

# Wright-Patterson SIAMESE MAH JONGG®

Siamese Mah Jongg rules were created by Gladys Grad in 2015 ([www.siamesemahjongg.com](http://www.siamesemahjongg.com)).  
These guidelines were modified by Michele Frizzell and Marietta Beckham for [Wright-Patterson Mah Jongg rules](#)  
with permission from Gladys Grad.

## Object of the Game

Each player attempts to complete two valid hands from the Wright-Patterson Mah Jongg rule book. The game ends when one player declares two Mah Jonggs or when all the tiles from the Wall have been used.

## Adjustments

1. The Charleston is omitted.
2. Chows must be drawn unless ready to win.
3. Because Siamese Mah Jongg has only 2 players, Player 1 will play as both East and South and Player 2 will play as both West and North.
  - a. It may be helpful for players to place a die with a 1, 2, 3, or 4 on their racks respectively so declared Pungs, Kongs, and Mah Jonggs are placed on the correct rack.
  - b. Player 1 does not get paid double if East wins and does not pay double if East loses.

## Set Up

- Place tiles and racks from one Mah Jongg set on the table.
- Players sit opposite each other. Each player will need to use two racks. Players may use specially designed racks available at [www.siamesemahjongg.com](http://www.siamesemahjongg.com). Use standard racks to help build and curtsy the non-player walls.
- Building the walls, breaking the wall, identifying the Prevailing Wind, and building the Flower Wall should be done as normal.
- The deal begins with Player 1 taking the first set of 4 tiles from the wall. Player 2 takes 4 tiles and so on until each player has a total of 24 tiles on their two racks. To complete the deal, Player 1 takes a final 4 tiles then Player 2 takes 3 tiles. The result should be 28 total tiles on Player 1's racks and 27 total tiles on Player 2's racks.

## Playing the Game

- Player 1 calls for Flowers, and exchanges from the Flower Wall are made.
- Player 1 discards any tile to begin the *draw and discard* phase of the game.
- Player 2 draws a tile from the wall or claims the discard for a Pung, Kong, or Mah Jongg then discards. Play continues with Player 1 drawing a tile or claiming Player 2's discard for a Pung, Kong or Mah Jongg.
- When the first Mah Jongg is declared, that hand is exposed and verified. Then, that same player discards a tile from the other hand.
- The game continues until one player has two Mah Jonggs or all the tiles in the Wall have been used.

During the game, each player has full control of how many concealed tiles are distributed in their racks. In other words, the concealed tiles are interchangeable between racks. Once a Pung or Kong is declared, however, the Pung or Kong must be placed on a designated rack for the hand that it belongs to, as will subsequent Pungs, Kongs, or Mah Jonggs. Any exposed tiles must remain where placed. Flowers may be placed on either rack for the greatest value, but like Pungs and Kongs, they must remain where placed.

## Dead Hands

Declared Pungs or Kongs for two *different* hands cannot be placed on the same rack. If this happens, and it's noticed by the opponent, that hand will be declared dead. The player with the dead hand may continue playing the second hand.

If a player has two hands declared dead, the game ends. The erring player will pay the other player a penalty equal to the value of a Double Limit hand, if a Mah Jongg has not yet been declared. If the other player has declared a Mah Jongg, the erring player will pay the other player the value of a Triple Limit hand.

## Scoring and Payout

**Payout Option 1:** Use points and doubles on pages 29-32 in the Wright-Patterson rule book to determine score. Each player calculates the total for their winning and incomplete hands. The player with the lower score will pay the other player the difference between their scores using Wright-Patterson money chips.

**Payout Option 2:** Players receive payment for declared Mah Jonggs only. Incomplete hands do not get scored. The payout for the hands is as follows:

- Bouquet 25¢ or 500 points (immediate payment)
- Single Limit value 25¢ or 500 points
- Double Limit value 50¢ or 1000 points
- Triple Limit value 75¢ or 1500 points

Game Results	Payout
Wall Game	Players contribute 25¢ or 50 points to a pot for the player with the next Mah Jongg. The pot will increase with each Wall game.
One player has one Mah Jongg	Value of the hand (Single Limit, Double Limit, Triple Limit).
Each player has one Mah Jongg	Difference between the values of the two winning hands. If Payout Option 1 is in play, points for the second (non-Mah Jongg) hand should be included in the total value.
One player has two Mah Jonggs declared separately	Value of the hand for the first Mah Jongg plus double the value of the hand for the second Mah Jongg. If the opponent has a Mah Jongg, the value of that hand will offset the debt owed.
One player has two Mah Jonggs declared simultaneously (this is called a "double Mah Jongg")	Double the value of both hands. If the opponent has a Mah Jongg, the value of that hand will offset the debt owed.

## End-of-Day Tally (Wright-Patterson Mah Jongg green rule book)

For Option 1, see rule #38 on p.13 and p. 35.

For Option 2, tally all points then convert points to coins, if desired.

[Wright-Patterson Siamese Mah Jongg](#) videos can be seen on Mahjong Central's YouTube channel.