



MAISON LUDE

MAHJONG

BLOOMING EDITION

MANUAL



BASIC INTRODUCTION

Mahjong is a 4-person game of skill and chance that originated in China.

There are many variations of the game, but in this instruction, we focus exclusively on the American version.

The objective of the game is to be the first, by drawing and discarding tiles, to match tiles. This guide follows the National Mahjong rules, but many players establish table rules when learning and playing for fun.

The excitement of Mahjong lies in the continuous decision-making process.

Whether playing for fun or to win a tournament, there is a place for all in the game of Mahjong.



OUTLINE

1. Identify your tiles.
2. Identify all other items used in playing Mahjong.
3. To Start
 - Selection of East
 - Build Wall, Break Wall
4. To Play
 - Exchange
 - Round
5. Mahjong Winner

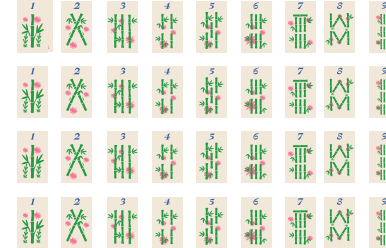
STEP 1 Identify your tiles.

This mahjong set has 160 tiles. 152 are used in play and the rest are spares. The 152 tiles are divided into four groups with their subgroups:

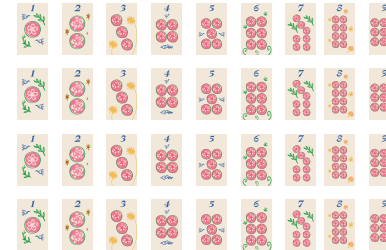
1. Suits (108 tiles)
2. Honors (28 tiles)
3. Flowers (8 tiles)
4. Jokers (8 tiles)
5. This simple chart lets you view all 160 tiles in their family arrangement, making them easy to recognize instantly.

SUITS

Bamboos



BALLS OR DOTS

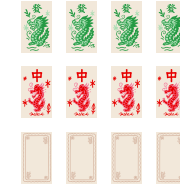


CHARACTERS OR CRAKS



HONORS

DRAGONS



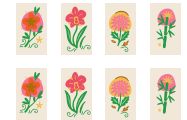
WINDS



JOKERS



FLOWERS



SUITS are divided into 3 sub groups, CIRCLES, BAMBOOS AND CHARACTERS. (characters, dots and bams, 108 tiles)

These numbered tiles have a symbol (based on the suit) and the numbers from 1 to 9. There are 4 instances of each tile.

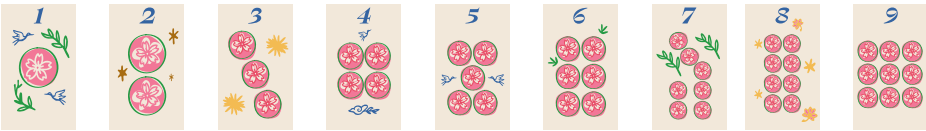
Characters or Craks (36 tiles - 4 of each)

CHARACTERS are usually called CRAKS. There are 36 CRAK TILES, 4 of each number, from number 1 to number 9.

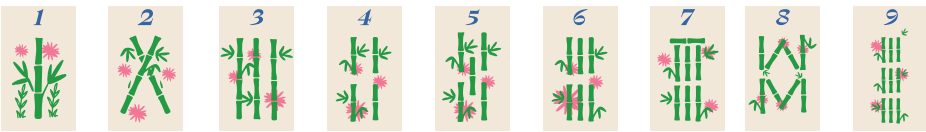


Circles or Dots (36 tiles - 4 of each)

CIRCLES are usually called Dots. There are 36 DOT TILES, 4 of each number, from number 1 to number 9.



Bamboos (36 tiles - 4 of each)



Note: the one-bam is usually represented as a bird.

There are 36 Bamboo tiles, 4 of each number, from number 1 to number 9.

HONORS are divided into 2 sub groups, WINDS and DRAGONS. (Winds and Dragons, 28 tiles)

Winds (16 tiles)

There are 4 types of wind tiles: North, East, West, South. There are 4 instances of each wind tile in the game.



Dragons (12 tiles)

There are 3 types of dragons: Green Dragon, Red Dragon, White Dragon (also called Soap). There are 4 instances of each dragon tile in the game.



- Each dragon is associated with a suit:
- Bams with Green Dragons
- Craks with Red Dragons
- Dots with White Dragons (Soap)

Note: the white dragon is also used to represent a zero in the game.

Flowers (8 tiles)

There are 8 tiles needed in the game, one of each, the extra 8 are spares.



Jokers

JOKERS: There are 8 JOKERS which are used as WILD tiles. This means a player can substitute a JOKER for any tile to help improve his hand.



STEP II Identify all other items used in playing Mahjong

RACK (may not be included in this package)

Every player has his own rack to hold his tiles while he is playing Mahjong.

The little nail-like projections on the left of each rack is a place to hold the player's chips.



NOTE: In the picture above we have assembled our tiles in order. All the HONORS, SUITS, FLOWERS and JOKERS together in their proper order.

This is an example of the correct way you set up your tiles in order to better organize your thoughts.

Dice

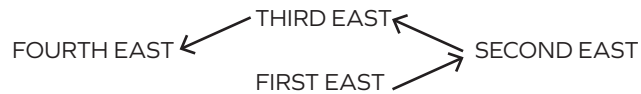
The three dice are used to determine who is the dealer (East) as well as to determine where to break the wall.

Each player throws the Dice. The player with the highest number becomes East or Host and starts the game. East has an advantage of one extra tile over all the other players. East has 14 tiles, all other players have 13 tiles.

If more than one game of Mahjong is played, the person to the right of East becomes East for the next.



The order of players to become EAST:



Chips

Chips are used to keep the point score of Mahjong. Before the game begins, different color chips are given different point values to be determined by all the players.

Each player has 1000 points represented by chips at the start of the game.

Each player has 1000 points:



- 6 chips of one color are worth 25 points each.
- 10 chips of another color are worth 5 points each.
- 4 chips of another color are worth 200 points each.

NOTE: Sometimes players wish to use different values. In this case, other color chips are used. Usually each Mahjong set comes with several extra colored chips.

STEP III To Start

So far, we've discussed the various tiles, now it's time to play! There are several steps to a game and we'll cover each in turn.

Setting up

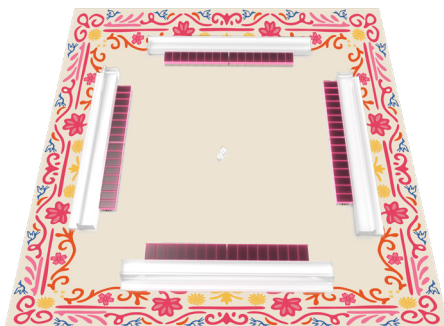
- A.** Racks are placed in a square, one rack in front of each player.
- B.** All 152 tiles are mixed and placed face down in the center of the square formed by the racks.



C. All four players throw the dice. The player with the highest number becomes East.

D. To Build the Wall.

Each player builds a wall of tiles face down in front of his rack two tiles high. All 152 tiles should now be part of the wall.



E. To Break the Wall:

The number which results is the number East uses to count the stacks of tiles in front of his rack, from right to left, stopping at this number.

EXAMPLE: If East throws the dice and the number resulting is seven (7) East starts at the right side of his wall of tiles and counts seven stacks of tiles to the left. East then stops at the seventh tile and takes the next 4 tiles:

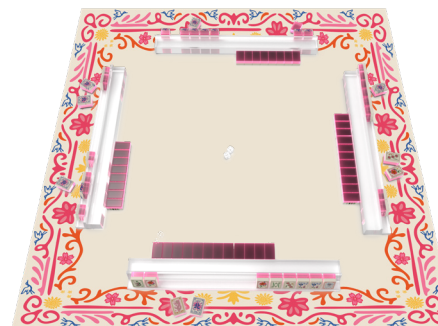
- 2 tiles from the top row
- 2 tiles from the bottom row

Each player (always going to the right of East) takes his turn taking the next 4 tiles:

- 2 tiles from the top row
- 2 tiles from the bottom row

The taking of two stacks of tiles by each player is continued 3 times. Each player should now have 12 tiles.

East now takes the next 2 top tiles. Each other player takes one more tile in sequential order.



Each player should now have 13 tiles.

East should now have 14 tiles.

F. Each player arranges his tiles on his rack in groups so that he can easily decide which particular hand he should set as his goal for this game of Mahjong.

G. The Goal or Object To win Mahjong, you must catch your tiles exactly with a HAND.

H. A HAND is composed of 14 tiles. Before the game begins, the players can make up several different hands and point values for each hand, or they can use the 15 basic hands and values included in this booklet, which has been compiled for your convenience.

STEP IV To Play

Each player, working clockwise from East, picks up the next tile from the wall. He then looks at it and places it concealed on the flat top part of his rack. The he discards one unwanted tile, (placing the discarded tile face up in the center made by the racks). He then places the concealed tile on his rack. A player must always keep only 13 tiles on his rack at one time. If, by error, a player has more tiles, or less tiles, than the 13 (other than East, who has 14 tiles) his hand is considered dead.

A DEAD HAND means the player may no longer continue playing Mahjong until the game is won, or over. The player with the dead hand keeps his hand concealed. He does not show his hand to any other player until the game is completed.

If a player needs a tile discarded by another player and the tile is now in the center of the square, he must follow these rules:

- a. If the player's hand is a CONCEALED HAND, he can only call for a tile from the center of the square, only if it is the last tile he needs to complete Mahjong.
- b. If the player's hand is an EXPOSED HAND, he can call for any tile needed to complete either a Kong, Pung, Quint or Mahjong, as long as this particular tile is the last tile needed to complete the Kong, Pung, Quint, or Mahjong.

NOTE: Players may not call for a discarded tile to complete a pair (2 of a kind). Additionally, jokers cannot be used to complete a pair. In the rare event that a joker is discarded, it cannot be called.

A Round is the process of each player continuing to pick up a tile from the wall and discarding an unwanted tile face up, in the center of the square formed by the racks

Rounds are continued until a player wins Mahjong by matching his tiles with a particular hand.

If no one wins and all tiles are used, another wall is built and players continue to play until someone wins.

STEP V Scoring

Numerical values are given to each hand. This is predetermined by the players when they make up the hands before the game begins. Chips are used to pay the winner.

If a player wins Mahjong due to the fact that another player discarded the one tile needed to complete his hand, that player who discarded the tile must pay double the worth of the hand. All other players pay the winner the single worth of the hand.

Definitions BLIND PASS	In the Exchange or Charleston, a player takes three tiles from one player and passes them to another player, without looking at them. In this way, the other player's original tiles have not been changed. Players use the blind pass if they want to keep all their original tiles.
CONCEALED HAND	A player who is trying to obtain a hand which is valued as concealed may pick up a discarded tile from the center of the square formed by the racks—ONLY if it is the LAST tile he needs to win Mahjong.
DEAD HAND	If a player makes an error, either picking up too many tiles or having too few tiles, his hand is considered DEAD. He may not continue playing Mahjong until the game is over. He keeps his "DEAD HAND" out of view of all other players until the game is won. He must still pay the winner the full value of the hand.
EAST	Is host player; has an advantage of one more tile than all other players—14 tiles instead of 13.
EXCHANGE	Is a three-step process used by all players in an effort to improve their hand. Each player passes three unwanted tiles to another player. (For sequence of passes see page 13).
EXPOSED HAND	In an EXPOSED HAND, a player may pick up a discarded tile from the center of the square formed by the racks if it is the last tile he needs to complete a KONG, PUNG, QUINT, or Mahjong.
HAND	The main goal in Mahjong is to match your tiles with a HAND. A HAND is a grouping of 14 tiles made up by the players before the game starts. Several hands are usually made and one copy is given to each player.
KONG	4 of a kind with the same numerical value. Example: 4 number 8 Bams is Kong.
PUNG	3 of a kind with the same numerical value. Example: 3 number 5 Craks is a Pung.
QUINTS	5 of a kind. Example: 5 flowers.
ROUND	Each of the four players, having picked up a tile and discarded a tile, comprises one round.

RULES	PENALTIES
No player may pick a tile out of turn.	WARNING - No Penalty.
No player may look at more than one tile each time he picks a tile from the wall.	WARNING - No Penalty.
If two players both claim a discarded tile, the tile is awarded to the player who needs it as the last tile to complete Mahjong.	
If a player has too few tiles or too many tiles, his hand is considered "dead."	A player with a dead hand can not continue the game. He must keep his tiles concealed until the game is over. He must still pay the winner. Play must stand.
Once a player discards a tile, it cannot be exchanged.	
To claim a tile, the player must name the tile correctly.	If a tile is incorrectly named, it may not be taken.
If Mahjong is called in error and no one exposes his hand, the game continues.	No penalty.
If Mahjong is called mistakenly and a hand was exposed, the player with the exposed hand is out of the game.	The player with the exposed hand must pay the winner.
If Mahjong is mistakenly called and all but one player exposes his hand, the game is over.	The game is over and all pay the player with the unexposed hand.
If a player wins Mahjong because of a tile discarded by another player, the player who discarded the tile pays double the worth of the hand.	Player who discarded tile pays double to winner.
If a player wins Mahjong without calling for a discarded tile and without using a joker, the value of the hand is doubled.	All players pay double — the value of the winning hand.
Bettor must always be cancelled.	If number is shown before the end of the game, all bets are cancelled.
The bettor pays and/or receives full value of the hand he is betting.	All penalties or awards received by the player backed by the bettor are also charged to the bettor.

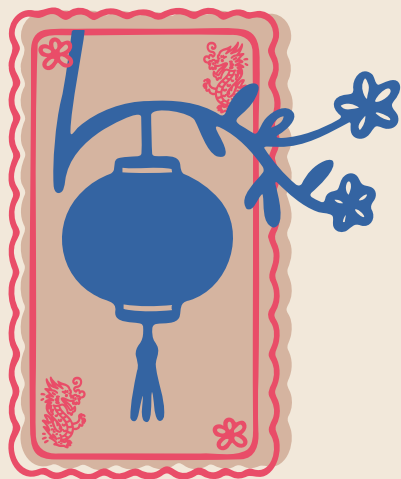
Examples of Hands

3-3-3 Bams	4-4-4 Bams	3-3-3-3 Dots	4-4-4-4 Dots			E . 25pts
5-5-5 Cracks	6-6-6 Cracks	7-7-7-7 Bams	8-8-8-8 Bams			E . 25pts
1-1-1 Dots	9-9-9 Dots	2-2-2-2 Cracks	3-3-3-3 Cracks			E . 25pts
1-1 Dots	2-2 Dots	3-3 Dots	4-4-4 Dots	5-5-5 Dots	F-F Flowers	C . 15pts
5-5 Bams	6-6 Bams	7-7 Bams	8-8-8 Bams	9-9-9 Bams	F-F Flowers	C . 15pts
3-3 Dots	4-4 Dots	5-5-5 Dots	6-6-6 Dots	F-F-F-F Flowers		E . 15pts
1-1 Bams	2-2 Bams	3-3-3 Bams	4-4-4 Bams	F-F-F-F Flowers		E . 15pts
5-5 Cracks	6-6 Cracks	7-7-7 Cracks	8-8-8 Cracks	F-F-F-F Flowers		E . 15pts
4 Red Dragons		8-8 Cracks	4 East Winds	4 West Winds		E . E 20pts
4 White Dragons		8-8 Dots	4 South Winds	4 North Winds		E . E 20pts
1-1-1 Dots	1-1-1 Bams	1-1-1 Cracks	3 North Winds	F-F Flowers		C . 20pts
4-4-4 Dots	4-4-4 Bams	4-4-4 Cracks	3 South Winds	F-F Flowers		C . 20pts
9-9-9 Dots	9-9-9 Bams	9-9-9 Cracks	3 East Winds	F-F Flowers		C . 20pts
1-1-1 Dots	9-9-9 Cracks	4-4-4 Bams	5-5-5 Bams	F-F Flowers		E . 15pts

E = Exposed Hand

C = Concealed Hand

Pts. = Point Value of Hand



Blooming Mahjong
MANUAL