



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.