

Keeping Score

Each player who gets a **Mahjong** hand gets **one point**. If you want, you can also award bonus points for achieving these goals:

- +1 point for being first to get **Mahjong**
- +1 point if you use only **one suit**
- +1 point if you use **no Jokers**
- +1 point if you use **only even** or **only odd** numbers

Sample Hand Scoring



This hand scores 1 point for **Mahjong**, 1 point for getting **Mahjong** first, 1 point for only using the **Dots** suit, 1 point for not using **Jokers**, and 1 point for only using **even** numbers for a total of **5 Points!**

Pesky Pairs

Once you master the basic rules, add these two rules for **Pair** sets for more challenge. These Pair rules are found in almost all Mahjong styles.

Pesky Pairs 1: You cannot use a **Joker** in a **Pair Set**



Pesky Pairs 2: You can't call **Gimme** for a **Pair** set unless it is the last tile you need for **Mahjong**



Questions?

Ask John Burton, the designer of **Gimme Mahjong**.
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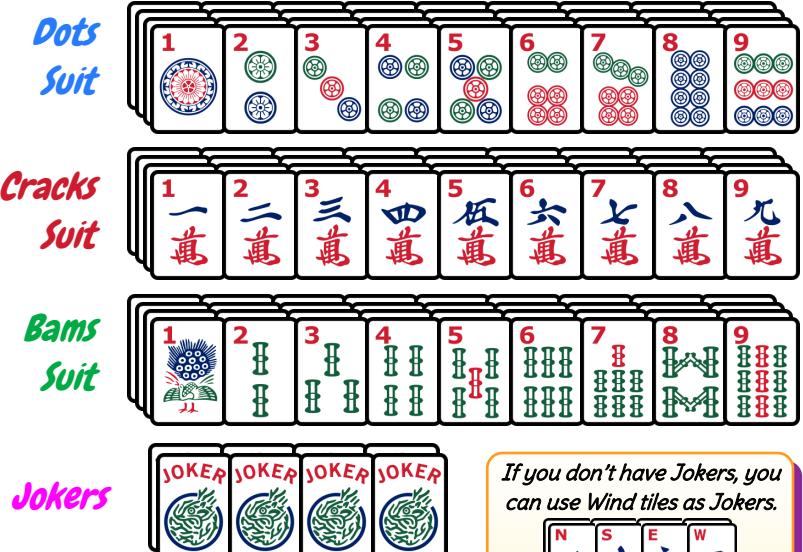


Players: 2 to 4 Ages: 5 and up

Gimme! Mahjong is a quick and easy Mahjong game for kids. All you need to play is a set of Mahjong tiles and some friends!

Mahjong Tiles

Use four copies of each tile numbered 1 to 9 in three suits plus 8 Jokers:

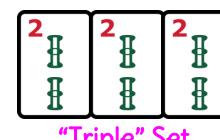


Object of the Game

Be the first player to collect all your tiles into **SETS** of 2, 3, or 4 matching tiles (same suit and number). Jokers can take the place of any tile in a set.



"Pair" Set



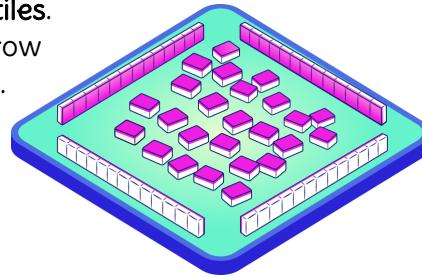
"Triple" Set



"Quadruple" Set

Setup

1. Put all of the tiles face down in the middle of the table.
2. All players mix around the tiles so they are shuffled.
3. Each player randomly takes 13 tiles.
4. Players stand their tiles up in a row in front of them for their "hand".
5. Pick the first player and you're ready to play!



The First Turn

1. **Take a Tile:** the first player picks up one random facedown tile from the table and puts it in their hand.
2. **Drop a Tile:** the first player chooses a tile from their hand that they don't want (it could be the tile they just picked up) and drops it faceup on the table, saying the name of the tile out loud.

Gimme That Tile!

After a player drops a tile, any other player can take that tile if they have Jokers or tiles in their hand that match that tile to make a "Gimme Set", which can be a **Pair** set, **Triple** set, or **Quadruple** set.

Here's how:

1. Say "**Gimme**" and take the tile.
2. Put that tile along with matching tiles and/or Jokers from your hand faceup next to your hand to make the "**Gimme Set**".
3. Drop a tile from your hand to end the turn.



There are some rules about when you can call Gimme:

1. You can't call Gimme when someone drops a Joker.
2. Once you make a Gimme Set, you can't add or take away tiles from that set for the rest of the round.
3. If more than one player calls Gimme on the same tile, then the player closest to the right of the player who dropped the tile gets it.

Stealing a Joker



On your turn after you take a tile, you can do a **Joker Steal**. If someone has a Gimme Set with a Joker in it, you can steal that Joker if you have the tile the Joker is replacing. Take the Joker for your hand, swapping it with your tile.



Next Turn

If no player calls **Gimme** on a dropped tile, then the next player to the right takes a turn following these steps:

1. Take a facedown tile
2. Joker Steal if you want
3. Drop a tile



Getting Mahjong!

On your turn, after you pick up a tile or take a **Gimme** tile, if all of your tiles are matched up in sets you have **Mahjong**! If this happens, say "Mahjong" and flip all your tiles up for everyone to see. You are the first winner for the round and score points for your hand.

Sample Winning Mahjong Hand



Finishing the Round

When someone makes a Mahjong hand, they stop playing but the other players keep going until all the facedown tiles run out, or there is only one player left without Mahjong.

To start the next round, repeat the setup steps. The player to the right of the first player becomes the new first player for this next round.