

TILES

Suits: Circles, Bamboos, and Characters—1 through 9 of each

Honors: Winds (East, South, West, and North) and Dragons (Red, Green, and White)

Flowers: Two sets of 1 through 4. CanNOT be used for form Eyes, Pungs, Kongs, or Chees.

MEANINGFUL COMBINATIONS

Eyes—Two of a kind, a pair (Circles, Bamboos, Characters, Winds, or Dragons)

Pung—Three of a kind (Circles, Bamboos, Characters, Winds, or Dragons)

Kong—Four of a kind (Circles, Bamboos, Characters, Winds, or Dragons)

Chee—A consecutive sequence of three tiles (Circles, Bamboos, and Characters only, NO Winds or Dragons)

THE MAHJONG

MAHJONG = 4 sets + 1 pair of eyes. Sets can be any combination of Pungs, Kongs, or Chees.

When playing . . .

- 1) Any player can call Mahjong, Pung, or Kong from a discarded tile, but they need to do so BEFORE the next player takes their tile.
- 2) A chee from a discarded tile can only be taken by a player when it is their turn.
- 3) If multiple players need the same discarded tile, the order of precedence is: Mahjong > Pung/Kong > Chee
- 4) When taking a discarded tile, immediately meld it (do not put it in your hand) and then add the tiles from your hand that completes the Pung, Kong, Chee, or Mahjong.
- 5) A discarded tile can ONLY be used to form the Eyes when it also completes a Mahjong. The Eyes of a Mahjong canNOT be melded from discarded tiles at other times.
- 6) Flowers are immediately melded from the hand and replaced with Flower Wall tiles.
- 7) When players self-draw tiles from either the Live or Flower Wall to complete Eyes, Pungs, or Chees they do NOT meld them from their hand. They remain hidden until Mahjong is declared.
- 8) A Kong requires taking a replacement tile from the Flower Wall. The player first needs to meld the Kong from their hand. If a discarded tile completes a Kong, the Kong is melded face up. In the case of a completely self-drawn Kong, it can be melded face down.
- 9) When calling a Mahjong, turn the tile that completes it sideways to accurately track it.