

MAHJONG

Instructions

Number of Players: 4

Aim of the Game: The first to complete a valid hand of **14 tiles** declares "Mahjong".

Contents:

Dice: 3 number dice, 1 azimuth dice.

Tiles: A standard Mahjong set consists of 144 tiles, which are divided into several types:

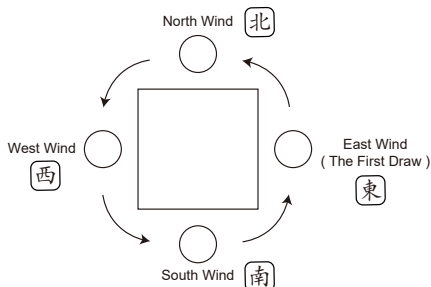
	1	2	3	4	5	6	7	8	9
Bamboos:									
Characters/ Numbers:									
Dots:									
Winds/ Dragons:									
Honour { Flowers/ Seasons:									

Setting Up the Game:

1. Determining the seats: All players roll the azimuth dice to determine seats: East, South, West, and North.

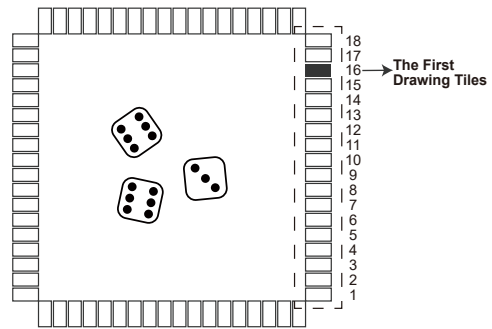
The East Wind will be the first to play.

2. Shuffling and building the wall: Place all the tiles face down on the table and mix them thoroughly. Each player builds a wall of 18 stacks, with 2 tiles per stack. Total: 144 tiles (18 stacks × 2 layers × 4 walls).



3. Determining the Cutting Position:

The first player rolls three dice, and the sum determines the starting position for drawing tiles. For example, if the dice roll results are 3, 6 and 6, the total is 15. The first player starts counting counterclockwise from their side of the wall, and will start drawing tiles from the 16th column.



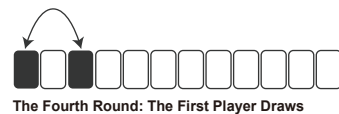
4. Draw the Tiles:

The first player starts from the 16th column and draws 4 tiles. The other players take turns drawing 4 tiles each. After three rounds, each player has 12 tiles.

The first player then draws 1 tile, skips 1 tile, and then draws another 1 tile (a total of 2 tiles).

The other players each draw 1 tile in turn.

At the end of this process, the first player has 14 tiles, while all other players have 13 tiles.



How to Play:

The first player begins by discarding a tile. On each turn, a player draws 1 tile (from the wall or discard pile) and then discards a tile. Players may claim a discarded tile to form a Pong, Chow, or Kong, but must do so before the next player draws.

Each player must maintain a hand of 13 tiles at all times, so any excess tiles must be discarded accordingly.

Claiming for a Pong:

If no one declares Mahjong, any player who can form a Pong (three identical tiles) with the discarded tile may claim it. The player calls "Pong", reveals the two matching tiles from their hand, and places all three face-up. The player then discards a tile of their choice, and the turn passes to the right.




Claiming for a Chow:

If the discarded tile is not used for Mahjong, a Pong, or a Kong, a player may claim it for a Chow (three consecutive tiles of the same suit). This can only be done at the start of that player's turn. The player calls "Chow", reveals the completed sequence, and places it face-up. They then discard a different tile, and play continues as usual.

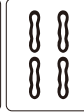
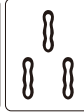
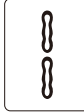
Claiming for a Kong:

Some players also play with Kong (four of the exact same tile). If a player completes a Kong using a discarded tile, they call "Kong", reveal the three matching tiles from their hand, and place all four face-up. That player immediately draws an extra tile from the wall back end before discarding.





If no one claims the discarded tile, the next player draws a tile from the wall. If this tile does not complete Mahjong, the player must discard a tile face-up.



Pong
(three identical tiles)



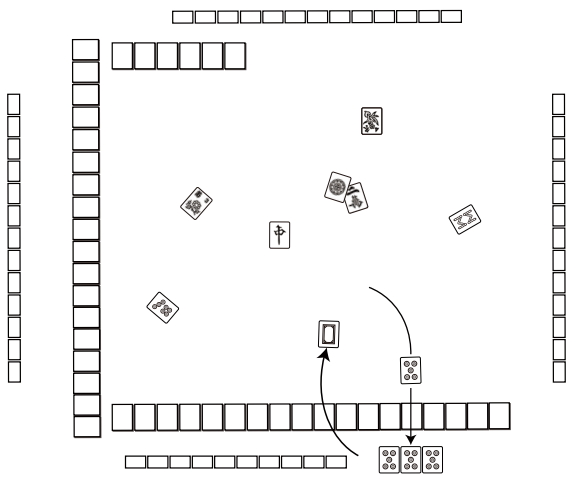
Chow
(three consecutive tiles of the same suit)



Kong
(four of the exact same tile)

Flower and Season Tiles (Optional):

When a Flower or Season tile is drawn, it is immediately placed face up, and the player draws a new tile from the back wall.






Win the Game (Declaring Mahjong):




A player who is the first to complete a valid hand of **14 tiles** (consisting of 4 sets and 1 pair. A set can be a **Pong** or a **Chow** or a **Kong**) declares "Mahjong" and wins the game.

- **Self-Draw:** A player completes their hand by drawing the final tile from the wall.
- **Claimed Mahjong:** A player can win by completing their hand with a tile discarded by another player.




Example: A valid hand of 14 tiles (4 sets and 1 pair).






Pong





Chow



Chow



Pong




Pair

K: 43-545-551 | T: 70-989-168

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**WARNING:** CHOKING HAZARD
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WARNING: FOR SAFETY REASONS, REMOVE ALL TAGS,
LABELS AND PLASTIC FASTENERS BEFORE GIVING THIS
TOY TO YOUR CHILD.