

Two-Player Mahjong

Setup

- Wash tiles and turn all facedown.
- **Banker selection:** Both roll dice; high roll is banker. Place wind indicator to banker's left. Prevailing wind changes whenever the original banker reclaims the position after losing it.
- **Flower wall:** Build a 14-tile flower wall: banker adds two, non-banker adds two, alternating, with banker creating the 4-high stack. Remaining tiles stay facedown in the center. Non-banker is wall tender if a flower wall exists.
- **No-flower-wall variant:** Do not build a flower wall; draw replacements from facedown tiles. The last 14 facedown tiles are not played (simulates flower wall).

Dealing

- Banker takes **27 tiles**; non-banker takes **26** from the facedown tiles.
- Reveal flowers and replace from flower wall (or facedown pile).

Objective

- Each player builds **two separate mahjong hands** using two racks.
- First player to complete **both** hands wins.

Play

1. **Banker discards first.**
 - Opponent may take the discard to meld or declare mahjong.
 - If not, draw a facedown tile and discard. Turns alternate.
2. **Melds:**
 - Melded pungs/kongs/chees may belong to either eventual mahjong hand.
 - Melds cannot be broken apart or reassigned, except promoting a pung to a kong.
3. **Declaring first mahjong:**
 - May be declared on your turn using **any tiles in hand** (not limited to discard/self-draw).
 - After declaring, draw a replacement tile from the flower wall. *NOTE: Count tiles to ensure enough remain for the second hand.*

4. **Locked hand:**
 - o Once a mahjong is declared, its sets/eyes cannot be changed or swapped with the second hand.
5. **Winning:**
 - o First player to complete **two** mahjong hands wins.
6. **Banker rotation:**
 - o Banker stays banker if they win or the game ends in a wall game.
 - o If banker loses, the other player becomes banker.

Scoring Adjustments

1. **Flower points:**
 - o Banker scores **1 & 3** flowers; non-banker scores **2 & 4** flowers.
2. **Seat winds:**
 - o Banker counts pungs of **East/West** as seat winds; non-banker counts **North/South**.
3. **Only second mahjong scores** the following:
 - o Single wait (eye)
 - o Middle tile (closed wait)
 - o End tile (edge wait)
 - o All concealed
 - o All exposed
4. **No points for Hand from Heaven/Earth.**