超级好质量老子保证

SUPER PREMIUM QUALITY

AAA

甜米米麻将牌

SWEET RICE MAHJONG PLAYING CARDS

Singapore Rules

Sweet Rice Mahjong™ Playing Cards is a 3 - 4 player mahjong game which preserves the traditional rules of mahjong while featuring English translations and numerical digits so that anyone can play together.

High quality textured faces, 100% waterproof and tear proof, silent mahjong cards.

Played with cards instead of tiles, there's no need for old-school mahjong tables or mahjong paper. Our Sweet Rice Mahjong™ playing card game is easy to set up and travel friendly (even fits in your pockets!)

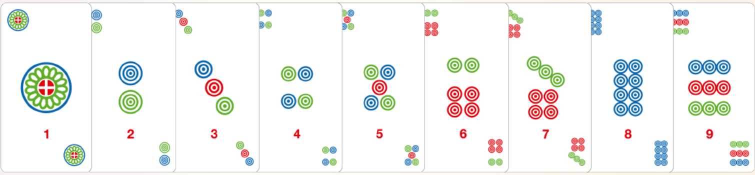
Enjoy a sweet game of Mahjong anytime, anywhere!

Designed & Made by SG|POMADES
MEN'S GROOMING

CONTENTS

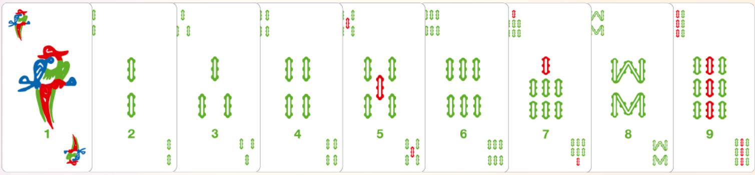
Circles Suit

4 each - 36 in total



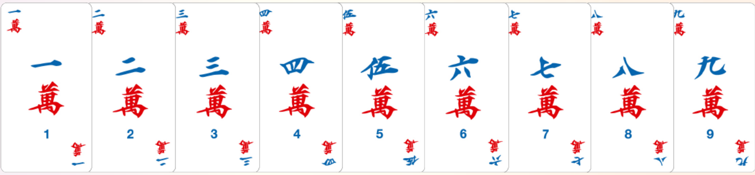
Bamboos Suit

4 each - 36 in total



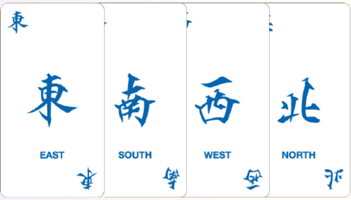
Characters Suit

4 each - 36 in total



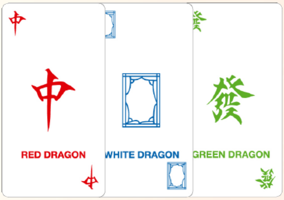
Winds

4 each -16 in total



Dragons

4 each -12 in total



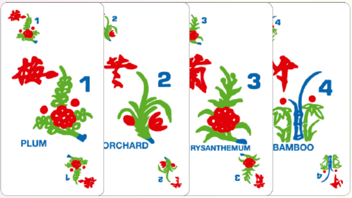
4 Extra Blank Cards

Animals

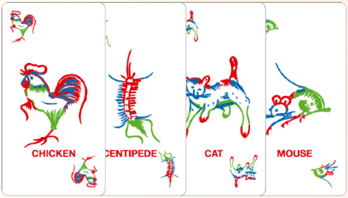
In case you lose some cards

Seasons

1 each - 4 in total

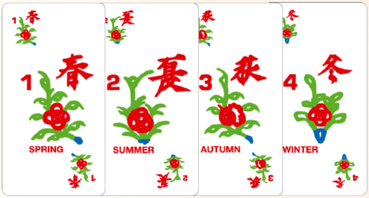


1 each - 4 in total



Flowers

1 each - 4 in total



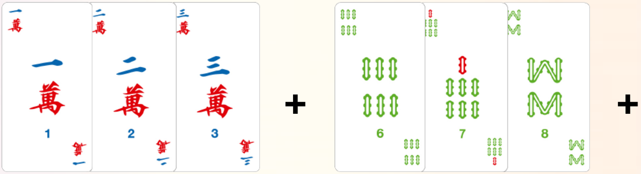
GAME OBJECTIVES

A beginner's game consists of 4 rounds. Each round is represented by a **Wind**. The player that is sitting in the **Wind position** will be the **dealer of that round**. Whoever has the most points at the end of 4 rounds wins the game. (see scoring section)

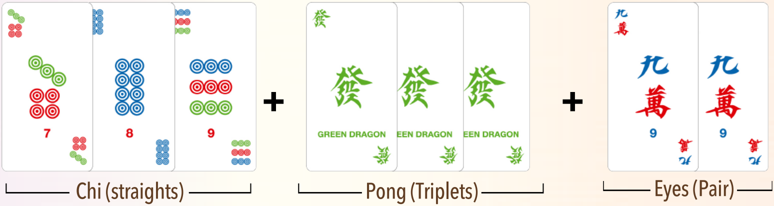
WINNING THE ROUND (Brief version, more details behind)

A player wins the round with a completed winning hand that consists of 4 card sets of any suit (elaborated later) plus 1 set of Eyes (pair).

Example of a winning hand:



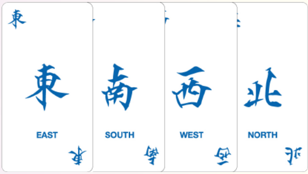
Chi (straights) Chi (straights)



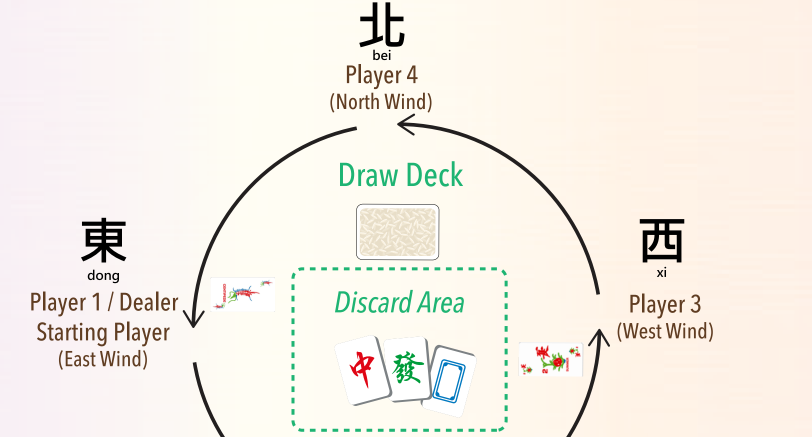
! *Note: Players must have at least 1 bonus pt before they can announce they win, or else they would have to compensate every other player with 5 pts (max. gain per round)*

STARTING A ROUND

1. Player Order



Find 1 of each card of the 4 winds, face them down and shuffle. Each player picks a card and that card will determine their sitting position. **Player 1 (East Card)** will be assigned as the **dealer**, the dealer's right will be **Player 2 (South Card)**, further right is **Player 3 (West Card)** and lastly to the dealer's left will be **Player 4 (North Card)**. Return the cards back to the deck before distribution.



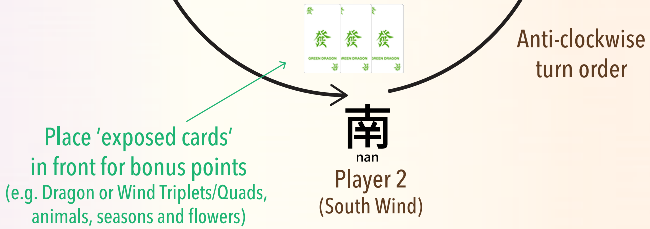
北
bei
Player 4
(North Wind)

Draw Deck

東
dong
Player 1 / Dealer
Starting Player
(East Wind)

西
xi
Player 3
(West Wind)

Discard Area

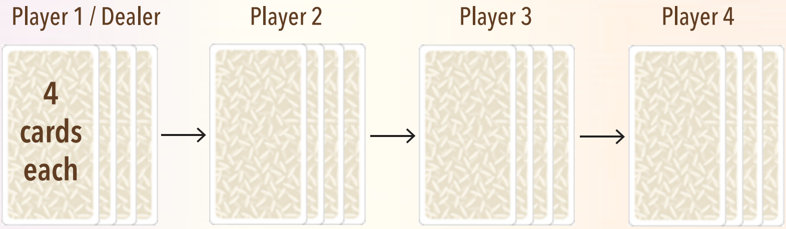

Anti-clockwise
turn order
Place 'exposed cards'
in front for bonus points
(e.g. Dragon or Wind Triplets/Quads,
animals, seasons and flowers)
GREEN DRAGON
南
nan
Player 2
(South Wind)

2. Dealing Cards

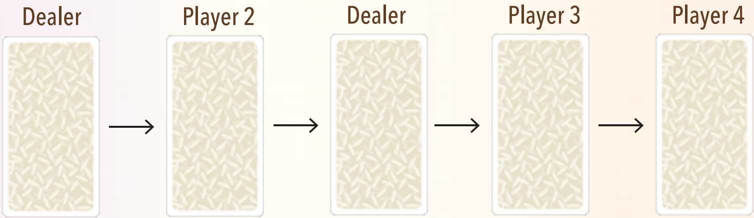
The dealer shuffles all 148 cards and hands **13 cards to each player**. The dealer takes **one extra card as starting player. IMPORTANT: do not include the 4 blank cards in the game!**
Note: Players' cards in hand should not be shown to other players.

Place the remaining cards in the center. This will be the draw deck.

Traditional distribution rule: The banker must follow this sequence for giving out the cards.



Repeat this three times
Each player should have 12 cards before proceeding to next step.

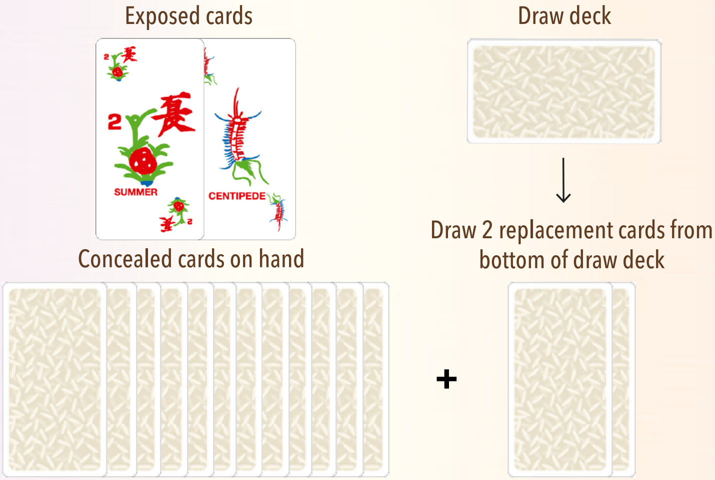


This is known as "skipping cards", following the way of traditional mahjong tiles game play

3. Revealing 'Bonus' cards

Lastly, every player checks their cards in hand for any Flower/Seasons/Animal cards. These cards must be exposed infront of the player for the rest of the round and shown to all players. Bonus pts may be awarded to player (see scoring section)

Starting from the banker, each player takes a replacement card for every exposed card from the opposite end of the draw deck.



If any player draws additional flower card(s) from the replacement card(s), repeat the process above until there are no additional flower cards drawn.

4. Starting a Round

The **starting player begins the round** by **discarding one card** to the center of the table, faced up.

ROUND PLAY

There are three phases in a turn.

- Claim OR Draw phase
- Discard phase

A player's turn starts when they are able to **claim the latest discarded card from another player** or **draw a card from the draw deck.**

A player's turn ends when they **discard a card** to the center of the table.

Tip: Discard cards that are least likely to form a set in your hand.

Every time a card is discarded by a player, the round goes into the **claim phase** for the other three players.

If both players are unable to claim the discarded card, then the **draw phase begins** for the player to the right of the player who discarded the card.

Claim Phase

When a player discards a card, the other players now have a chance to claim the discarded card to form a set or proclaim “HU” (win) during this phase.

The **claimed card must form a set and has to be revealed faced up** on the table and NOT put into the concealed hand of a player.

After claiming a card to form a revealed set, **choose another card from your hand to discard** to **end your turn.**

> ! *Note: Players can only claim the most recently discarded card.*

Example:
Player 1 discards a Red Dragon card to the center. Now, player 2, 3 or 4 may claim the card to “HU” (win) or to form a “PONG” (Triple set) or a “KONG” (Quad set) .

If player 3 claims the card to form a PONG or KONG, player 2's turn is skipped. Play then resumes in the anti-clockwise order.

Claim Phase Actions & Priority

In the event where two or more players wish to claim the discarded card, the priority will be given based on the action order in the following list. If both players wish to claim the card with the same action, the priority goes to the player whose turn is next.

1. HU (Win the mahjong game - complete 4 sets of cards and an eye set)
Say HU! when you claim the card.

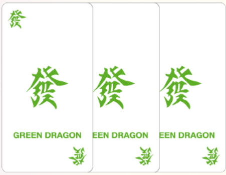
*A HU move is a game winning move to declare that a player has completed a set of winning hand. This move can be played at any point during the game and it has the **highest priority**.*
There are 2 ways to perform a HU move:
a. When the most recently discarded card is a game winning card
*b. When a player draws their own winning card from the draw deck (Self-Drawn); Say **ZHI MO HU!***

> ! *Mandatory Rule: The winning player has to be waiting for at least 2 different tiles for HU!*

2.KONG (quadruples - must be of identical cards)
Say KONG! when you claim the card.

When you KONG, you must take a replacement card from the draw deck. The formed set will form an exposed set.

There are 2 ways to perform a KONG move:



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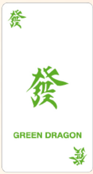
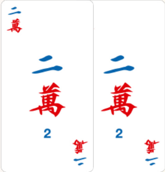


a. three cards concealed in hand + fourth card discarded by other player
b. three cards concealed in hand or exposed set + fourth card self-drawn from draw deck

The card is moved to the exposed cards to form a card set and a replacement card is drawn from the **bottom** of the draw deck.

3. PONG *(triples - must be of identical cards)*

Say PONG when you claim the card.



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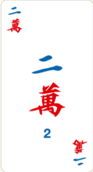
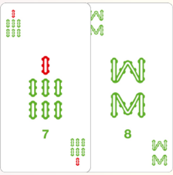


two similar cards concealed in hand + third card discarded by other player

The cards are moved to the exposed cards to form a card set.

4.CHI (straights - can be made with Circles, Bamboos and Character cards only)

The option to CHI is only available for the player whose turn is next (the right of the player who discarded the card). This has lowest priority claim. ***Say CHEE when you claim the card.***



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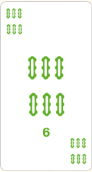
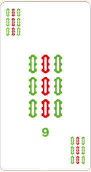


or



The three cards are moved to the exposed cards to form a card set.

Tip: Discard cards that are least likely to form a set in your hand.

Draw Phase

If both players are unable to claim the discarded card, the **player whose turn is next draws a card**

Discard Phase

If the drawn card is a *Bonus* card, reveal the card and take a replacement card from the draw deck. Then, you can choose to:

1) Keep the drawn card in your hand and discard another card in your hand.
2) Discard the drawn card *(because its chances to form a set in your hand is low)*

Once discarded, your turn ends. The round now resumes the claiming phase.
This repeats until a player wins the round.

Draw round

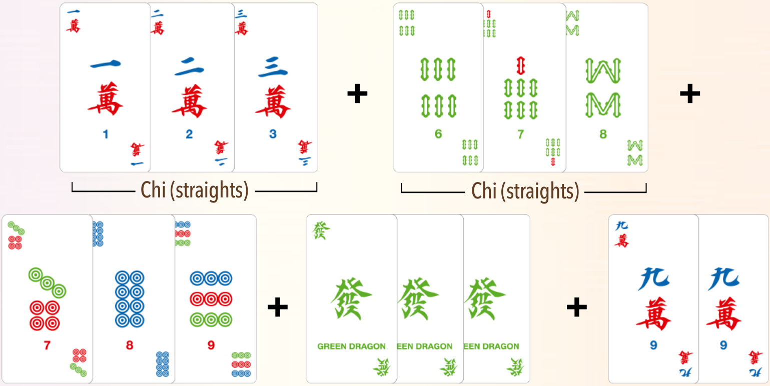
The round also ends if the draw deck depletes before any player is able to declare HU (win). We call this a draw round where no one wins. No points are recorded in a draw. The player who draws the last card will be the dealer (East wind) of the next round.

Note: Traditional Mahjong rules mandates that it is a draw round once the draw deck is left with only 15 cards.

WINNING THE ROUND

A player wins the round with a completed winning hand that consists of **4 card sets** of any suit (Circles/Bamboos/Characters/Winds/Dragons) plus **1 set of Eyes** (pair).

Example of a winning hand:



Chi (straights) Pong (Triplets) Eyes (Pair)

! *Note: Players must have at least 1 bonus pt before they can announce they win, or else they would lose the round and everyone other player gains 5 pts (max. gain per round)*

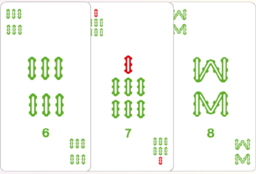
! *Note: The card sets can be a combination of the revealed sets on the table and concealed sets in a player's hand.*

VARIATIONS

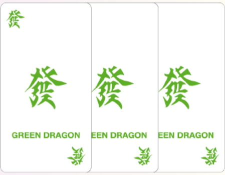
You may add as many rounds (usually in multiples of 4) to a game as long as it is agreed upon by all players in the game. House rules may be added for scoring. Announce house rules to all players before the start of a game.

CARD SETS

CHI (straights) is a consecutive sequence of three cards.
Note: CHI can only be made with Circles, Bamboos or Characters.



PONG (triples) is made of three identical cards of the same suit.
PONG can be made with Circles, Bamboos or Characters, Winds, or Dragons.

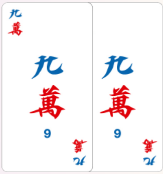


KONG (quadruples) is made of four identical cards of the same suit .
KONG can be made with Circles, Bamboos or Characters, Winds, or Dragons.

! Note: When you play a KONG, take a replacement card from the draw deck.

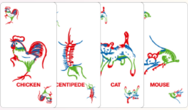
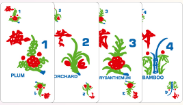
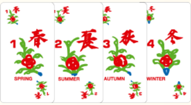
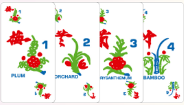
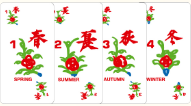
EYES (pairs) is a pair of cards from any suit.
EYES can be made with Circles, Bamboos or Characters, Winds, or Dragons.

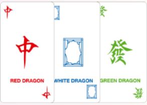
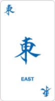
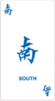
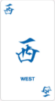
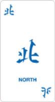
! Note: You can only have ONE EYES set in your winning hand.



BASIC GAME SCORING TABLE

A player requires a minimum of **1 TAI (1 point) to win a round. Maximum score** is **5 TAI** per round unless players agree on a different number. **Announcing HU (win) incorrectly** with no points, **compensates every other player** with the **maximum score** for that round.

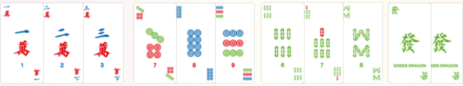
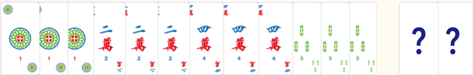
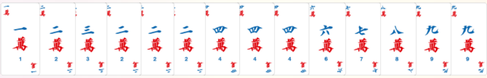
Sets & Scoring Conditions	TAI (points)
Bonus cards: Animal Set Any player who has these cards in expose cards section. 	**1 TAI** **per card** *Any player* E.g. Count 3 TAI if you have 3 of these cards
Bonus cards: Flower (#) / Season (#) All players who has these # cards in their expose cards section that matches their seat number.  1 PLUM 2 ORCHARD 3 RYSANTHEMUM 4 BAMBOO	**1 TAI** **per card** *According to player seat #* E.g. Count 2 TAI if you have 2 of these cards
Complete set: Flower / Season All players who a complete set of Flower / Season cards in their exposed cards section.  1 PLUM 2 ORCHARD 3 RYSANTHEMUM 4 BAMBOO	**1 TAI** **per complete set** *Any player* Note: Additional TAI on top of the rule above

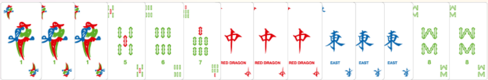
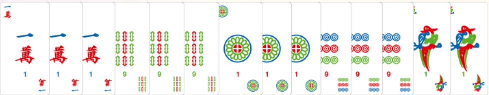
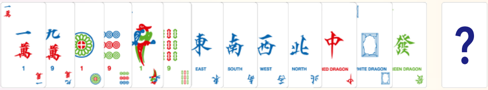
Dragons All players will get 1 TAI for a PONG (triples) or a KONG (quadruples) set of dragons 	**1 TAI** **per set** *All players* E.g. Count 1 TAI if you have PONG/KONG of Red Dragons
East Wind (1) All players will get TAI for a PONG/KONG set of the East Wind in the East Wind round game.  Dealer gets 2 TAI because the dealer is the East Wind.	**1 TAI** **per set** *Player 2, 3 and 4* **2 TAI** **per set** *Player 1 only*
South Wind (2) Only Player 2 (South) will get 1 TAI for a PONG/KONG set of the South Wind. Other players will have no TAI for this set. 	**1 TAI** **per set** *Player 2 only*
West Wind (3) Only Player 3 (West) will get 1 TAI for a PONG/KONG set of the West Wind. Other players will have no TAI for this set. 	**1 TAI** **per set** *Player 3 only*
North Wind (4) All players will get 1 TAI for a PONG/KONG set of North Wind. 	**1 TAI** **per set** *Any players*

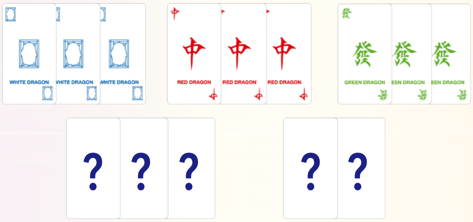
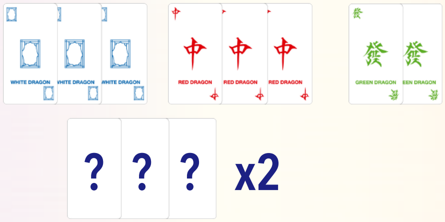
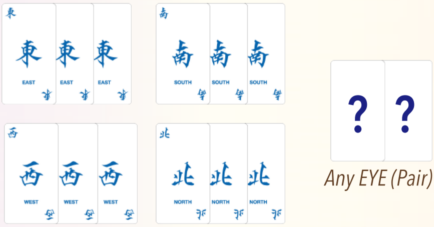
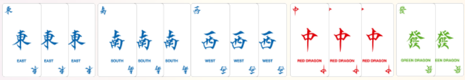
Self-Draw winning card The player will get 1 TAI if he/she is able to HU (win game) after drawing a card from the draw deck. Multiplier effect applies if player is able to draw more than a card before HU.	**1 TAI** **per drawn card** *Any players*

ADVANCED SCORING TABLE

This section will explain how additional points can be awarded for certain winning combinations. Due to the high scores below, players need to discuss on maximum score before starting.

Sets & Scoring Conditions	TAI (points)
ALL CHI Win (HU) with an ALL CHI combination below. 	**1 TAI** *Any player*
PING HU All CHI with no Flower/Season/Animal suit in a player's exposed tiles.	**4 TAI** *Any player*
ALL PONG Win (HU) with an ALL PONG combination below.  *Any EYE (Pair)*	**2 TAI** *Any player*
QING YI SE (FULL COLOR) Win (HU) with an all same suit combination (any card set). 	**4 TAI** *Any player*

BAN SE (HALF COLOR) Combination of all same suit and Dragons/Winds card sets. 	**2 TAI** *Any player*
PURE TERMINALS (1s & 9s) The 'Pure Terminals Hand' is made up entirely of ones or nines 	**The 'Limit' TAI** *Any player*
THIRTEEN WONDERS Thirteen Wonders consists of each of the 4 Winds, each of the 3 Dragons, the first and last of the 3 suits Circles, Characters, Bamboos + any one of the above mentioned tiles as the eyes.  *+ Any repeat card*	**13 TAI** **or** **The 'Limit' TAI** *Any player*
TIAN WOO (Heavenly Win) After revealing flowers and taking replacements, player 1 can HU if his/her hand is complete. They will then win the round immediately before it starts! Only the dealer (player 1) can win as he/she has a complete hand of 14 cards at the start of the game.	**The 'Limit' TAI** *Player 1 only*
DEI WOO (Earthly Win) Only the player who HU with the dealer's first discarded card can claim this.	**The 'Limit' TAI** *Player 2 or Player 3 or Player 4*

DA SAN YUAN (Big 3 Treasures) Mahjong with PONG/KONG of complete Dragon suit  *CHI/PONG/KONG any set* *Any EYE (Pair)*	**10 TAI or** **The 'Limit' TAI** *Any player*
XIAO SAN YUAN (Small 3 Treasures) Mahjong with PONG/KONG of any two (2) Dragon sets and a EYES of any Dragon.  *CHI/PONG/KONG any set*	**3 TAI** *Any player*
DA SI XI (Big 4 Happiness) Mahjong with PONG/KONG of complete Wind suit.  *Any EYE (Pair)*	**The 'Limit' TAI** *Any player*
ZI YI SE (All Honour) The All Honours Hand is made up entirely of tiles from either the Winds tiles or Dragon tiles. 	**The 'Limit' TAI** *Any player*

! Note: There are dozens more combinations that we did not include in this list

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