BEGIN-GAME (during the Charleston, 1st wall)
- Arrange tiles in order: Jokers, Flowers, Winds, Dragons, each Suit in numerical order; no spaces
- Multiples (i.e., pair, pung, kong) are more powerful than singles; if there are multiples in your hand, choose a category that uses the majority of them and keep tiles that fit that category regardless of suit
- If there are no multiples in your hand, visualize or arrange your tiles by category (e.g., 2468, 13579, 369) and then select the category that uses the majority of your tiles
- If the choice is still unclear, choose the Consecutive Run category and keep tiles within four consecutive numbers regardless of suit
- Below are best to worst case passing scenarios:
  1) A different numbered tile from each suit
  2) A single Wind or Dragon with mixed numbered and mixed suited tiles
  3) All the same category
  4) All the same suit
  5) White Dragons or Flowers (pass rarely)
  6) Like Numbers or Pairs (pass as last resort)
- Do not focus on which hand you are going to play until you have no discards
- Reassess your hand after each pass, especially if a new multiple forms

MIDDLE-GAME (drawing from the 2nd or 3rd wall)
- Stay concealed as long as possible
- Reassess your hand if a new multiple forms
- Do not claim a discard until you are ready to commit to a hand
- Ensure that you are not playing a concealed hand before claiming a discard
- Watch what other players are discarding and exposing to identify their category then adjust your strategy accordingly
- Commit to one category towards the end of the second wall
- Commit to a single hand towards the end of the third wall
- JOKER BAIT - Keep pairs, flowers, and dragons even if you do not need them; when someone makes an exposure with a joker, you may be able to make an exchange; get rid of them before the end of the third wall
- Redeem jokers from another player’s hand to prevent someone else from benefitting; leave at least one joker amongst their exposures to avoid paying for a jokerless hand

END-GAME (drawing from the 4th wall)
- If you are unable to win because the tiles you need are either in exposures or have already been discarded:
  o Do not claim discards for an exposure – it gives other players valuable information
  o Discard tiles that have been exposed or previously discarded; it’s best to discard number tiles where 3 are out (except Year tiles)
  o Discard jokers (jokers cannot be claimed)

TOURNAMENT PLAY (previous strategies apply)
- Lose small (do not discard the winning tile)
- Win big (play high scoring hands)
- When 100% certain, call other players dead

TELLS
- Never comment about your passes or hands
- Control your facial expressions and body language
- Change the way you arrange your tiles (i.e., discards on the right to discards on the left)
- Adjust your strategy based on observing other players:
  o Listen to what they say
  o Watch how they react to discards
  o Watch how they arrange their tiles
  o Note the types of hands they play

Instructions for long term use:
1. Print double-sided on 80 lb cover stock
2. Cut above the dotted line then trim edges to create a consistent margin
3. Tri-fold and hand out