

Dealing Mahjong Tiles

1. Determine First Banker: All players roll dice once; highest roll becomes the first BANKER. Afterward, BANKER rotates counter-clockwise only if the current BANKER loses the hand.

2. Set Windicator: Place the WINDICATOR (set to "East") to the BANKER's left. It stays there for the entirety of the day's gameplay.

3. Break the Wall:

- BANKER rolls dice to determine which player breaks the wall.
- Count counter-clockwise starting with BANKER to match the roll; that player breaks the wall.
- To break the wall, count stacks equal to the dice roll from the RIGHT side of the wall.
- Tiles to the right of the break become the FLOWER WALL and are moved to the adjacent corner. Stack the two tiles closest to the break atop the next two to form a 4-tile-high stack to clearly distinguish the FLOWER WALL from the live tiles.
- Tiles to the left of the break are moved diagonally to the center for dealing.

4. Deal the Tiles:

- BANKER takes 4 tiles first (2 stacks).
- Proceeding counter-clockwise, each player takes 4 tiles at a time until all have 12. When one wall is exhausted, push the next clockwise wall diagonally to the center to continue.
- BANKER performs "the jump" by taking the 1st and 3rd top tiles (total 14 tiles).
- Other players take one tile each proceeding counter-clockwise from BANKER (total 13 tiles).

5. Finalize Setup:

- Place dice to the RIGHT of the BANKER.
- If FLOWER WALL has fewer than 14 tiles, the wall tender (player to its right) adds stacks of 2 tiles at a time from the LEFT side of their wall to the back of the FLOWER WALL to bring the total to 14 or 15.

6. Banker Rotation:

- If BANKER wins or it's a wall game, they remain BANKER.
- If not, the player to their right becomes the new BANKER.
- When the BANKER role rotates back to the first BANKER, the WINDICATOR is advanced to the next wind.