



*Mobile-Friendly*

Quick  
Reference  
Guide



# Shuffle & Deal

- 1. Place the tiles face down in the center of the table**
- 2. Use number tiles 1 to 9 and dragon tiles in 3 suits: Dots, Cracks, Bams**
- 3. Add desired special tiles:**  
*Winds: if using, use all 16*  
*Flowers: if using use 6 to 8*  
*Jokers: if using, use 4 to 8*  
*Blanks: if using, use up to 4*
- 4. All players draw 13 tiles**
- 5. Players arrange their tiles**
- 6. 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 with exposed tile
- Blank Swap with discarded tile

## 3. Declare Mahjong (Optional):

- Declare a winning hand
- If valid, the round stops here

## 4. Discard a Tile (Mandatory):

- Place 1 tile face up anywhere on the table
- Say the name of the tile



# Three S Rules

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

**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



# Scoring a Hand

**Add 1 point for each scoring factor:**

**+1 Mahjong:** Follows 3 S rules

**+1 Suit Flush:** Only one suit used

**+1 Full Sequence:** Use all numbers of an Evens, Odds, or Threes sequence

**+1 Big Sets:** Use more than 5 sets

**+1 Seven Pairs:** Use seven pairs

**+1 Bouquet:** A flower set with more than four tiles

**+1 Self Draw:** Mahjong by drawing a face-down tile

**+1 Concealed:** No exposures made

**+1 Jokerless:** No jokers in hand

**+1 Sunrise:** Mahjong on your first turn

**+1 Sunset:** Mahjong on the final face down tile or final discarded tile



# Payout to Winner

***Each point is worth one scoring token or coin:***

- Losing players pay the winner 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 calls Mahjong on same discarded tile:***

The non-winning players pay the winning players, however the player who discarded the tile does not pay multiple players double the points.



# Flextra Single Sets

**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 allowed

**SEQUENCE Singles Set:** A Quint of number tiles, one suit, one of each number in Odds or Evens sequence.

## ***Rules for Flextra Singles Sets:***

- You can't call a discarded tile to make a Singles set unless it is the last tile you need for Mahjong.
- You can't use any jokers in a Singles set.



# Flextra Sequences

***Allow these special sequences  
that do not follow standard rules***

## Like Numbers Sequence:

The same number used in 3 sets,  
1 of each suit.

## Double Sequence:

The same 3-number sequence is  
used twice in 6 sets, 2 suits only.

## Opposite Winds Sequence:

Add 2 sets of N&S or E&W to a  
standard number sequence.



# Standard American

*Add these rules to align more closely with the Standard NMJL 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 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



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