

Basic Game-Play

Set Up

- Find your seat (one of many variations)
 - Place one of each Wind tile plus the White Dragon face down in the center of the table; each player will pick a tile and reveal it in turn; if a player picks the White dragon, they pick a second tile.
 - The White dragon represents temporary East seat. The player who picked the East Wind tile sits in that seat. The other players seat themselves in order (ESWN) based on their tile.
 - East rolls the dice and counts players, starting with the East seat, the number on the dice then that player rolls the dice and counts in the same way thus identifying the first dealer.
- Mix all the tiles then stack them faced down 18 wide and 2 high in front of each player; walls are then pushed at a 30° angle towards the center of the table to form an inner square.

Deal the Tiles

- The dealer rolls two dice then counts the sum from their wall counterclockwise then the player at that wall counts from right to left the same number and creates a small divide in the wall.
- The dealer takes two stacks of tiles (four tiles total) to the left of the divide, the player on the right takes the next two stacks and so on until each player has 12 tiles.
- The dealer takes the top 1 & 3 tiles then each player takes one tile.
- Players expose Flowers then draw replacement tiles from the Flower wall beginning with the dealer followed by players in clockwise order.

Play

- The dealer starts by discarding a tile; any player can claim the discarded tiles but the required tiles must be in-hand to complete the meld; discards can be claimed in three ways:
 - Chow: 3 in sequence; claim discards only from left player.
 - Pung: 3 of a kind; claim discards from any player.
 - Kong: 4 of a kind; claim discards from any player, also need to take a replacement tile from the flower wall.
- If nobody claims a discard, the player to the right picks a tile from the wall and play continues until someone completes a valid hand.
- There are four rounds, one for each wind starting with East; if East wins the dice are kept, otherwise the dice are passed to the next player; when the dice return to the first East the next round begins.



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Quick Reference

Cantonese Hong Kong Old Style



Instructions for long term use:

1. Print double-sided on 60 lb cardstock
2. Cut above the dotted line then trim edges to create a consistent margin
3. Tri-fold and hand out