

Mah-Jongg *for Kards*

the WorldWide famous Chinese game TM

For 4 opponents , age 12 and above

This game includes:

144 Mah-Jongg Cards (Kards)

3 Game Dices

6 packs for the Kards

1 Four Winds dial

In Mah-Jongg we use those terms:

Concealed part of the hand : The Kards that the player hold in his hand

Melded part of the hand : The Kards that the player put on the table

The Wall : The Mah-Jongg Equivalent to Card Deck , it's built in the shape of a square with side of 18 Kards.

The Goal of Mah-Jongg:

The goal of this game is to complete a Mah-Jongg by creating groups from Kards in the Concealed and Melded part of the hand plus a pair of identical Kards , thus not leaving Kards outside the groups or the pair. This groups could be completed from the wall in each player's turn or by taking discard of another player . Of course this is regulated by the game's rules. The players take a sit in a directions that represent the four winds.

In addition there are several Mah-Jonggs that are of exceptional structure and there given differently than the regular ones.

The game goes by the direction of the clock : first the east , then the south etc.

When the player succeeded in collecting and completing the Kards that needed in order to go 'Mah-Jongg' , He declares “want to finish” and if the Mah-Jongg is real , he wins the round and then the score is calculated and the game continue to the next round.

There are two option to play the game , the first option is to play “regular” game that lasts only four rounds and there is another option to play “Complex” (Extended) game of 16 rounds. But often rounds are added to the game , if the game ends with a tie (i.e. Nobody achieved Mah-Jongg and there any playable Kards in the wall) or when someone declares false Mah-Jongg (and the round restarted).

Constitution of the 144 Kards

The Kards divided into two types : 136 regular Kards and 8 season & flower Kards (Extra Kards).

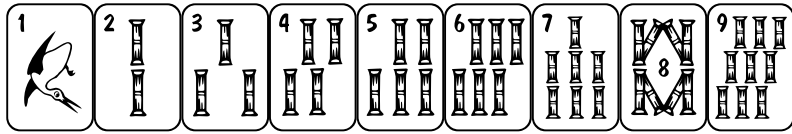
Regular Kards:

There are 136 regular Kards that consists of two series (suit) type: Honor and Simple .

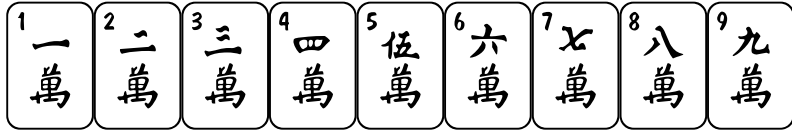
Simple series (suits)

Every simple suit consists of 36 cards : four one Kards , four 2 Kards and so on until 9 , thus this type has 108 Kards.

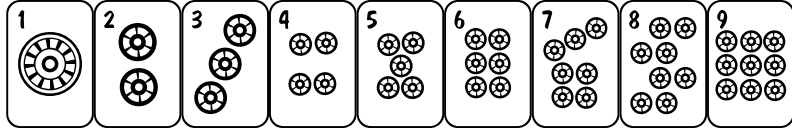
Bamboo Suit :



Character suit:



and circles or dots suit:



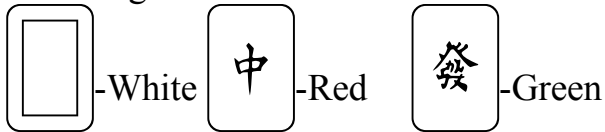
Kards from the simple suits called “minor” if there from 2 to 8 and terminals if 1 or 9.

Groups that consist of terminals receive more score than a group of minor Kards.

Honor series (suits)

the honor series consists of the dragon suit and the winds suit . There are three dragons that have four copies each : The Green Dragon (*Earth Element*) , Red Dragon (*Man and fire element*) , White Dragon (*Water and Air Elements*). The second honor suit is the four winds : East , West , North and south. The four winds suit types also have each four Kards. It means that in the honor series there are 28 Kards.

The Dragons:




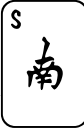


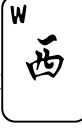


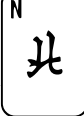




the four winds:



Extra Kards:

In the Mah-Jongg game there is another type of Kards and those are the flower & season Kards . There is one copy in each of the Extra Kards . Here is the description of their connection to the four winds:

<i>Wind</i>	<i>Season</i>	<i>Flower</i>
East 	 -Spring	 -Plum
South 	 -Summer	 -Orchid
West 	 -Autumn	 -Crysanthemum
North 	 -Winter	 -Bamboo Blossom

You get bonus score when you receive one of the Extra Kards into your hand. If you have flower or season Kard that related to your sitting direction as defined later would get your score multiplied by 1.25.

Types of Groups:

There are three kinds of groups that the player could use ingame:

Chow – a sequence of three consecutive Kards from the same simple suit. (e.g. 1,2,3 but not 8,9,1).

Pung – Three identical Kards

Kong – Four identical Kards

In general , the winning hand (the Mah-Jongg) Must consist of two identical Kards and also another groups but you can't have Kards in your hand that outside groups and the pair. This type of hand called regular Mah-Jongg. In the game there is another kind of Mah-Jongg i.e. the “Special Hand (Mah-Jongg)” , it may consist of different combinations of Kards that also considered as Mah-Jongg. However , in most cases of Special Mah-Jonggs the pair is still there.

A group that uses Kards only from the wall called Concealed and group that using one of the Discards is called Melded group. In general a Melded group receives less points from Concealed group of the same type .

Building of the wall and the deal

Before dealing the Kards to players we should decide about the sitting order of the players. So we throw a dice and who gets the most points on the would sit in East and in the same way we would decide for the rest of the sits clockwise.

The wall is one of the most important terms in this game because its the source of all the Kards thus there is special procedures in order to assist in building the wall and dealing the Kards to the player. The term “Braking the wall” means to take Kards from certain point in the wall .

Braking the wall and dealing the Kards goes like this :

The wall is built by mixing the Kards when there faces are down and each player would take in turn 36 Kards to build his side of the wall. The wall has four sides whereas each side is consists from two layers of 18 Kards. This is done by putting one Kard over the back of another to create two layers.

The next step is to decide which player's side would be broken and the Kards would be taken from it and the player whose site was broken would deal the Kards to the players. The East player throws two dices and :

if the sum on the dices is 5 or 9 the east side is broken.

if the sum on the dices is 2,6 or 10 the south side is broken.

if the sum on the dices is 3,7 or 11 the west side is broken.


if the sum on the dices is 4,8 or 12 the north side is broken.

Now the chosen player throws three dices to decide where to brake the wall in his side . He counts from the start of the side 18 Kards . The start of the side in left (as direction) from the player. He takes the Kards from the “Braking Point” in the wall in clockwise direction (excluding the pair in the braking point). The player deals each time 4 four Kards in clockwise manner (i.e. East , South , etc.) and he does so three times until each player has 12 Kards , then he gives each player one Kard so now all the players has 13 Kards each. Now the East side player receive one more Kard and everyone takes

their Kards into the concealed part of their hand.

Substitution of extra Kards and after Kongs:

Before the start of the round the player searches for Season & Flower Kards and then concealed kongs (if he wants to declare them) . He puts his kong or season or flower in the melded part of his hand . After that he receive one Kard from the “Kong Box” for each Kong or extra Kard. Kong Box is 7 pairs anti-clockwise from the braking point and also includes the pair in the braking point. To show that those Kongs where concealed the player turns the two outer Kards of the kong with the back side

upwards (example with green dragon: ) and puts them into the melded part of his hand .

Comment: the kards that taken from the Kong Box the kard near the braking point .

Addition: if the kong box has less then 4 Kards , Kards from the wall are added that always the kong box would have at least 4 Kards. The Kards added from counter-clockwise direction.

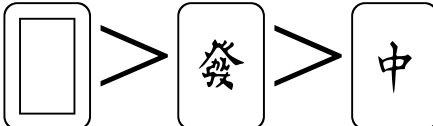
The regular pace of the game :

Now , after the start of the round the east player (or the “direction of the round”) has 14 Kards and the rest of the player have 13 Kards each . The east throws a Kard on the table and this Kard becomes the first discard and he put it near his direction on the dial . In the next player's turn he takes a Kard from the wall and then searches for concealed kongs that he wants to declare and also extra kards as explained before and then the player throws a discard on the table. If he got the turn by declaring a group he won't receive a kard from the wall.

When the discard is on the table players have 20 seconds to declare a groups . If there is no declarations of groups the turn passes clockwise to the next player.

Chow declarations

In order to take a discard to declare (complete) a chow the Kard must be thrown by the player to the left of the current player and declare “want chow” , then the player melds the Kards that create the chow and put it in the melded part of hand . If someone declared pung/kong/ Mah-Jongg the player can't declare a chow. The kards that you used to declare a chow can't be used for other purposes. The turn passes to the player after declaration of the chow.

Comment : the value of the dragons is 

the winds has the value : west>east>north>south

Comment: if not mentioned otherwise if there is a conflict of the same declaration the one who is prevails is the one that sits close to the discarding player

Pung declarations

In order to take a discard and declare a pung you must declare “want pung” , then the player melds the Kards of the pung and put them in the melded part of hand . If another player declared kong/ Mah-Jongg the player can't declare a pung. If someone else also declared a pung the above comment

applies. The turn passes to the player after declaration of the pung.

Declaration of melded Kongs

In order to take a discard and declare a kong you must declare “want Kong” , then the player melds the Kards of the pung and put them in the melded part of hand except the rightest kard that put with back upwards , then the player receive a Kard from the Kong box. If another player declared Mah-Jongg the player can't declare a kong. If someone else also declared a kong the above comment applies. The turn passes to the player after declaration of the kong.

The fate when nobody declared a group

If nobody took the discard after 20 seconds the Kard goes out of game and you can't use it in the round.

Comment: if somebody made a false declaration about the group the player loses 2 points and the Kard can't be used in the round.

Declaration of concealed kong and expansion of existing pung into melded kong

If player gotten 4 identical Kards from the wall , if the player wants he can declare a concealed kong by saying “want concealed kong” . After the declaration the player receive a Kard from the Kong Box and to show that those Kongs where concealed the player turns the two outer Kards of the kong with the back side upwards and puts them into the melded part of his hand .

It's possible also to expand a existing melded pung to melded kong by using a Kard that he received from the wall (of course if the Kard identical) by saying “want expansion” and by putting the Kard as the rightest kard with back upwards , then the player receive a Kard from the Kong box.

Declaration of Mah-Jongg:

In this section the following terms are used :

Original Hand – Mah-Jongg of the east if declared in the first turn of the round.

Concealed Mah-Jongg – Mah-Jongg that uses only concealed groups and even the pair is concealed.

Standing Hand (“calling”) - a hand which needs only one more Kard in order to *reach* Mah-Jongg.

If the player has reached a state of Mah-Jongg he can declare “Want out” . In the start of the round the direction of the round player has to check if he got any Mah-Jongg and then he would declare “Want original”.

One can also take the risk of declaration of the standing hand and then he has to say “one more to go out” and then he shows everybody his hand and says the Kard that needed in order to go out and then he must discard any other Kard except the one that he declared the calling on it. If he receives the needed Kard he wins with a bonus.

After the declaration of the Mah-Jongg the player must also declare with what group he has won (for example : “Finished in pair”) and he melds the group that he won by it. In case of special Mah-Jongg player could say “Want to go out special” and then he says the name of the special Mah-Jongg. Now the winner displays his concealed part of hand and receive evaluation of his score. If another player declared Mah-Jongg the following order is used:

First priority is special Mah-Jongg

next is Mah-Jongg with winning by Kong

next is Mah-Jongg with winning by pung

next is Mah-Jongg with winning by Chow

next is Mah-Jongg with winning by a pair

In any other case the comment about conflicts is used.

If you receive a Kard from the wall that you would use for declaration of Mah-Jongg you has to say “Want go out by Wall”.

The declaration causes the round to end but before that the other three player has to do one turn although they can't declare Mah-Jongg .

Comment: if a player declared false Mah-Jongg or false Standing Hand , he loses 300 points and the round reserved without calculating the score

Comment:if a number of players declared Mah-Jongg and one of them declared the wrong type of Mah-Jongg he loses 20 points and the Kard made discard again but this is a “Mah-Jongg discard” because one can only use this discard to declare Mah-Jongg.

Comment: false Mah-Jonggs and score determined by the sort of the Kards by the player i.e the burden of sorting the concealed part of the hand is on the player .

End of the round and passing to the next round:

there are several possible outcomes of a round:

- 1) A player that doesn't sit in the round direction wins.
- 2) A player that sits in the direction of the round wins
- 3) A tie

In the first possibility when a player that doesn't sit in the round direction wins . This is the common case of winning , in this case the players change their sit direction clockwise (the East becomes south , the south becomes west, etc.) . When the player who sits in the direction of the round wins there is no change in the direction for rest of the players.

Tie achieved when nobody has declared Mah-Jongg and all the Kards in the wall except those in the kong box have been used. In this case there is no change in directions of the players and the round restarted without calculate scoring.

The direction of the round during extended game is changed by those rules :
in the end of the round if the player that sitting in the direction of the round is sat there one time before because of the changes in sitting directions , if it is simple game the game is over. However, if the game is extended all the rules that applies to the east now applies to next player in counter-clockwise direction (i.e the wind of round changes by counter-clockwise direction) . The winner in the total game is the one with the most points. Scoring would be described in the next section.

The scoring of the Mah-Jongg game

1. basic scoring for each player

<i>Type of the action</i>	<i>Score when concealed</i>	<i>Score when melded</i>
Chow	1	0
Pung of minors	4	2
Pung of terminals	8	4
Pung using rest of the Kards	8	5
Kong of minors	16	8

<i>Type of the action</i>	<i>Score when concealed</i>	<i>Score when melded</i>
Kong of terminals	32	16
Kong using rest of the Kards	32	16
Flower/Season	6	

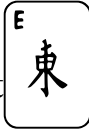








Each player that didn't won pays 8 points to the winner
and if the winner sits in the direction of the round he pays another 8 points




1.1 Multipliers for all players points

in this section $s = \text{The basic score}$:

<i>Type of the action</i>	<i>The multiplied addition</i>
Pung/Kong of direction of the player	0.5S
Pung/Kong of direction of the round	0.5S
Flower/Season that represent th player's side by the below table - Addable	0.25S
Hand of Kards that consists only from one simple suit and winds or dragons	0.5S
Hand of Kards that consists only from Terminals and winds or dragons	0.5S
Hand of Kards that consists only from one simple suit without any winds or dragons	1.5S
Hand of Kards that consists only from Terminals without any winds or dragons	1.5S
Hand of Kards that consists only from winds or dragons	1.5S
All four winds or flowers	1.5S
Pung/Kong of dragons	0.5S

The connection between flowers , winds and seasons:

<i>Wind</i>	<i>Season</i>	<i>Flower</i>
East 	 -Spring	 -Plum
South 	 -Summer	 -Orchid
West 	 -Autumn	 -Crystmum

Wind	Season	Flower
North 	 -Winter	 -Bamboo Blossom

2. Basic score special for the winning player

Type of the action	Score of that action
Victory using Kard from the wall	3
Victory using the last Kard of his type	2
Winning with the last Kard from the wall (instead Victory using Kard from the wall)	10
Victory from Standing Hand	100
Mah-Jongg without a chow	10
Mah-Jongg that consists from only chows and pair of non-direction and no player's wind	10
Victory with a Kard dealt from a kong box	10
Pair of dragons in the Mah-Jongg	3
Pair of direction wind in the Mah-Jongg	3
Pair of player's wind in the Mah-Jongg	3
Special Mah-Jongg	See Appendix

2.1 Multipliers for the winner only

in this section $s = \text{The basic score}$:

Type of the action	The multiplied addition
Winning with kong	0.5S
Original Hand	1.5S

Comment: The Multipliers applied only once except when written addable and then they can be applied more times.

Appendix: Special Mah-Jonggs and their scoring

Comment: the scoring of a special Mah-Jongg comes commonly instead the basic score .

Type of special Mah-jongg	Consists of	Score	Instead basic score	Instead Multipliers
Empirical Mah-Jongg	Concealed hand of Pungs/Kongs from all the dragons and player's wind pair	6000	yes	yes

<i>Type of special Mah-jongg</i>	<i>Consists of</i>	<i>Score</i>	<i>Instead basic score</i>	<i>Instead Multipliers</i>
Mandarin Mah-Jongg	Concealed hand of Pungs/Kongs from 3 winds and pair of the 4 th wind	5000	yes	yes
Crazy Monkey Mah-Jongg	3 pungs of dragons and one Additional Kard from each dragon	4500	yes	yes
Happy Family Mah-Jongg	Pungs/Kongs of all winds and pair of dragons	4000	yes	yes
Big Green Mah-Jongg	Pung/Kong of Bamboo 2 Kard and Pung/Kong of Bamboo 4 Kard and Pung/Kong of Bamboo 6 Kard and Pung/Kong of green dragon Kard and pair of Bamboo 8 Kard	3600	yes	yes
Small Green Mah-Jongg	Pung/Kong of Bamboo 2 Kard and Pung/Kong of Bamboo 4 Kard and Pung/Kong of Bamboo 6 Kard and Pung/Kong of Bamboo 8 Kard and pair of green dragons	3500	yes	yes
Red-Green Mah-Jongg	Pung of bamboo 1 Kard and Pung of bamboo 5 Kard and Pung of bamboo 7 Kard and Pung of bamboo 9 Kard and Kard of green dragon and Kard of red dragon	3400	yes	yes

<i>Type of special Mah-jongg</i>	<i>Consists of</i>	<i>Score</i>	<i>Instead basic score</i>	<i>Instead Multipliers</i>
The adopted sons of dragon 9	Pung/Kong of bamboo 9 and Pung/Kong of 9 character and Pung/Kong of dot 9 and Pung/Kong of dragons and pair of player direction and pair of any Kards	3300	yes	yes
The adopted sons of dragon 1	Pung/Kong of bamboo 1 and Pung/Kong of 1 character and Pung/Kong of dot 1 and Pung/Kong of dragons and pair of player direction and pair of any Kards	3300	yes	yes
Big Green finger Mah-Jongg	Pung of bamboo 3 and two pungs of even values from bamboo suit and Pung of green dragon and pair of even value Kard from bamboo suit	3200	yes	yes
Small Green finger Mah-Jongg	Pung of bamboo 3 and three pungs of even values from bamboo suit and Pair of green dragon	3000	yes	no
Horizontal Enemies Mah-Jongg	Pung/Kong of simple suit 1 and Pung/Kong of 9 from the same suit Pung/Kong of East and Pung/Kong of West and Kard of North and Kard of South	3000	yes	yes
Vertical Enemies Mah-Jongg	Pung/Kong of simple suit 1 and Pung/Kong of 9 from the same suit Pung/Kong of North and Pung/Kong of South and Kard of East and Kard of West	3000	yes	yes

<i>Type of special Mah-jongg</i>	<i>Consists of</i>	<i>Score</i>	<i>Instead basic score</i>	<i>Instead Multipliers</i>
Revolution of fire Mah-Jongg	3 pungs from simple suits and pair of red dragons and Kard of West and Kard of East and Kard of south	2100	yes	no
Three adopted sons of the red dragon	3 pungs of the same value from different simple suits and pung of red dragon and pair of a wind	2800	yes	yes
Three adopted sons of the winds	3 pungs of the same value from different simple suits and Pung of a wind pair of dragon	2800	yes	yes
4 Big Twin Sisters Mah-Jongg	The whole hand consists of the same simple suit : 4 pungs/kongs of consecutive values and pair of dragon	2700	yes	no
4 Small Twin Sisters Mah-Jongg	The whole hand consists of the same simple suit : 4 pungs/kongs of consecutive values and pair of wind	2500	yes	no
The Harmonic Mah-Jongg of yin and yang	Concealed hand of pairs from all the winds and dragons	2200	yes	no
Great Scholars Mah-Jongg	3 pungs/kongs of the dragons and a chow and pair from the same suit as the chow	2000	yes	yes
The Mah-Jongg of winds and dragons	pungs/kongs of and a pair of the winds/dragons	1900	yes	yes

<i>Type of special Mah-jongg</i>	<i>Consists of</i>	<i>Score</i>	<i>Instead basic score</i>	<i>Instead Multipliers</i>
13 Fabulous fingers Mah-Jongg	Concealed hand of one Kard of each dragon and one Kard of each wind and Kard each Terminal from all the simple suits and one extra Terminal Kard	1600	Yes	Yes
Big Snake Mah-Jongg	Sequence of 1 to 9 of simple suit and pung of honors and pair of honors	1600	yes	yes
Call of the 9 th Kard Hand	Concealed hand of the same simple suit : pung of 1 and pung of 9 and a sequence from 2 to 8 and pair of Kard from the same suit	1800	Yes	Yes
Snake of the dragons Mah-Jongg	Concealed hand of Kards 1,4,7 of Simple suit and Kards 2,5,8 from other simple suit and Kards 3,6,9 of third simple suit and Kard from each of the dragons and pair of player wind	1400	Yes	No
The Snake of the winds Mah-Jongg	Concealed hand of Kards 1,4,7 of Simple suit and Kards 2,5,8 from other simple suit and Kards 3,6,9 of third simple suit and Kard from each of the winds and honor Kard	1200	yes	no
Mah-Jongg of the little snake	Sequence of 1 to 9 from the same simple suit and Kard from each of the winds and dragon/wind Kard	1000	Yes	No
Earth Blessing Mah-Jongg	Win by the first discard of the round	800	No	No

<i>Type of special Mah-jongg</i>	<i>Consists of</i>	<i>Score</i>	<i>Instead basic score</i>	<i>Instead Multipliers</i>
United Hand Mah-Jongg	Chow and simple suit pung and 2 pungs/kongs of the dragons and a pair of round direction winds	300	yes	no
13 Big and Strange Mah-Jongg	Concealed hand of One Kard from each terminal and each of the winds and each of the dragons	250	Yes	No
Celestial Blessing	Mah-Jongg from the first Kard that dealt from the wall by the wind of the round	1.5S	Yes	Yes
Buried Treasure	A Sequence of 1 to 9 from one simple suit and pung/kong of dragons and a honor	300	No	No
Golden Coin	Mah-Jongg that contains concealed pung/kong of dot 5	100	No	No

© All rights reserved to the Israeli Mah-Jongg Association
You can distribute this material freely . However , no modification is allowed.