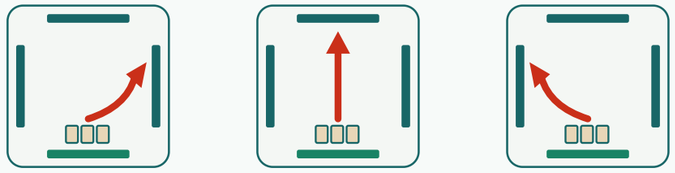
1. **Match the tiles.** Match every number and letter in the line, and follow its notes.
2. **Match the colors.** On the card, one color means one suit and different colors mean different suits. You choose which suits to use. The ink colors on your tiles don't matter.
3. **Check X or C.** X means you may call discards to expose groups. C means the hand stays concealed: call a discard only to win.

**Card legend:**

- **F** Flower · **D** Dragon · **N E W S** Winds
- **0** = Soap, used as a zero (for example, in year hands)
- When a line shows a D in the same color as a suit, use that suit's Dragon: Red with Craks, Green with Bams, Soap with Dots.

### The Charleston: trade before you play




Everyone passes 3 tiles, face down, three times:
**Right** → **Across** → **Left**.

- Set out your 3 tiles before you pick up the ones passed to you.
- **Never pass a Joker.**

## 4 Play a round

**Draw one, discard one, until someone completes a hand on the card.**

### Your turn

**Draw a tile** → **Discard a tile** → **Next player** on your right

East starts by discarding one tile. Play moves to the right. On your turn, draw one tile from the wall. If it completes your hand, say "Mahjong!" Otherwise, discard one tile face up and say its name. You then hold 13 tiles, including exposed groups.

### Calling a discard

A call claims another player's most recent discard.



Call promptly, even out of turn, before the next player racks their draw, discards, declares Mahjong or exchanges a Joker.

**To expose a group in an X hand:** say "Call" to take one tile that completes a group of 3 or more identical tiles shown on your card. Expose the whole group on your upper ledge, then discard. Do not draw; play continues to your right.

**Singles, pairs and C hands:** call only when that one tile completes your entire winning hand.

**Groups of identical tiles**

| 3 | 4 | 5 | 6 |
|---|---|---|---|
| **Pung** | **Kong** | **Quint** | **Sextet** |

### Jokers

- A Joker can stand in for any tile in a group of 3 or more identical tiles.
- A Joker can never be used in a single or a pair.
- A discarded Joker can't be called.

### Win: "Mahjong!"

When a tile you draw or the most recent discard completes your exact 14-tile hand on the card, including exposed groups, say "Mahjong!" If claiming a discard, take **just that one tile**, even for a single, pair or C hand. Do not discard again. Lay out your whole hand for the others to check.

After the hand is confirmed, use scoring chips to settle the round according to the hand value and your agreed scoring rules.

### What happens if we run out of tiles?

If the wall runs out before anyone completes a winning hand, this round will have no winner. You may start fresh by mixing the tiles again.

### Next game

The East seat passes to the right. Mix the tiles and build again.

### More from porcelain

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Independent guide by porcelain. Not affiliated with the National Mah Jongg League. Annual card sold separately.



porcelain

AMERICAN MAHJONG

# Welcome to the table.




let the game begin in style

# 1 In the box

**Meet your porcelain set.** Familiar tiles, a fresh look.

### The three suits



Craks · Bams · Dots

Each suit runs 1 to 9, with four of each number.



1 Bam · 2 Bam · 3 Bam

The 1 Bam is a bird, not a bamboo stick.

### Honors and specials



**Winds:** East, South, West, North.



Red · Green · White (Soap)

**Dragons:** each Dragon belongs with one suit. Red goes with Craks, Green with Bams, and White (called Soap) with Dots.





**Flowers:** every flower design counts as the same tile.





**Jokers:** look for the JOKER label.



**Blanks:** spares for replacing lost tiles. Not Soap; not used in play.

### Tile count

| Tile type | Tiles |
|---|---|
| Craks (characters): 1–9, four of each | 36 |
| Bams (bamboo): 1–9, four of each | 36 |
| Dots (circles): 1–9, four of each | 36 |
| Winds: East, South, West, North, four of each | 16 |
| Dragons: Red, Green, White (Soap), four of each | 12 |
| Flowers | 8 |
| Jokers | 10 |
| Blanks (spares) | 6 |
| **Total in the box** | **160** |



**Before you play:** set aside the 6 Blanks and 2 of the Jokers. You play with **152 tiles**, including 8 Jokers.

### Also in the box

| Item | Qty |
|---|---|
| Racks, each with a pusher | 4 |
| Dice | 2 |
| Table mat | 1 |
| Bag | 1 |
| This guide | 1 |

### Not included

**The annual National Mah Jongg League (NMJL) card.** American mahjong is played from a card of winning hands that changes every year. Everyone at the table needs a copy of the same edition.

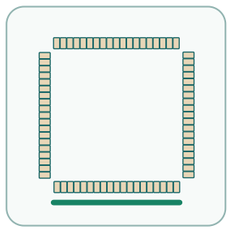
# 2 Set up

**Four players. Thirteen tiles each.**

### 1. Sit and mix

Spread the mat. Sit one player on each side, each with a rack facing inward. Turn all 152 tiles face down and mix them well in the center.

### 2. Build the walls



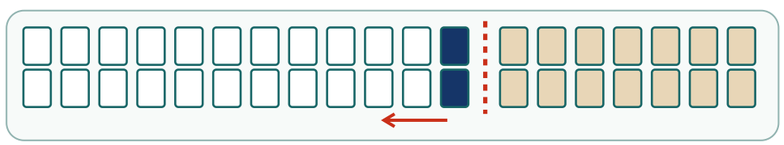
Each player builds a wall 19 stacks long and 2 tiles high in front of their rack. Push the four walls together to form a square.

**Pusher:** line the wall up against its straight edge, then slide the wall gently toward the center.

### 3. Choose East and break the wall

Choose one player to be **East**, the dealer. East rolls two dice and adds them up. East counts that many stacks from the right end of their own wall and separates the wall there.

Dealing starts at the stacks just left of the break. The short section on the right is drawn last.



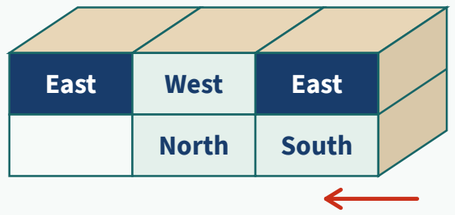


### 4. Deal

Starting with East and moving right, each player takes 2 stacks (4 tiles) at a time. Go around three times, so everyone has 12 tiles.

East takes the top tiles from the first and third stacks. South, West and North then take one tile each, as shown.

**Final tiles: the jump deal**




**East now has 14 tiles. Everyone else has 13.**

### 5. Arrange your rack

Stand your tiles on the rack facing you, sorted however helps you. When a wall runs out during play, push the next wall in line forward and keep drawing.




**Rack:** keep your hidden tiles on the sloped front. Later as you play, you will place exposed groups on the upper ledge.

# 3 Pick your hand

**Look at your tiles, find a hand on the card, then trade toward it.**

### Read the card

| READING EXAMPLE | VALUE |
|---|---|
| FF 2222 5555 8888 (Any 2 Suits) | X 25 |

Tile groups · Suit colors · exposed vs. concealed and hand value

14 tiles. Original teaching example, not an official card hand; value illustrative.

Each line on the card is one complete winning hand of exactly 14 tiles. Pick one or two lines that are close to your tiles.