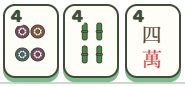
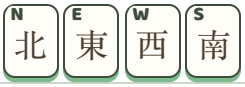
American mahjong cheat sheet

The rules you look up most, on one page. Keep it beside your rack.

1 The set: 152 tiles

	Dots, bams, craks 1 to 9, four of each	108
	Winds four of each	16
	Dragons four of each	12
	Flowers and jokers 8 of each	16

Dragons match suits: red with craks, green with bams, white (soap) with dots. Soap is also the zero in a year.

2 The deal

- Each player builds a wall 19 stacks long, 2 tiles high.
- East rolls two dice and breaks East's wall that many stacks from the right end.
- Take 4 tiles at a time, three times around, East first, moving to the right.
- East then takes the first and third top tiles. Everyone else takes one.
- East has 14 tiles. Everyone else has 13.

3 The Charleston: passing before play

Always 3 tiles, face down. Never pass a joker.

First (required): Right → Across → Left

Second (only if all agree): Left → Across → Right

Courtesy: Across, 0 to 3 tiles

- Blind pass: on the last pass of each Charleston you may pass along 1 to 3 of the tiles coming to you without looking.
- Courtesy pass: the lower number offered is the number traded.

4 Your turn

Draw → Trade for a joker, if you can → Discard and say its name

- Play moves to the right (counterclockwise).
- East starts by discarding, with no draw.
- A discard is final once it is named or touches the table.

5 Jokers



A joker may fill a group of 3 or more identical tiles.

- Never in a pair, never as a single tile.
- A discarded joker is dead. Nobody may call it.
- Joker exchange: on your turn, swap the real tile from your rack for a joker in anyone's face-up group, yours included.

6 Calling a discard

Only the newest discard, and only until the next player racks a tile or discards.

You may call for	a group of 3 or more your hand needs (pung 3, kong 4, quint 5, sextet 6), or mahjong
Never for	a single tile or a pair, unless it gives you mahjong
Then	lay the group face up on your rack and discard
Two callers	mahjong wins; if not, the player next in turn

A hand marked C (concealed) allows no calls except for mahjong.

7 Who pays what

How the hand was won	Discarder pays	Others pay
On a discard	2 × the value	the value
Self-picked from the wall	no discarder	2 × the value, all three
No jokers in the hand	double everything again (not for singles and pairs hands)	
Wall runs out, no winner	nobody pays	

The value is the number printed beside the hand on your card.

Standard American rules. House rules vary. Not affiliated with the National Mah Jongg League.