



## Quick Reference Guide v 1

### Game Setup

1. Use the number tiles 1-9 + dragons in 3 suits.
2. Add desired special tiles:
  - **Winds:** If using, include all 16 tiles
  - **Flowers:** If using, include 6 to 8 tiles
  - **Jokers:** If using, include 4 to 8 tiles
  - **Blanks:** If using, include up to 4 tiles
3. Shuffle tiles facedown
4. All players draw 13 tiles
5. Players pass 3 tiles to the player on their left.

### Taking a Turn

1. **Take a Tile (Mandatory):**
  - Draw one face-down tile, or
  - Call the last discarded tile
2. **Swap Tiles (Optional):**
  - **Joker Swap:** swap joker with exposed tile
  - **Blank Swap:** swap blank with discarded tile
3. **Declare Mahjong:** declare a winning hand
4. **Discard a tile:** place tile face up on table and say the tile name out loud.

### Winning Mahjong Hand - Three S's

**Suits:** No more than 2 suits are used in the hand.

**Sets:** All tiles must be grouped into sets of 2 to 4 matching tiles of the same suit and number:

- ◆ Each number can only be used in one set per hand.
- ◆ Sets are named by the number of tiles:
  - 2 Tiles: "Pair"
  - 3 Tiles: "Triple" or "Pung"
  - 4 Tiles: "Quad" or "Kong"

**Sequence:** Across the hand, the ranks of each set are in consecutive order in a number sequence:

- ◆ **Run:** 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10
- ◆ **Evens:** 0, 2, 4, 6, 8, 10
- ◆ **Odds:** 1, 3, 5, 7, 9
- ◆ **Threes:** 0, 3, 6, 9

### Special Tiles

- ◆ **Flowers:** one set of 2 or more, no jokers.
- ◆ **Winds:** use each in 4 sets as a sequence
- ◆ **Jokers:** can take the place of a number tile or a wind tile in a Triple or Quad set, not a flower tile or any tile in a Pairs set.
- ◆ **Blanks:** must be swapped or discarded

### Scoring

Add one point for each scoring factor:

- +1 **Mahjong:** The hand is a valid Mahjong hand
- +1 **Suit Flush:** Only one suit is used
- +1 **Full Sequence:** Use all the numbers of a sequence
- +1 **Big Sets:** The hand is made of 6 or 7 sets
- +1 **Seven Pairs:** The hand is made of 7 pair sets
- +1 **Bouquet:** A flower set of more than 4 tiles is used
- +1 **Self Draw:** The last tile drawn was a face-down tile
- +1 **Concealed:** No exposures made
- +1 **Jokerless:** No jokers in winning hand
- +1 **Sunrise:** Mahjong made on player's first turn
- +1 **Sunset:** Mahjong with final face-down or discarded tile

### Minimum Hand Values (Optional)

For experienced players, set a minimum point value of 2 or 3 points for a winning Mahjong hand.

### Payouts

Each point is worth one scoring token or coin.

- ◆ Losing players pay winning player the hand value
- ◆ If a player discarded the last tile called for Mahjong, that player pays the winner double the hand value.
- ◆ If more than one player call Mahjong on the same discarded tile, the non-winning players pay the winning players, however the player who discarded the tile does not pay multiple players double.

### Flextra House Rules (Optional)

- ◆ **NEWS Singles Set:** Quad set of 1 of each wind tile without jokers
- ◆ **YEAR Singles Set:** Quad set of number tiles, one suit, one tile for each digit of calendar year, no jokers
- ◆ **SEQUENCE Singles Set:** A Quint of number tiles, one suit, one of each number in Odds or Evens sequence.
- ◆ **Like Numbers Sequence:** Same number used in 3 sets, one suit each
- ◆ **Double Sequence:** the same 3-number sequence used twice in 6 sets, using 2 suits only.
- ◆ **Opposite Winds Sequence:** Add 2 sets of N&S or E&W to a standard number sequence.

### Standard American Rules (Optional)

Add these rules to align more with Standard American Mah Jongg Rules:

- ◆ Build walls and deal tiles
- ◆ Give the East player 14 tiles during the initial deal.
- ◆ Do a complete Charleston at the start of a round.
- ◆ Add the rules for calling a hand dead.
- ◆ Only allow Joker swaps using a Joker from your hand.
- ◆ Make "sneaky" blank swaps quietly, not during your turn and not announcing you are doing so.