

Kongs (Four-of-a-Kind)

General Rules

- A kong **must** be melded; keeping four identical tiles concealed in the hand leaves the player with too few tiles to mahjong.
- A player may only meld a kong **during their turn**.
- After melding a kong, the player draws a **replacement tile from the front of the flower wall**. This **does not count** as their turn—they may still take a discard or draw from the live wall if they have not already done so.

Types of Kongs

- **Self-drawn kong (all four tiles drawn by the player):**
 - May be melded **face-up** or **face-down** (concealed).
 - Face-down is usually better to hide the tile's identity from other players.
- **Kong from another player's discard:**
 - Must be melded **face-up**.

Promoting a Pung to a Kong

- If a player has a **melded pung** and draws the fourth tile, they may promote it to a kong by placing the fourth tile **face-up** on the meld. Remember to take a replacement tile from the flower wall.
- If the fourth tile is **discarded by another player**, the pung **cannot** be promoted to a kong.

Unmelded Pungs

- If a player has an **unmelded pung** in hand and another player discards the fourth tile, they may call **Pung** or **Kong**, depending on their strategy.

Strategic Flexibility

- Having four identical tiles does **not** force the player to take a kong.
 - A player may keep three tiles as a pung and use the fourth in a **chee**.
 - If later the chee option disappears, they may still meld a self-drawn kong or promote a melded pung to a kong on their turn.