

<b>Special Hands</b>	<b>Fan</b>	<b>*</b>
Pairs: Seven unique pairs	4	C
Nine Gates: 111 and 999, 2-8 in one suit, any tile paired	10	C
All Honors: Four pungs plus a pair of Winds and/or Dragons	10	X
All Terminals: Four pungs plus a pair of all 1's and 9's	10	X
Thirteen Orphans: One of each Honor, 1 and 9 of each suit plus any tile paired	10	C
Little Four Winds: Pung of three Winds, pair of fourth Wind plus any pung or chow	10	X
Big Four Winds: Pung of each Wind plus any pair	10	X
Little Three Dragons: Two pungs of Dragons, pair of third Dragon plus any two pungs or chows	4	X
Three Great Scholars: Pungs of each Dragon with any set plus a pair	10	X
Jade Dragon: Pung of Green Dragons with three pungs and a pair of Bams	10	X
Ruby Dragon: Pung of Red Dragons with three pungs and a pair of Cracks	10	X
Pearl Dragon: Pung of White Dragons with three pungs and a pair of Dots	10	X
Hidden Treasure: Four concealed pungs, last tile self-drawn	10	C
All Kongs: Four kongs plus any pair	10	X
Heavenly Hand: East wins on dealt hand	10	C
Earthly Hand: Any player wins on first discard	10	C

\* C Concealed, X Exposed

1	2	3	4	5	6	7	8	9
一萬	二萬	三萬	四萬	五萬	六萬	七萬	八萬	九萬
Terminal	Simples						Terminal	

## Basic Instructions

### 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

- East rolls two dice then they count the sum from their wall counterclockwise. The player at that wall counts from right-to-left the same number and they create a break in the wall.
- East takes two stacks of tiles (four tiles) to the left of the break, the player on the right takes the next two stacks and so on until each player has 12 tiles. Then East 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 East followed by players in counterclockwise order.

### Play

- The object of the game is to complete a special hand or a hand consisting of four blocks and a pair. This player declares "mahjong".
- East discards a tile to start the game. Players can claim a discarded tile if they have tiles in-hand to complete a block (i.e. set, meld):
  - 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 a discard is unclaimed, the player to the right picks a tile from the wall and so on. The game ends when a player declares mahjong or the tiles in the wall are depleted.
- 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 original East, the next round begins.



## Quick Reference

## Cantonese Hong Kong Old Style



### Instructions for long term use:

- Print double-sided on 60 lb cardstock
- Cut above the dotted line then trim edges to create a consistent margin
- Fold