

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			
Bamboos (Bams) #1 to #9 (4 tiles each) match with Green Dragons	36 tiles 4 tiles		1 Bam looks like a bird
Characters (Craks) #1 to #9 (4 tiles each) match with Red Dragons	36 tiles 4 tiles		
Dots #1 to #9 (4 tiles each) match with White Dragons [Soaps]	36 tiles 4 tiles		
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Winds – NEWS North East West South (4 tiles each)	16 tiles		
Flowers – FFFF 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 never 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. This applies to tiles also. A sequence shown in three different colors must be in three different suits. Do not associate a color with any specific suit. E.g., if it's shown in green, it does not mean Bams, unless it specifically shows it as **G**. Red dragons are indicated as such: **R**.
- ❖ If you claim a Joker from another player's hand, you do not display anything even if it completes a section of a sequence, unless it's to win Mah Jongg.
- ❖ 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 the "dealer." Dealer shakes once again and uses that number to count the rows from the right-hand side of their wall.
2. Dealer takes the next two tiers (4 tiles) to the left of the counted tiles and places them on their side behind their rack. The pusher is moved to the left to push out remaining tiles. The rack and pusher are brought back to their original position. For tournaments, it's a better practice if the counted tiles stay against the pusher where they were to begin with, not moved to the left. The gap also helps to remind players that the next wall to be pushed out is to the dealer's left.
3. Next player, to the right of the dealer, takes 4 tiles, next player 4 tiles, next player 4 tiles, The dealer takes another 4 tiles, etc., until all players have 12 tiles. Then the dealer takes the 1st and 3rd tile from the top, having 14 tiles. Other players take 1 tile each in turn, so the other three players have 13 tiles.
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. When playing with three players, the Charleston is eliminated. Play of the game starts by the dealer discarding a tile.
7. With four players, the first Charleston is compulsory. Each player selects three tiles and passes them to the right; gets three tiles from their left and racks them; passes three tiles across; looks at their new tiles received from the player across; then 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 them with one of two of their own.
8. Second Charleston is not compulsory. If any player wishes to stop, the 2nd Charleston is not done. Once the second Charleston begins, it must be completed. The 2nd Charleston starts with a pass to the left (2nd left), then a pass across and the third pass to the right. A blind pass can be used on the third pass of each Charleston, only.
9. Courtesy pass: A courtesy pass happens after the first Charleston, when the 2nd one is stopped, or after the second Charleston if it is used. Players across from each other can pass one to three tiles (or none) as agreed to.
10. The play begins by the dealer discarding a tile so all players now have 13 tiles.
11. 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. A Joker can also be named "same."
12. Any player can call for a discarded tile as long as the next player has not racked or discarded the next tile. A tile is considered discarded as soon as it touches the table or is named by the discarder, even if it's still in their hand.
13. A discarded Joker cannot be picked up by anyone.
14. If a player claims a discarded tile, they must place it on the top of their rack (not in their rack) and show the completed Pung, Kong, or Quint. Then they discard. Play continues to the right. A player (or players) may miss a turn when a discarded tile is called. Players cannot pick up a tile to make a single or a pair until it is the last tile required to declare Mah Jongg.
15. If a player has a tile that can replace a displayed Joker, they can exchange the tile for the Joker only when it is their turn. A player's turn begins once they have picked up a tile and placed it in their rack or after they've claimed a discarded tile and displayed it on their rack showing a Pung, Kong or Quint. Then, they can claim a displayed Joker from another player's rack or their own rack, if applicable. It is still their turn until they discard a tile.
16. 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.