

Tea Base's Mahjong Instruction Booklet.

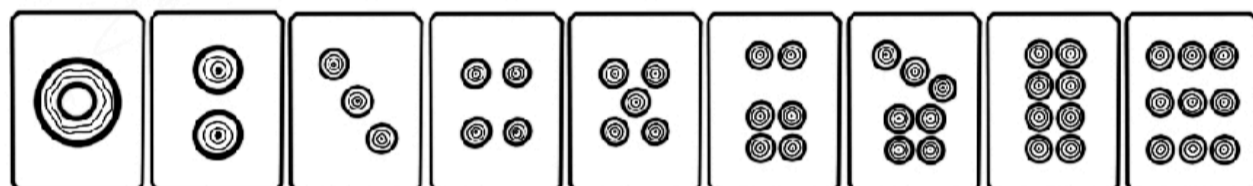


Mahjong

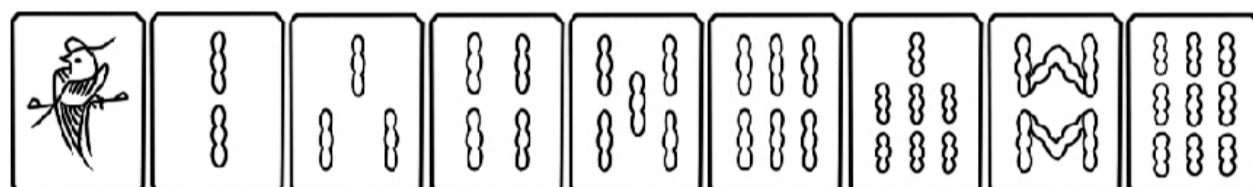
Mahjong is a tile-based game played in much of East and South-East Asia, originating sometime in the Qing dynasty. There are different rules in each location, although the version we play at Tea Base is the Hong Kong style. It is meant to be a gambling game, but most people only use chips to keep score. As a tool for social engagement, it is often seen as a game for seniors, like in the dozens of Mahjong halls in family associations in Toronto. It is used for us as a way of practicing Cantonese, connecting with others, and working the brain a bit.

Tiles

HK Mahjong has 144 tiles:



4 of each of numbers 1 to 9 in the Circles suit (tong zhi)



4 of each of numbers 1 to 9 in the Bamboo suit (sok zhi)



4 of each of numbers 1 to 9 in the 10,000's suit (maan zhi)



4 of each of the honour tiles of the compass: East, South, West, North



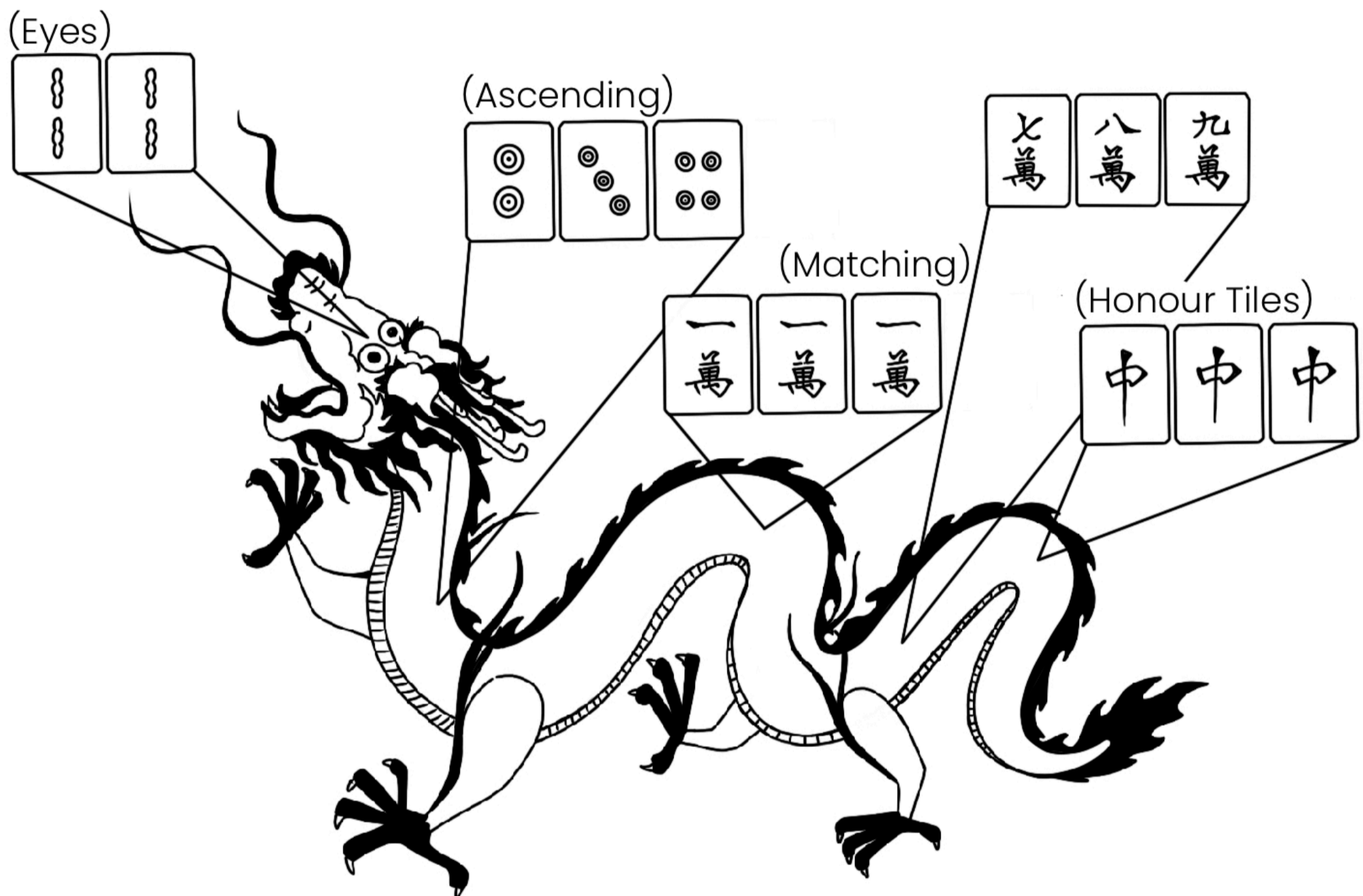
4 of each of the honour tiles of the dragons: Red dragon (hong zhong), Green dragon (faat chow), White Dragon (baak baan)



8 flower tiles

Goal

The goal of the game is to build a “dragon” of 14 tiles: 4 sets of 3 body parts and 1 pair of eyes. The sets of 3 can be formed 2 ways: either by ascending numbers or matching tiles. Honour tiles cannot ascend and can only be built in 3 or 4 of a kind. The nicer the dragon, the more points you win (see later points).



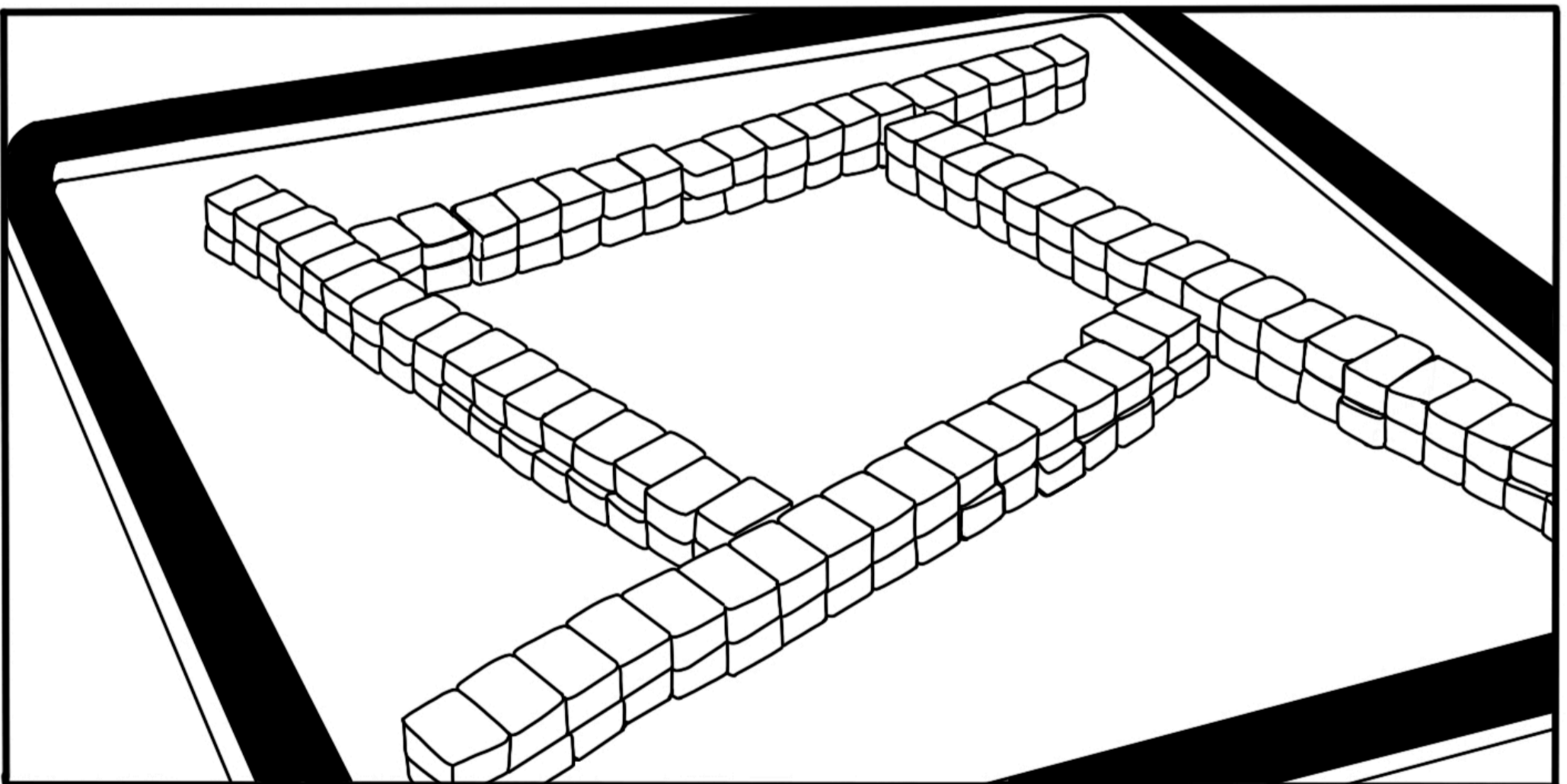
Things Needed to Play

- A small table, preferably square. Purpose-built Mahjong tables have edges that help you stack the tiles. Some of them are automated!
- A set of tiles, which usually includes 3 dice and 1 compass. If you don't have the tiles, you can re-label 3 decks of cards.
- It is ideal to gather 4 people (although you can play with as few as 2 people) around a square table.



Step 1: **Wash the Tiles.**

Not literally! This is how we call the portion where the tiles are face down on the table and are being mixed up by all players.

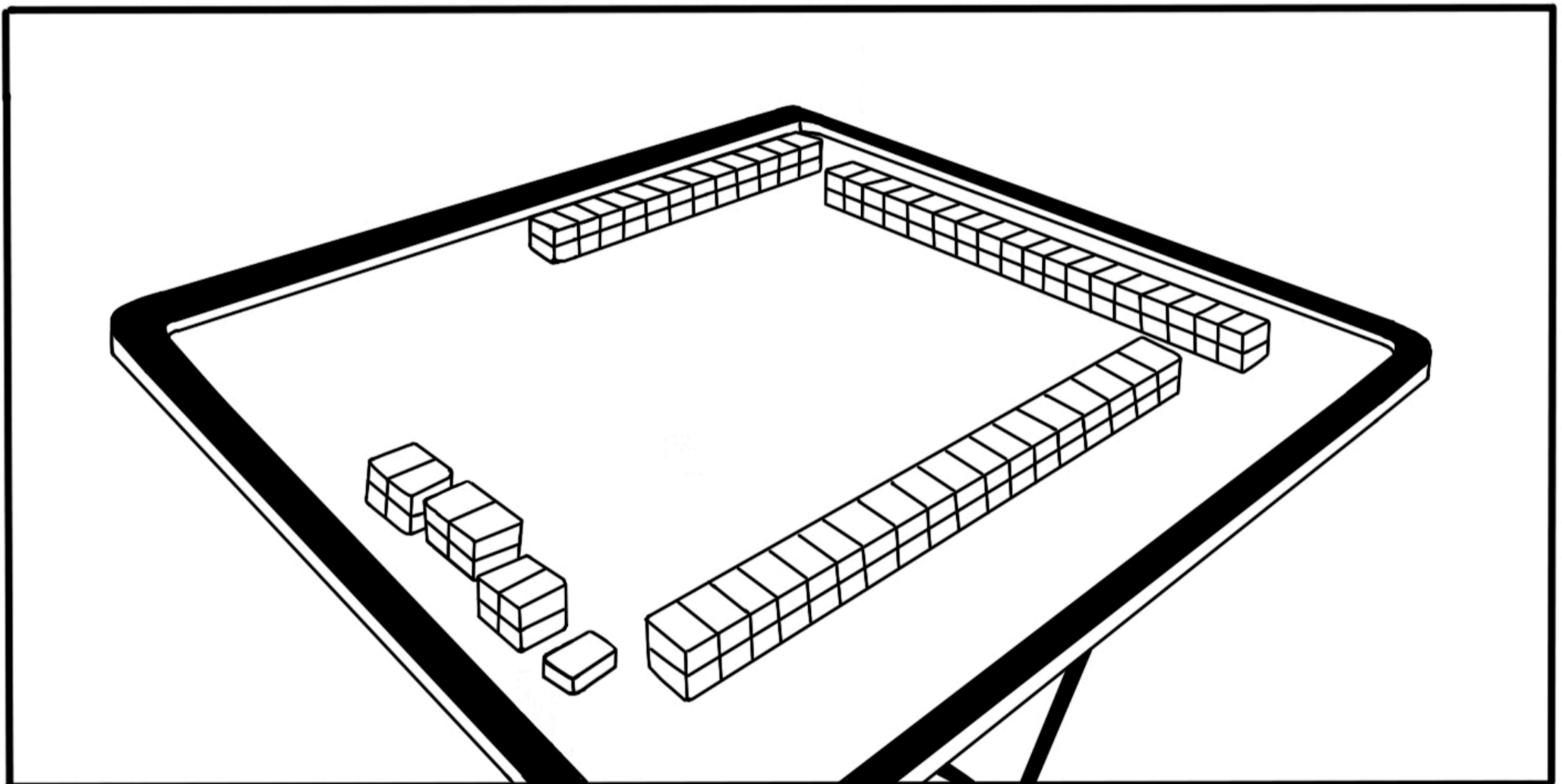


Step 2: **Stack the Tiles.**

Each player makes two rows of 18 tiles on your edge of the table. Put one row on top of the other. If you practice, you'll be able to do this all at once! Arrange the 4 stacks into a pinwheel shape.

Step 3: **Distribute the Tiles.**

The youngest rolls the 3 dice. They count counter-clockwise from themselves as number 1 to the total number from the dice. The player whose number that is counts the same number from inside their stack (the inside is the side touching the other tile stack). The first 4 tiles after that number is given to the dice roller, then the next 4 goes to the player to their right (counter-clockwise), and so on until everyone has 12 tiles. Then everyone takes 1, and the person who rolled takes an extra 1. So the roller has 14 tiles and everyone else has 13. Reveal your tiles only to yourself.



Step 4: **Arrange your Tiles & Take Out your Flowers.**

Arrange your tiles by suits (or whatever way makes you happy). If you have a tile that has a number in the corner and a flower in the center, put that aside, face up, and take another tile from the back of the deck (not where you were distributing the tiles). So everyone still has the same number of tiles to begin the game.

Step 5: **Start Playing.**

The person with 14 tiles goes first. The next person (counter-clockwise) has 3 options.

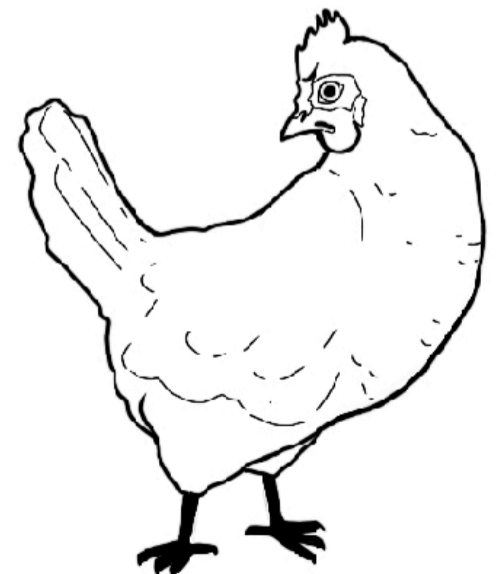
- 1) Take that tile if it completes a set in ascending numbers, at which point they would set it aside face up (Caution! This can only be done to the person playing right before you). This move is called seung in Cantonese.
- 2) Take that tile if it completes a set of 3 matching tiles, and set it aside. This move can be done any time to interrupt the order, and is called pong. If the order is interrupted, the player who goes next is to the right of the one who called pong.
- 3) The default is to draw from the deck. Once you have the new tile, you discard something from your hand (it can be the one they just picked from the deck). It's a game of give and take!

Step 6: **Continue until Someone Wins.**

The same process gets repeated until one person finds the 14th tile that builds a cohesive set of 4 triplets and 1 pair.

There are dozens of ways to win, for a more detailed scoring system and examples of winning hands, see **Scoring System** attached at end of document.

But if it's your first time, just try to build anything! In a competitive game, if a person has a combination of pong and seung from different suits, that is considered a chicken hand, worth 0 points.



Step 7: **Count your Points.**

This varies by location, but things that give you points include:

1 point - If you have your numbered flower (the number should correspond to your seat according to the roller, who is #1).

1 point - If you have no flowers

1 point - If you have no seung, nor pong (concealed hand) until you win

1 point - If you drew the final winning tile yourself

1 point - If you have a triplet of one of the honour tiles

1 point - if you have a four of a kind

1 point - if you have all ascending numbers (seung)

3 points - If you have all three of a kinds (pong)

3 points - If you have only one suit + honour tiles

6 points - if you have only one suit

13 points - if you get one of each honour tile + 1 and 9 of each suit (with a pair of any of these tiles).

All points can be stacked except for the 13 points.

Points are exponential in HK Mahjong. If one point is two dollars, then here are some examples:

1 point = \$2

2 points = $\$2 \times 2 = \4

3 points = $\$2 \times 2 \times 2 = \8

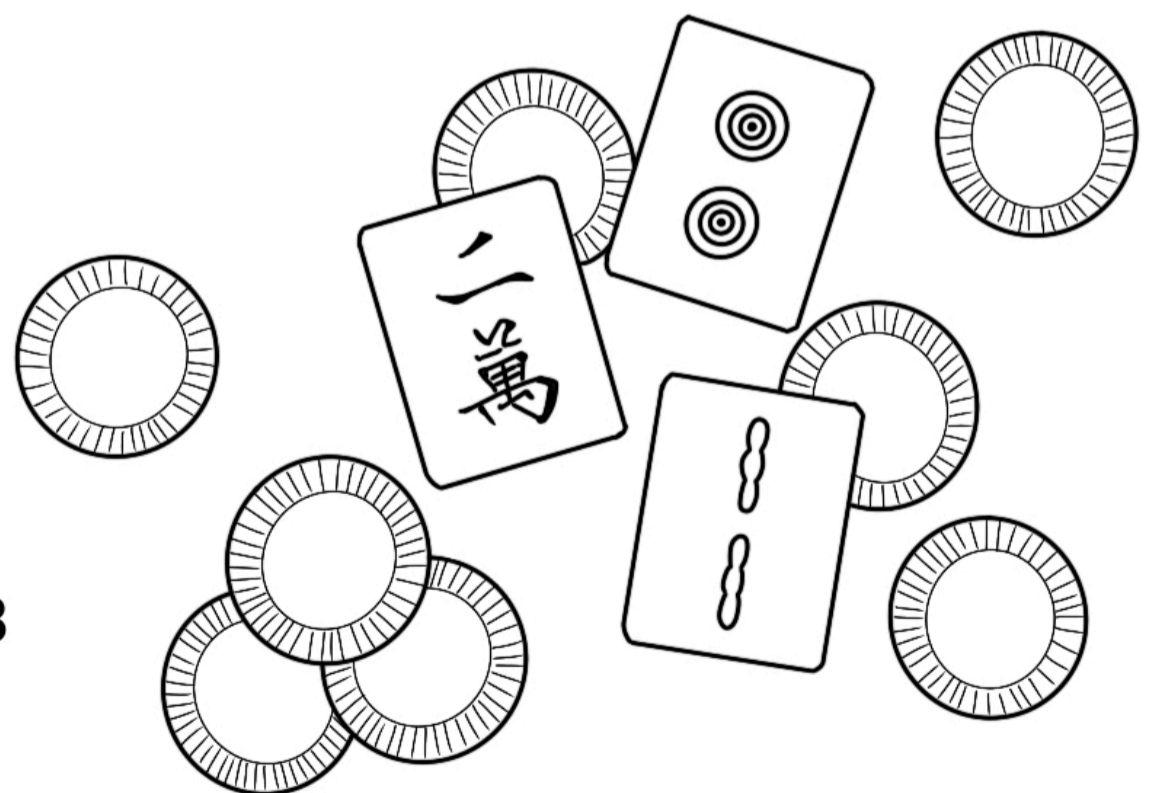
4 points = $\$2 \times 2 \times 2 \times 2 = \16

5 points = $\$2 \times 2 \times 2 \times 2 \times 2 = \32

6 points = $\$2 \times 2 \times 2 \times 2 \times 2 \times 2 = \64

7 points = $\$2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2 = \128

And so on.

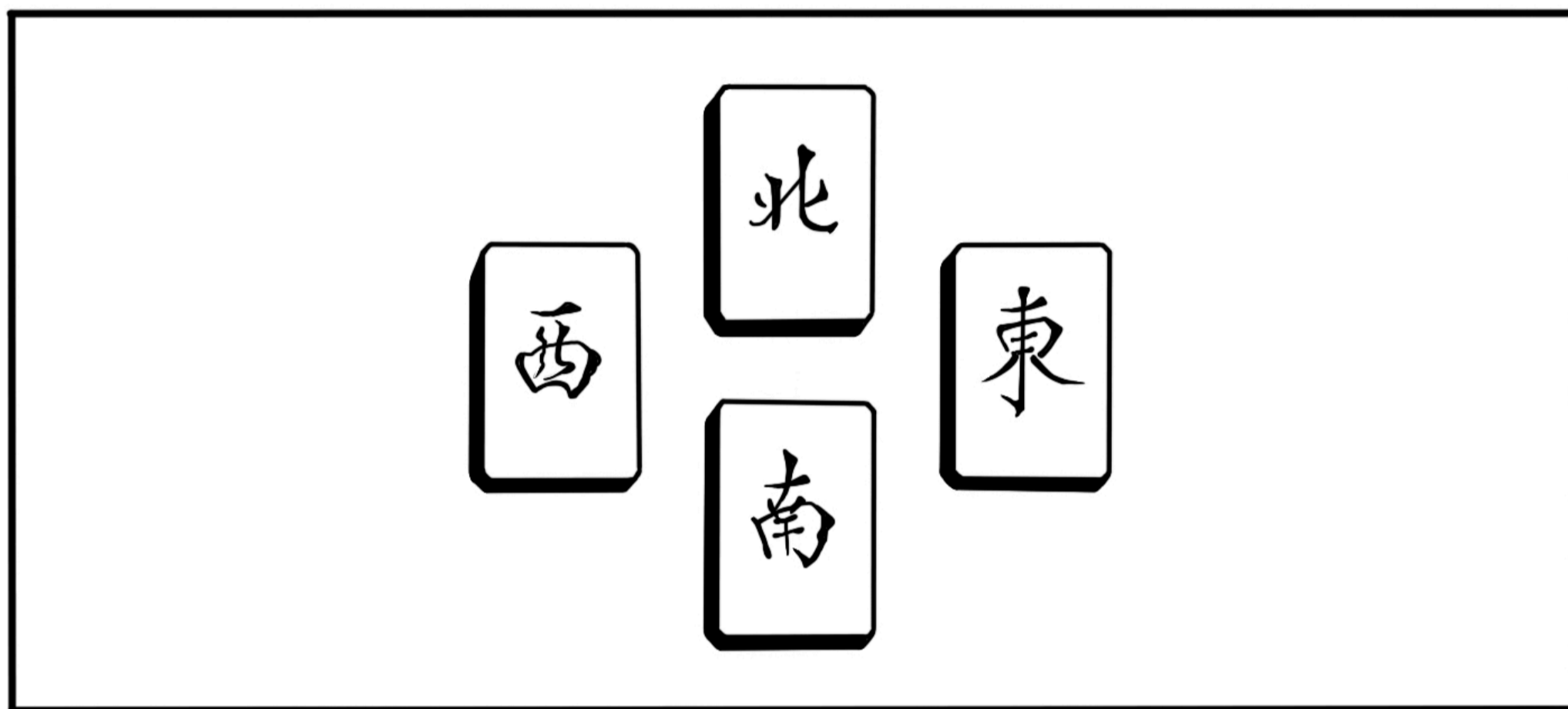


Only the person who gave the winner their tile pays the winner.

But if the winner drew the tile themselves, everyone else pays up.

Step 8: **Continue the Round.**

If the person who rolled won, they continue rolling the dice. If not, it goes to the person to their right. There are 4 rounds in HK Mahjong, each according to the compass winds. It begins with East. It changes to South when the person who began becomes the dice roller again (then to West, and then North). So there is a minimum of 16 hands played. The one with the most points at the end ultimately wins.



Troubleshooting.

- If you are short one tile or long one tile, you can't win! You probably forgot to take another tile when you set aside your flower or accidentally skipped your turn.
- If the last tile in the deck is drawn and no one has won, the game ends in a draw. The dice roll goes back to the same person

Mahjong is part luck and part skill. When you get better, you'll learn how to anticipate what people are looking for, stall games, and build a strategy. Good luck and have fun!

Scoring System 得分表

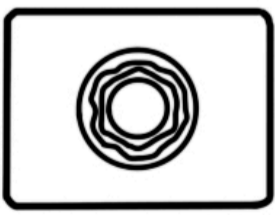
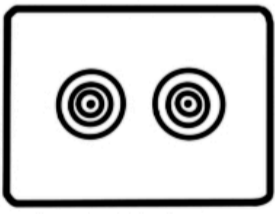
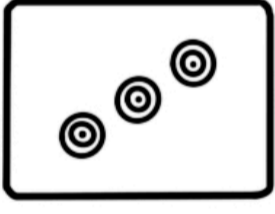
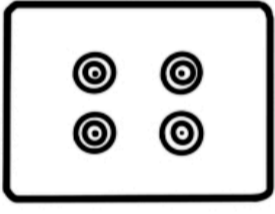
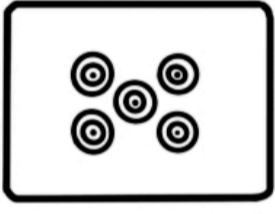
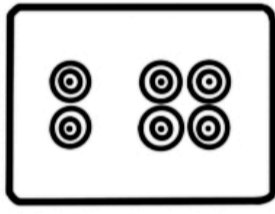
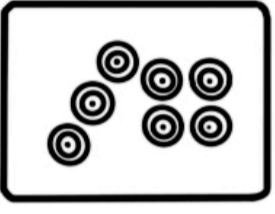
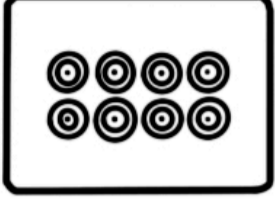
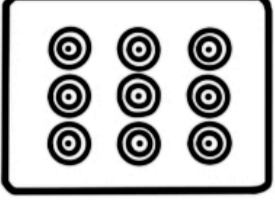

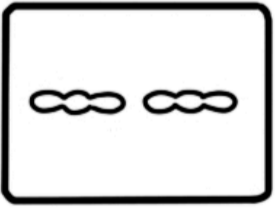
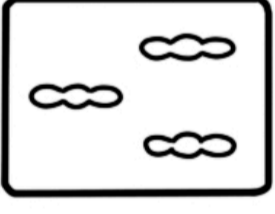
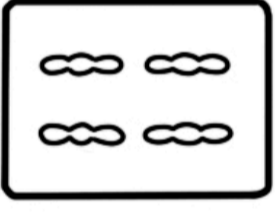
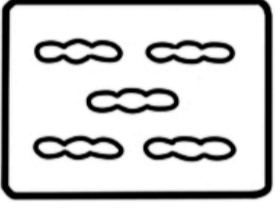
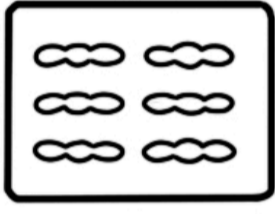
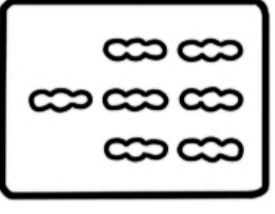
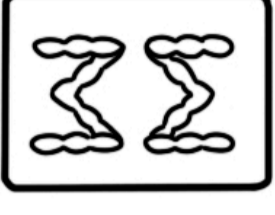
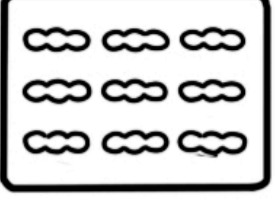


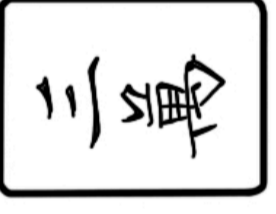






<p>0 fan</p> <ul style="list-style-type: none">• Chicken hand “gai wu” (a mix of suits + straights and three-of-a-kind).• If wind or honor tiles are used as eyes, the hand automatically becomes 0 fan.	<p>零番= 鸡糊</p>
<p>1 fan</p> <ul style="list-style-type: none">• Gong (four of a kind).• No flowers tiles.• The number on Flower tile corresponds with seat placement.• Wind tile sets that correspond with seat placement.• All concealed hand.• Common hand “ping wu” (a mix of suits + all straights).• Self draw winning tile.• Honor tile sets.• Robbing a gong (if someone gongs and it's the tile needed to win).• After a gong to win (the tile drawn from the gong is the winning tile).• Draw the last tile in the deck to win.• Wind and honor sets + one and nine tiles only.	<p>一番= 1.没有花牌; 2.花牌和座位的风位吻合 3.门前清; 4.平糊; 5.自摸; 6.番牌; 7.抢降; 8.降上自摸; 9.海底捞月; 10.花么九; 11.降</p>
<p>2 fan</p> <ul style="list-style-type: none">• A full set of flowers of one kind (1,2,3,4).	<p>二番= 一台花</p>








Scoring System 得分表 Contd.

<p>3 fan</p> <ul style="list-style-type: none"> • Three of a kind only “dou dou wu.” • All wind and honour tiles + one suit “won yut sick.” 	<p>三番=</p> <ol style="list-style-type: none"> 1.对对糊; 2.混一色
<p>5 fan</p> <ul style="list-style-type: none"> • 3 junior chiefs (at least 8 honor tiles to win). 	<p>五番=</p> <p>小三元</p>
<p>6 fan</p> <ul style="list-style-type: none"> • 4 junior happiness (at least 11 wind tiles to win). 	<p>六番=</p> <p>小四喜</p>
<p>7 fan</p> <ul style="list-style-type: none"> • One suit only. • 7 pairs. 	<p>七番=</p> <ol style="list-style-type: none"> 1.清一色; 2.七对子
<p>8 fan</p> <ul style="list-style-type: none"> • 3 grand chiefs (at least 9 honour tiles to win). • After second gong to win (two gongs in a row and the tile drawn from second tile is the winning tile). • All eight flowers = instant win even if you have an incomplete hand. • A concealed hand and all three-of-a-kind only. 	<p>八番=</p> <ol style="list-style-type: none"> 1.大三元; 2.降上降自摸; 3.大花糊(集齐八只花牌即食糊); 4.坎坎糊(四暗坎)

Scoring System 得分表 Contd.

<p>10 fan</p> <ul style="list-style-type: none">- All honor and wind tiles only.- One and nine tiles only.	<p>十番=</p> <ol style="list-style-type: none">1.字一色;2.清么九
<p>13 fan</p> <ul style="list-style-type: none">- Heavenly Hand (whoever is sitting in east and opens their hand to a win at the start of the game).- Earth Hand (if someone wins from the first discard of the game).- 4 Grand Happiness (at least 12 wind tiles to win).- 13 orphans "sup sam yew" (one of each wind and honour tiles + one and nine from each suit to win).	<p>十三番=</p> <ol style="list-style-type: none">1.天糊;2.地糊;3.大四喜;4.十三么

	1-yut	2-yee	3-saam	4-sei	5-mm	6-luk	7-ts'at	8-ba'at	9-gau
DOTS (筒子) "tung zi"									
	yut tung	yee tung	saam tung	sei tung	mm tung	luk tung	ts'at tung	ba'at tung	gau tung
BAMBOO (索子) "sok zi"									
	yut sok	yee sok	saam sok	sei sok	mm sok	luk sok	ts'at sok	ba'at sok	gau sok
CHARACTERS (萬子) "maan zi"									
	yut maan	yee maan	saam maan	sei maan	mm maan	luk maan	ts'at maan	ba'at maan	gau maan

	EAST	SOUTH	WEST	NORTH	RED DRAGON	GREEN DRAGON	WHITE DRAGON
HONOUR TILES (番子) "faan zi"							
	dung	naam	sai	buk	hung zung	faat choi	baak baan