displayed prior to the hand being declared "dead" are available to be claimed by others.
- ❖ Any Jokers displayed at the same time the Mah Jongg was announced in error are considered "dead" and cannot be claimed by others.

## Abbreviated Instructions:

1. Each player makes a wall of 19 tiles, two tiles high. All players shake the dice. Player with highest number is "East." East shakes once again and uses that number to count the rows from the right-hand side of their wall.
2. East takes the next two tiers (4 tiles) to the left of the counted tiles and places them on their side of the rack. Move the pusher to the left to push out remaining tiles. Bring rack and pusher back to original position. Counted tiles stay against the pusher where they were to begin with.
3. Next player, to the right of East, takes 4 tiles, next player 4 tiles, next player 4 tiles, East takes another 4 tiles, etc., until all players have 12 tiles. Then East takes the 1<sup>st</sup> and 3<sup>rd</sup> tile from the top and now has 14 tiles. Other players take 1 tile each, so they have 13 tiles each.
4. Walls are pushed out going to the left. *Play to the right; push out walls to the left.*
5. Everyone looks at their tiles and racks them.
6. First Charleston is compulsory. Each player selects three tiles and passes them to the right; looks at their new tiles; passes three tiles across; looks at their new tiles; and passes three tiles to the left. On the third pass, a player can do a "blind" pass by moving all three tiles one player over (without looking at them), or can take one or two tiles and replace with one of two of their own.
7. Second Charleston is not compulsory. If one player wishes to stop, they should say so, and the 2<sup>nd</sup> Charleston will not happen. Once the second Charleston begins, it must be completed. A blind pass can be done only on the third pass of each Charleston. The 2<sup>nd</sup> Charleston starts with a pass to the left (2<sup>nd</sup> left), then a pass across and the third pass to the right.
8. Courtesy pass: A courtesy pass happens after the first Charleston (if the 2<sup>nd</sup> one is stopped) or after the second Charleston. Players across from each other can pass one to three tiles (or none) as agreed to.
9. The play begins by East discarding a tile so all players now have 13 tiles.
10. When discarding a tile, the player names it. If they wish, they can call a tile "same" if it is the same as the last discarded tile or if it is a Joker.
11. Any player can call for a discarded tile as long as the next player has not racked or discarded the next tile.
12. A Joker cannot be picked up.
13. If a player claims a discarded tile, they must show the completed Pung, Kong, or Quint on their rack, and then discard. Play continues to the right. A player (or players) may miss a turn. Players cannot pick up a tile for a single or a pair until it is the last.
14. If a player has a tile that can replace a Joker displayed on another player's rack, they can exchange the tile for the Joker when it is their turn. It is their turn once they have picked up a tile and placed it on their rack. It is still their turn until they discard a tile.
15. Play continues until Mah Jongg is called or all the tiles have been taken and no one wins, in which case, they have reached "a wall." If everyone agrees, each player puts money into a "pot" which will be given to the next player who wins Mah Jongg.