

The Arc of the Game: American Mahjong

JUST THE BASICS

THE DEAL

- Dealer deals 13 tiles to all players, gives herself 14.

GET ORGANIZED

- Bring tiles to your rack and organize tiles in suits, number order, flowers on the left, dragons with corresponding suits.
- Look for patterns: pairs of anything, evens or odds, consecutive runs.
- Try to narrow down to 1 or 2 categories you will focus on. Put discard or "junk" tiles on the far right of your rack.

THE CHARLESTON

- Pass three tiles right. Wait to pick up until after you have passed. Continue Over (player across from you), Left, second Left, Over, then final Right. "ROLLOR"
- A player has the option to end the Charleston (for everyone) after the first Left.

OPTIONAL ACROSS

- Up to three junk tiles can be offered to the player across from you. Whomever has the lowest number of tiles to offer determines the number to pass across.

GAME PLAY

- Dealer starts by discarding tile
- Play moves in a counterclockwise direction
- When discarding a tile say the tile name loudly and clearly
- Curtsy tiles from wall in a clockwise direction
- If a "Pause" is used to pick up, player must expose the completed meld
 - Cannot "Pause" and pickup to complete a pair, must be a meld of 3 or more
- Mahjong is accomplished when 14 tiles match one of the lines on the playing card
- Only for mahjong, can a player pickup to complete a pair

RULES RULES RULES

- Jokers cannot EVER be used in a pair
- Player cannot pickup for a pair except to win Mahjong

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