



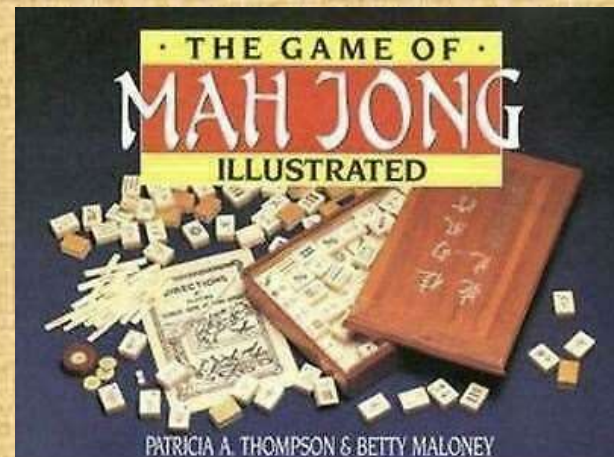
**4 Fun-loving Players and
a Table**



2/3 dice



144 Mahjong Tiles

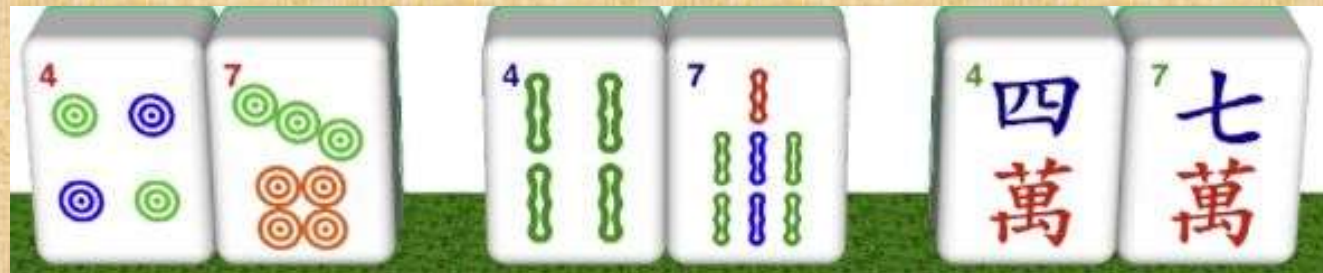


**A rule book helps (beginners
and the experienced)**

THE SET OF MAHJONG TILES

The full set of tiles consist of 144 tiles. They are broken into three main types:

SUIT TILES



Circles

Bamboos

Characters

HONOUR TILES



Dragons

Winds

BONUS TILES



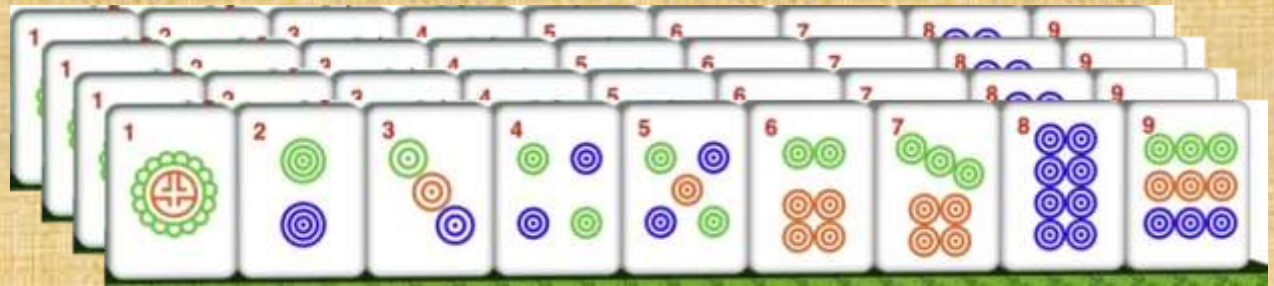
Flowers Seasons

FIRST THE SUIT TILES

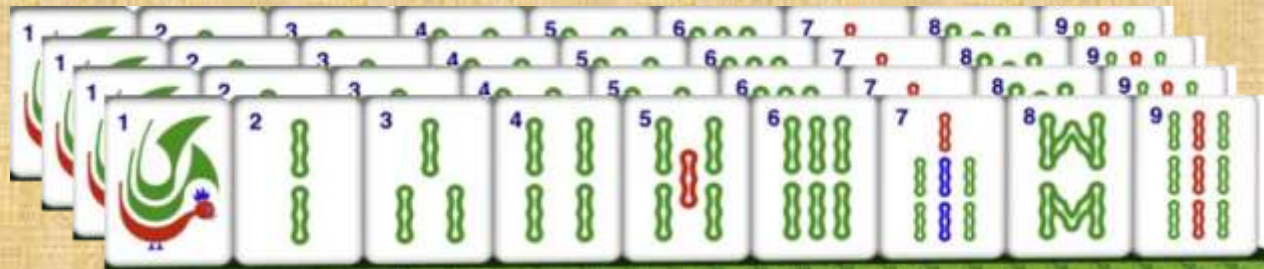
Three Suits: Each suit has 4 sets of tiles numbered 1 - 9.

Total number of suit tiles $4 \times 36 = 108$

Note: Suit tiles numbered 1 and 9 are considered as Honour tiles



Circles



Bamboos



Characters

THE REST OF THE TILES

HONOUR TILES



White Green Red
Dragon Dragon Dragon



East South West North
Wind Wind Wind Wind

BONUS TILES



THE REST OF THE TILES

HONOUR TILES

The Dragon Tiles (3 off) has 4 sets of tiles $4 \times 3 = 12$ tiles.

The winds Tiles (4 off) has 4 sets of tiles $4 \times 4 = 16$ tiles.

Honour Tiles total is $12 + 16 = 28$ tiles

Dragon Tiles



White Dragon
Green Dragon
Red Dragon

Wind Tiles



East Wind
South Wind
West Wind
North Wind

BONUS TILES

Bonus Tiles: The Season Tiles (4 off) = 4 tiles.

The Flower Tiles (4 off) = 4 tiles.

Bonus Suits tiles is $4 + 4 = 8$.

Season Tiles



Spring Summer Autumn Winter

Flower Tiles



Plum Orchid Chrysanthemum Bamboo

Total Number of Mahjong Tiles : Suit Tiles(108)+ Honour Tiles(28)+Bonus Tiles(8) =144

BEFORE START OF PLAY



Shuffle The Tiles

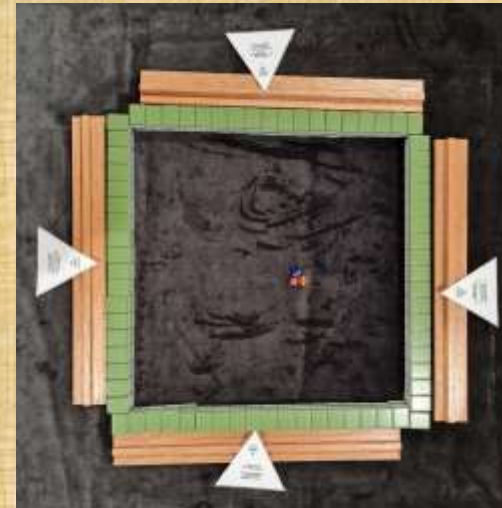


Build and Place
The Walls

Each Player builds a wall
18 tiles long 2 tiles high

Decide the players "Wind" Positions

The Dice is Thrown by each player
Highest Throw decides who is East
Wind and the wind cards are placed
by each player i anticlockwise



Wind Cards

East #1. South#2, West
#3, North #4



WIND CARD RULES

East
Wind
#1

Double points
#1 – Plum,
Spring
Choose the
dealer to
break the wall
Position
1,5,9,13,17

West
Wind
#3

Double points
Chry-
santhium, Autumn
Choose the dealer
to break the wall
Position 3.7.11.15

South
Wind
#2

Double points
#2- Orchid,
Summer
Choose the dealer
to break the wall
Position
2,6,10,14,18

North
Wind
#4

Double points
#2- Bamboo,
Winter
Choose the dealer
to break the wall
Position 4,8,12,16

BREAKING OF THE WALL not yet finished

The East Wind Player Decides who Breaks the Wall

The Dice are Thrown by the East
Wind player-the player who breaks
the wall is decided by the number
thrown i.e $6+5+4=15$



From information on the wind cards
it is the West Wind Player who
breaks the wall

Objective of the Game

The objective of the game is to collect tiles to form a Mahjong hand. Players take turns picking one tile from the wall and discarding one tile. When a player picks up a tile that gives a valid Mahjong hand, the player wins.