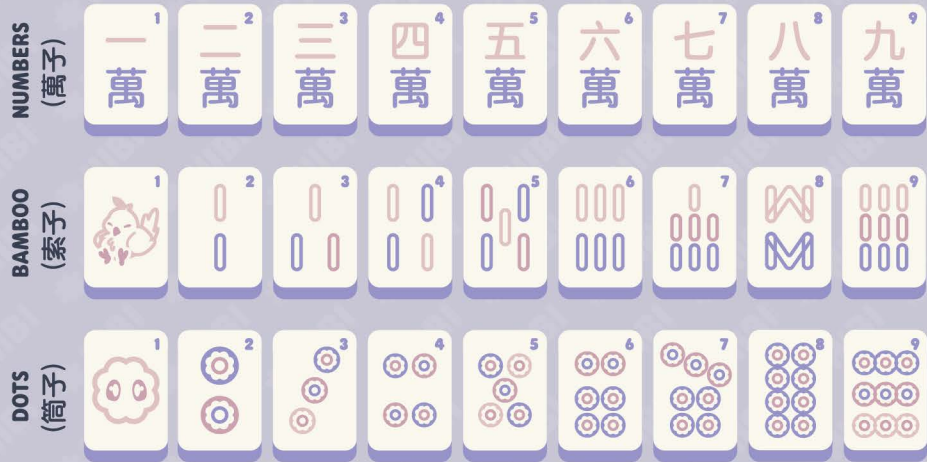


# LET'S PLAY MAHJONG (麻雀)!

## SUITED TILES



## HONOUR TILES

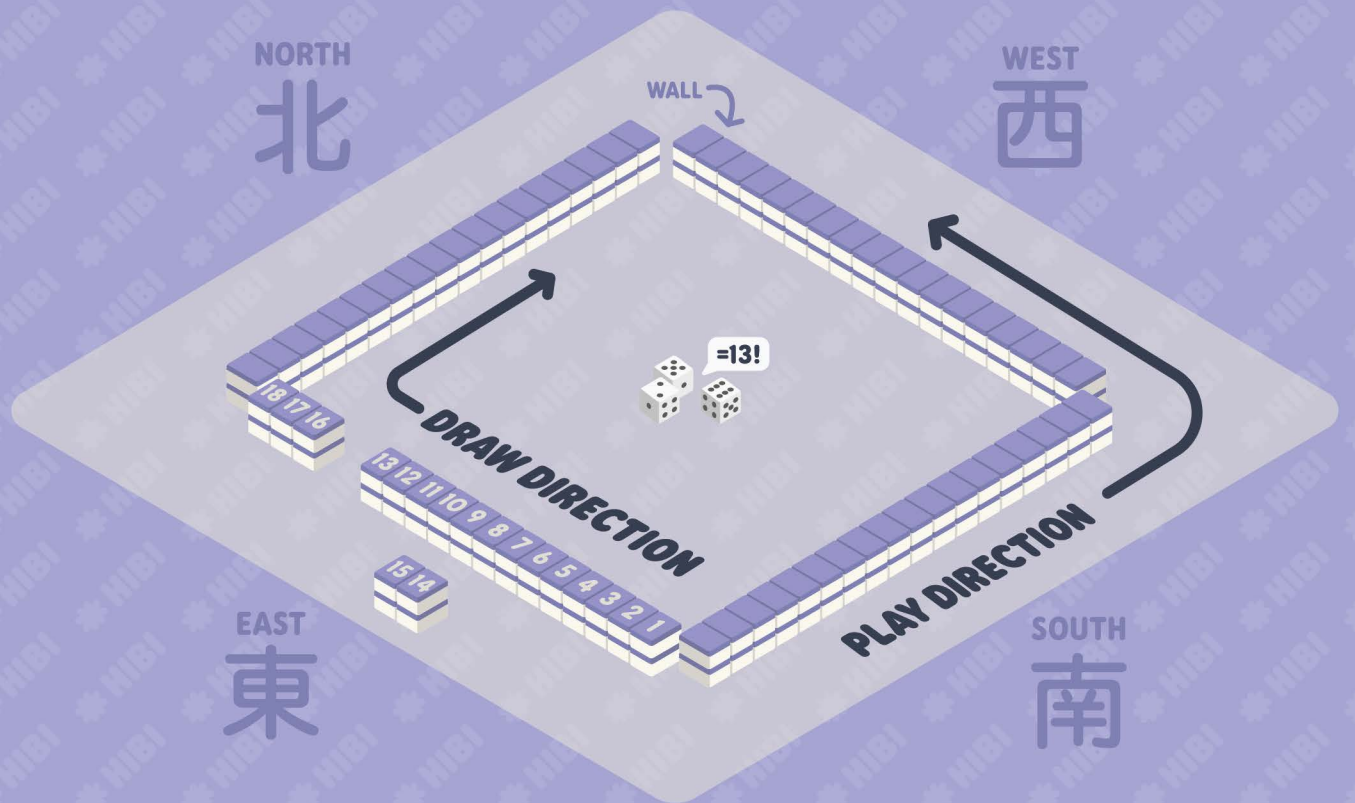


## BONUS TILES



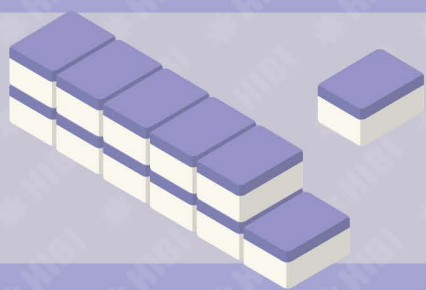
## PLAYER SEQUENCE

1. Dealer is EAST (東) position or 1st player. The sequence of positions is anti-clockwise starting from the dealer's right.
2. Players take turns rolling the dice. Whoever rolls the highest becomes the dealer.
3. Shuffle all the tiles face down. All players need to form a wall by stacking 18 tiles in 2 rows.
4. The dice are rolled again to determine where to break the wall. The total of the three dice are counted anti-clockwise from the dealer until you land on a player. Their wall is broken by counting to the same dice total from right to left.
5. Tiles are distributed in stacks of 4 in turns until players have 12 tiles. Then East picks one more stack of two tiles and West, South and North pick one tile each.
6. If the dealt hand contains Flowers, they are immediately melded (placed face up and to the side of the hand) and replaced with regular tiles taken from the tail end of the wall.
7. The game starts by the dealer discarding a single tile!



## GAMEPLAY

In sequence, each player can either:



### Draw a tile from the wall

After drawing a tile, the player must discard 1 unwanted tile before the next player's turn.

OR

### Take a newly discarded tile from another player

- Take a discarded tile to form a **CHOW** set only from the previous player and then discard 1 tile into the centre
- Take a discarded tile to form a **PONG** from any player, and then discard 1 tile into the centre
- Take a discarded tile to form a **KONG** from any player draw a tile from the tail and then discard 1 tile into the centre
- Take a discarded tile form a **PAIR** (only if this is your last tile to form your winning hand)

**CHOW, PONG and KONG are immediately melded (placed face up above and to the side of the hand)**

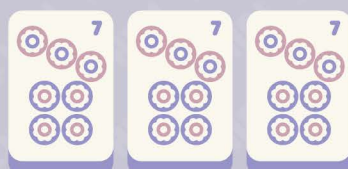
## OBJECTIVE

The aim of the game is to get all of your tiles in 4 sets, and 1 pair.



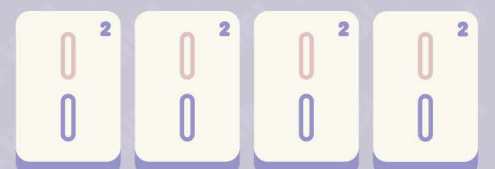
### CHOW (SEQUENCE SET)

Any 3 suited tiles in consecutive order



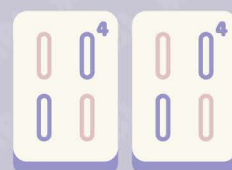
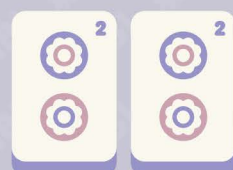
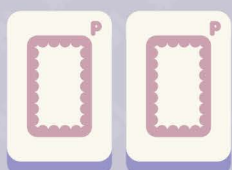
### PONG (TRIPLE SET)

Any 3 identical SUITED/HONOUR tiles



### KONG (4 OF-A-KIND SET)

Any 4 identical SUITED/HONOUR tiles



### PAIRS

Any 2 identical SUITED/HONOUR tiles

# SCORING HANDS

Minimum scores for a winning hand can be determined among players, depending on their skill levels.

<p><b>COMMON HAND</b> 平糊</p>	<p><b>1</b> <b>PT</b></p>	
<p><b>ALL TRIPLES</b> 對對糊</p>	<p><b>3</b> <b>PT</b></p>	
<p><b>MIXED ONE SUIT</b> 混一色</p>	<p><b>3</b> <b>PT</b></p>	
<p><b>ALL ONE SUIT</b> 清一色</p>	<p><b>7</b> <b>PT</b></p>	
<p><b>ALL HONOUR TILES</b> 字一色</p>	<p><b>10</b> <b>PT</b></p>	
<p><b>SMALL DRAGONS</b> 小三元</p>	<p><b>5</b> <b>PT</b></p>	
<p><b>GREAT DRAGONS</b> 大三元</p>	<p><b>8</b> <b>PT</b></p>	
<p><b>SMALL WINDS</b> 小四喜</p>	<p><b>6</b> <b>PT</b></p>	
<p><b>GREAT WINDS</b> 大四喜</p>	<p><b>13</b> <b>PT</b></p>	
<p><b>ORPHANS</b> 么九</p>	<p><b>10</b> <b>PT</b></p>	
<p><b>NINE GATES</b> 大四喜</p>	<p><b>10</b> <b>PT</b></p>	 <p style="text-align: right;">+ Any tile in set</p>

Every meld is a CHOW, the pair must only be a SUITED tile

Every meld is either a PONG or KONG

Only HONOUR tiles and tiles from one suit

All tiles from one suit

All HONOUR tiles

Melds of 2 dragons and a pair of the 3rd dragon

Melds of all 3 dragons







Melds of 3 winds and a pair of the 4th wind

Melds of all 4 winds

Hand containing PONGS/KONGS of Ones and Nines only

Hand in any one suit consisting of 1112345678999, must be totally concealed

# EXTRA POINTS

<b>SEAT WIND</b> 門風	<b>1</b> PT			<i>A meld of the winner seat's wind</i>		
<b>PREVAILING WIND</b> 圈風	<b>1</b> PT			<i>A meld of the prevailing/round wind</i>		
<b>RED DRAGON</b> 紅中	<b>1</b> PT		<b>GREEN DRAGON</b> 發財	<b>1</b> PT		<i>A meld of the green dragon</i>
<b>WHITE DRAGON</b> 白板	<b>1</b> PT		<b>NO FLOWERS</b>	<b>1</b> PT		
<b>FLOWER/SEASON OF OWN WIND</b>	<b>1</b> PT			<i>A flower/season of the winner seat's wind</i>		
<b>SELF-PICK</b> 自摸	<b>1</b> PT	<i>The winning tile is from the wall</i>	<b>ROBBING KONG</b> 搶槓	<b>1</b> PT	<i>The winning tile is obtained from someone calling a KONG</i>	
<b>FULLY CONCEALED</b> 門前清	<b>1</b> PT	<i>The whole hand was concealed until the winning tile was drawn or stolen</i>				
<b>WIN BY LAST CATCH</b> 海底撈月	<b>1</b> PT	<i>The winning tile is either the last tile from the wall or the last discard</i>				
<b>WIN BY KONG</b> 槓上開花	<b>2</b> PT	<i>The winning tile is from a replacement tile due to a KONG or a Bonus Tile</i>				
<b>DOUBLE-KONG WIN</b> 槓上槓	<b>9</b> PT	<i>Similar to 'Win by KONG', except that the tile used to make the KONG was itself an extra tile from declaring a KONG</i>				
<b>HEAVENLY HAND</b> 天糊	<b>13</b> PT	<i>East wins with initial hand</i>	<b>EARTHLY HAND</b> 地糊	<b>13</b> PT	<i>Non-East player wins on East's first discard</i>	

