

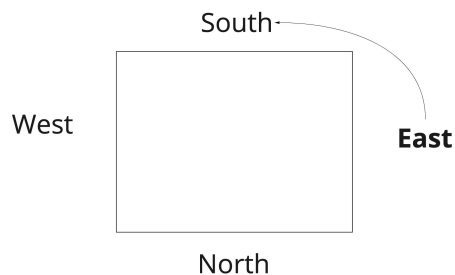
Mum's Mahjong Rules

Welcome to our house rules!

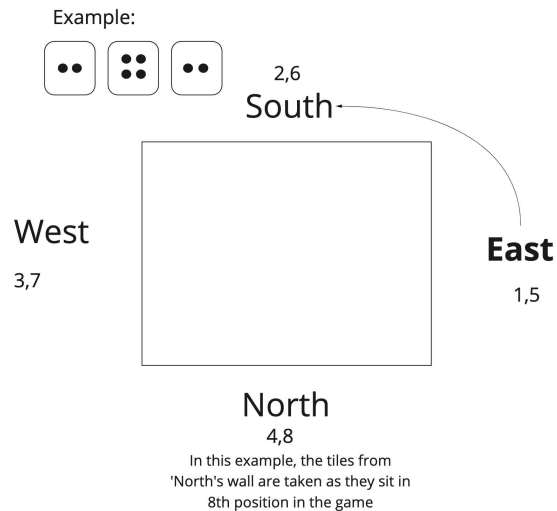
Everyone has a different style, set of rules and point scoring system. While these rules are Malaysian style with some HK thrown in, they might differ from yours so make sure you establish what rules you're following from the get go so everyone's aligned, and have fun!

Setting Up

- All four players build a wall (AKA the deck), two tiles high, 18 tiles long (be sure to remove the x2 blank tiles from the deck)
- Each player rolls the dice. The person with the highest number starts as the 'Chong' (AKA dealer) and is 'East'
- Running in an anti-clockwise direction, the person to the Chong's right is 'SOUTH', then 'WEST', then 'NORTH'.

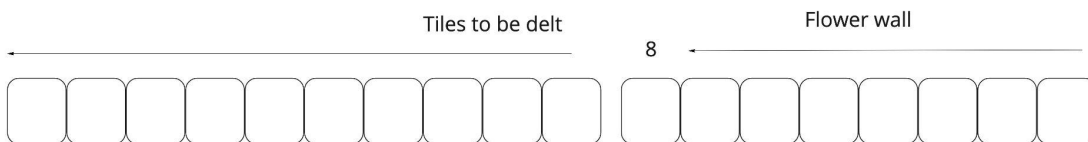


- The Chong / East rolls x3 dice
- Starting from the Chong / East, take the number on the dice and count the players in an anti-clockwise direction
- Once you land on a player, using the number on the dice, count along their wall, from their right to their left



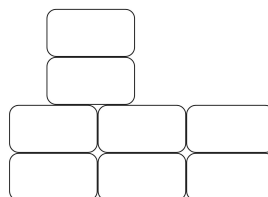
- The tiles on the right are now the 'flower wall' (bottom of the deck), while the tiles on the left are to be dealt (top of the deck)

Top down view



- To better identify the flower wall, take the first pair of tiles, and place them on top of the next pair of tiles.

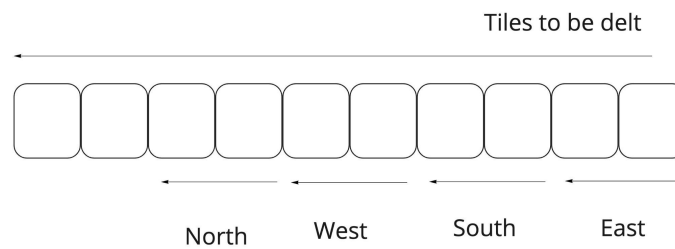
Side view



Dealing the tiles

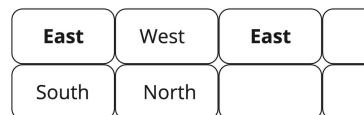
- Each player starts with 13 tiles. The Chong starts with 14 tiles because they'll draw first anyway.
- Begin with the Chong / East. They take 2 x 2 tiles, followed by South, West and North
- Repeat until each player has 12 tiles

Top down view



- East now takes the top first tile, and the top third tile ('jump')
- North, West, and South take ONE tile from the remaining tiles

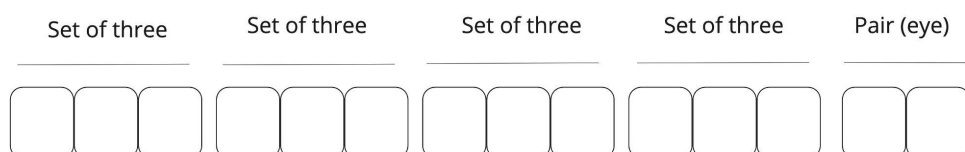
Side view



- Everyone sorts their own tiles.
- If players have flowers, these need to be shown, and then replaced with tiles from the Flower Wall.
- The Chong replaces their tiles from the Flower Wall first, followed by South, West and North.
- If a players draws another flower from the flower wall, they must wait until everyone has picked up their first round of flowers before drawing again.

The Aim of the Game

- The aim of the game is to 'Cau' or 'Game' by getting 4x sets of three, and pair ('eye')
- A set of three is either:
 - Triplets (ie three of a kind - 3, 3, 3 in the same suit)
 - Sequence (eg. 3 - 4 - 5 in the same suit)



- Keep in mind – there is only four of every tile so you need to keep an eye on what is being thrown out to determine the chance of you ‘gaming’ (ie. winning)
- There are also other fancy ways of winning which are more complicated eg:
 - All pairs (eyes)
 - All honour tiles
 - 1 and 9 of every suit plus a pair (eye)
 - Etc. But this gets really difficult. Will shelve these for now.

The Winds

The winds play two roles and only really matter 1) to keep the game moving, and 2) if you’re counting points:

1. **Own Wind:** Your wind/**position** in the Round
 - If the Chong loses, the the Own Wind of each player is rotated anti-clockwise
 - i. ie. If the Chong loses, ‘East’ gets passed onto the player on their right. This person, who was originally ‘South’, is now the new ‘Chong’, and their wind is now East.
 - If the Chong wins, everyone’s Own Wind stays the same.
2. **Prevailing Wind:** The wind of the Game
 - A Game starts in the East wind.
 - Once every player has had a Round being the ‘Chong’, the Prevailing Wind of the game passes to South (and then West, and then North)
 - Once you have run through a Game in all four winds, Mahjong is finished. This can take about 3 hours.

Playing

- To begin the game, the Chong throws out one tile
- The next player (South – *right* of the Chong) draws a tile from the wall or picks up the tile thrown out before them to complete a set, before throwing out one tile.. And so on..
- Tiles that are thrown out can be picked up by:
 - ANY player IF picking up that tile means they can “cau” (“game”)
 - ANY player IF they are able to make a Triplet. To do this, they must say ‘PONG’ and show their three-of-a-kind
 - The next player in line,, IF they are able to make a sequence. To do this, they must say ‘CHI’ (which means eat) and show their straight. If you are NOT the next player in line, you CANNOT ‘Chi’
 - If two people call for the tile, the person who ‘Pong’ overrules.

- Whoever picked up that tile, must then throw one out, and the game continues from them.
- If a player draws a flower tile from the wall, they must show this tile and replace it from the Flower Wall. They then continue the game by throwing out a tile.
- If in doubt about whether to draw or throw, count your tiles – you should always have 13 tiles while in play. To win, you need 14 (which will be the last tile you draw when you 'cau' ('game')).
- If two players go for the same tile to 'Cau' (Game), the next in line gets it.
- If the Chong wins, everyone's Own Wind stays the same.
- If the Chong loses, everyone's Own Wind changes – pass your Wind to the player on your right.
- Once the Chong passes back to the original starter of the game, rotate the Game's Prevailing Wind.

Don't get distracted!

Don't let others distract you. It is each player's responsibility to pay attention to the game. If Player X wants to call 'cau' or 'pong', but the next player in line has already drawn a tile, the play continues and Player X, misses out. Player X cannot pick up the same discarded tile by any other player, until the turn comes back around to the original discarder.

Brutal!

Four of a Kind (Kong)

A 'Kong' (four of a kind) happens if:

- You have a concealed Pong, and the 4th tile was obtained by someone throwing it out
- You have a concealed Pong, and the 4th tile was self-drawn from the wall
- You have a revealed Pong, and you self-draw the 4th tile from the wall

If you have a revealed Pong and someone throws out the 4th tile, you can't Kong.

If you get a 'Kong', you must immediately show it and the other players must pay you:

- 100 points for a Kong where the 4th tile was obtained by someone throwing it out
- 200 points for a Kong where the 4th tile was picked self-drawn from the wall

To continue the game, pick up a tile from the Flower Wall and throw out one tile.

If you win and have a Kong, it counts as half a unit.

Other Points [Introduce once the standard rules are understood and practiced]

- **Penalty Points:** Mistakes are penalised 100 points, and paid by the person who made the mistake, to each player. Mistakes consist of things like calling pong or cau incorrectly, ending up with the wrong number of tiles etc.
- If three consecutive players throw out the exact same tile, and the fourth player throws out the same tile, the FIRST player who threw out the tile pays everyone else 100 points. If the fourth player CANNOT throw out the same tile, THEY must pay everyone else 100 points.

What happens if we run out of tiles in the Wall?

A round concludes when you have 7 x2 remaining in the wall (so not all the tiles will be used - sorry!)

Scoring [Mum's Version]

Once you 'Game' or 'Cau', the winner counts their points / winnings:

- Win = 50
- Count unit points
 - Units = self-draw, all flowers, pong honour tiles (winds and dragons)
 - If you have a Kong, you get 0.5 unit
 - No. of units X 4
 - Then round up to closest 10
- Win + unit points = base
- Then count doubles - each of the below represents x1 double:
 - OWN flower
 - OWN wind if valid
 - Pong honour tiles (characters not winds)
 - Prevailing wind if valid
 - If you have ALL PONG that = 3x doubles
 - If you have ALL CHI ('Peng Orr') and it's PURE (NO flowers and NO honour tiles (the eye must also not be an honour tile)) = 1x double
- If you are Chong, everyone pays you double
- If you're not the Chong, only the Chong pays you double.

Scoring [World Series of Mahjong Version]

<http://mahjong.wikidot.com/rules:world-series-of-mahjong-scoring>

Table Etiquette

- Discarded tiles should be placed in a neat line in front of you so that all the players can see what has been discarded, by whom, and in what order
- When calling 'chi' from a discarded tile, the tile that was picked up should be placed in the middle of the trio (eg. if picking up a '6' with the intention of making a '4 5 6' run, you would place the tiles face up '4 6 5' to indicate the '6' was the picked up tile).
- If 'gaming', the tile that made your winning hand should be placed sideways, on top of the other tile(s) that made the final chi/pong/eye

Questions, comments, amendements?

Email me! j3ssalyn@gmail.com

ENDS