

**Pie**

Most groups play for money. A "pie" is the pre-determined limit to the amount that a player can lose. For example, if the pie is \$5, players bring \$5 in quarters, nickels and dimes to the game. They pay winners the value of their hand, including penalties, from this pie. When their pie is gone, they continue to play but don't pay again until they win money back.

**Wall Game Kitty**

When a game ends in a draw, each player contributes a quarter into a dish. If any player loses their pie, their payment to the winner comes out of the kitty. If money remains in the kitty after the last hand, the money is held to the next game or it is divided equally and given back to the players.

**Player Rotation**

The first "East" is the rotating player. When the deal returns to the first East, East changes seats with the player on their right leaving the dice behind.

**Picking Ahead**

"Picking ahead" is when a player picks their tile before the previous player discards. Game-play is faster but it can get confusing so most groups don't allow it.

**Mush**

A "mush" is an optional exchange of tiles after the Charleston. Players who participate place up to 3 tiles in front of their rack and take back from the other players as many tiles as they put in.

**Atomic Hand**

If a player has a dealt hand with no flowers or jokers, they can attempt to create a hand of seven unique pairs. They have to declare that they are playing an "atomic" hand and place a marker on their rack as an indicator, usually a coin from their pie. If the player picks a flower or joker from the wall, they are disqualified and they announce that they are no longer atomic and they must switch to playing a hand on the card. The value of the hand is pre-determined by the group.

**Hot Wall**

The "hot wall" is the wall that remains in front of the dealer after the tiles have been dealt. If a player wins from a tile discarded while the hot wall is live, the discarding player must pay the value of the hand for all players.

**Cold Wall**

The "cold wall" is the wall that remains in front of the dealer after the tiles have been dealt. Players can only win by self-draw while the cold wall is live.

**5-Player Betting**

The 5<sup>th</sup> player sits out while the others play. After the Charleston, the 5<sup>th</sup> player looks at each hand and selects the player whom they think will win. The 5<sup>th</sup> player can bet on the wall if they think the hand may end in a draw. If the 5<sup>th</sup> player selects correctly, they receive the point value of the hand from the losing players. If they select incorrectly, they pay the point value of the hand to the winner. If the game ends in a draw and the 5<sup>th</sup> player bets on the wall, they receive the lowest point value on the card from the other players.

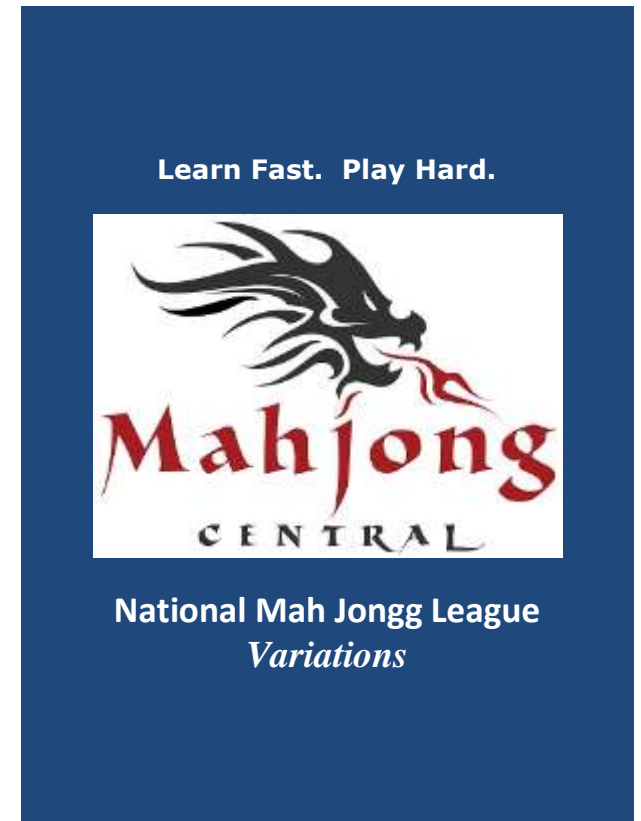
**3-Player Options**

When playing a 3-player game, the NMJL ruled to omit the Charleston. If players chose to include it, deal as normal (even to the missing player). The missing player's tiles are arranged in a "fresh-column" of 6 rows of 3 tiles each in front of the missing player's rack reaching to the center of the table (5 tiles must be supplemented from the draw wall). Create a "pass-column" by placing passes to the missing player next to the fresh-column. During the optional pass, the player across from the missing player exchanges up to three tiles from the pass-column. The tiles in pass-column are mixed and added to the front of the draw wall. The missing player is skipped during the drawing phase of the game.

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- 2. Cut above the dotted line then trim edges to create a consistent margin*
- 3. Tri-fold and hand out*