

39th Year

1976

1977



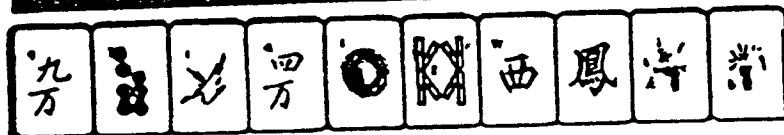
Let's Play Mah Jongg

National Mah Jongg League, Inc.



INSTRUCTION BOOK

with Playing Cards or



CHINESE TILES

LET'S PLAY

Mah Jongg

WITH CHINESE TILES OR PLAYING CARDS

OFFICIAL

Hands and Rules of the
NATIONAL MAH JONGG LEAGUE, INC.

39th Year

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MEMBERSHIP - \$1.50 PER YEAR

The most interesting of all forms of game recreation is the 1976-1977. Standard of playing Mah Jongg with Chinese tiles as well as Mah Jongg playing Kards. This game of antiquity was first played by the ruling class of China and dates back to the time of Confucius. The Mandarins, believing this to be the property of their class refused permission to other inhabitants of the country to enjoy the pleasure of this aristocratic pastime. But in 1911, when China became a Republic, the game was no longer confined to the Mandarins. The introduction of Ma Cheuck, or the Game of the Sparrows, as the Chinese called it, to all classes, met with instant popularity throughout the Orient. To this day it is still the most popular game in China. It is interesting to note that the rules of the game played in North China differ from those played in South China. When this ancient game was introduced into this country in 1920, the best of the two games was incorporated into the Occidental version. This original game was very enthusiastically received by the public, as well as by game players throughout the European Continent.

It is difficult to realize that the game did not hold the interest of the public for very long. There were many opinions why the game became less popular. Some felt that the cause for the decline in interest was due to the fact that Auction and Contract Bridge supplanted the game of Chinese Tiles. Others were discouraged by the intricate scoring and the complicated formalities. The

many conflicting methods of play were very perplexing to inexperienced players.

Many persons, however, still continued to play the original Chinese game. Some believed that the game could be improved by adding new combinations of tiles and omitting many of the unnecessary formalities. It is through the NATIONAL MAH JONGG LEAGUE, INC. that the new combination of the tiles which created the Official Standard Hands and Rules (score card) for the game of Mah Jongg was presented to the public.

Through the endeavors of the NATIONAL MAH JONGG LEAGUE and this Instruction Book, more people are being encouraged to become Mah Jongg players. There is a very small amount of time and effort required to master the elementary principles of the game. The thousands of new enthusiasts who learn to play Mah Jongg today use eight Flowers as symbol tiles plus the use of eight other tiles known as BIG JOKERS. Modern Mah Jongg is not only a game of chance but an excellent way to develop one's skill. The success in winning will depend upon an alert mind and the ability to manipulate the tiles to form the winning hands. The keen enjoyment that the players derive from playing Mah Jongg will many times repay them for their patience in mastering the fine points of the game.

This is a valuable handbook and guide for the beginner as well as the advanced player. This book is

especially helpful for those teaching Mah Jongg.

The ancient game of the Mandarins has definitely returned as a popular American pastime and this modern version of Mah Jongg now has an assured place in the game world.

A complete Mah Jongg set consists of one hundred

and fifty two tiles which includes eight Flowers and eight Big Jokers, four or five racks, chips, bettor, dice and carrying case.

A complete deck of Mah Jongg Playing Kards consists of one hundred and fifty two Kards which includes eight Flowers and eight Big Jokers.

NATIONAL MAH JONGG LEAGUE, INC.

DESCRIPTION OF MAH JONGG TILES AND MAH JONGG PLAYING KARDS

A Mah Jongg game is played with a set of tiles made of one of the following materials: cardboard, ivory, alite, wood or plastic materials.

The first time a beginner sees a Mah Jongg game, it seems that memorizing the names of all the Chinese Symbols is an impossible task. Actually, this is the easiest part of the game.

The tiles are divided into four groups, Honors, Suits, Flowers and BIG JOKERS. The Honors are divided into two groups, Winds and Dragons. There are four Winds; North, East, West and South. There are three Dragons; Red, White and Green.

The Winds are shown below. Although marked with the Chinese symbol, it is easy to know at a glance the name of each Wind as the letter "N" for North, "E" for East, "W" for West and "S" for South is painted on the upper left corner of each tile. There are four of each Wind.

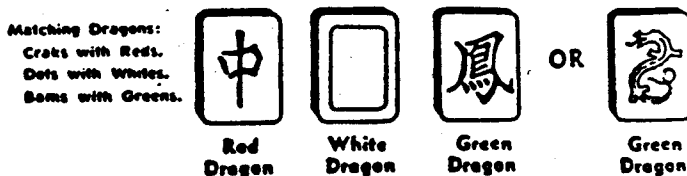
WINDS:



Pick out the Winds from your set of tiles and become acquainted with them. Now you know the names of sixteen (16) tiles.

The Dragons have the Chinese Red Dragon sign or a Dragon engraved in red to represent the Red Dragon. The White Dragon is usually a blank tile or a blue border around the edge or a Dragon engraved in blue. This is sometimes referred to as "Soap". The Green Dragon has a Chinese Green Dragon symbol or a Dragon engraved in Green to represent the Green Dragon. There are four of each Dragon, making a total of twelve Dragon tiles. Now you know twenty-eight (28) tiles.

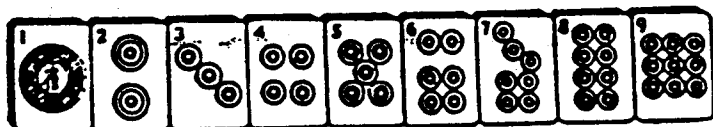
DRAGONS



3 SUITS (DOTS, BAMS, CRAKS) (DOTS)

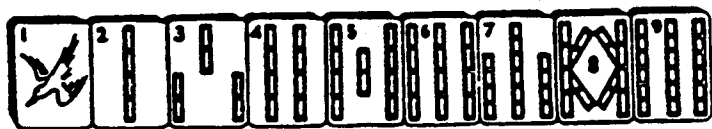
"Dots" run from one to nine. Each Dot has as many dots on the tile as the number painted on the upper left corner. Note there is one large Circle on the "one Dot", two dots on the "two Dot" and the same until there are nine Circles on the "nine Dot". There are four of each, making thirty-six (36) tiles in the "Dot suit". Pick out these Dots in your Mah Jongg set and become familiar with them.

DOTS



BAMS

"Bams" are usually painted in green with the numerals on the upper left corner. "One Bam" is usually a Bird. The tiles running from two to nine are made up of small bamboo twigs corresponding with the number on the tile. There are some red markings on the five, seven and nine Bams. The Bam Suit is illustrated below. Lay out all the Bams, four of each and become familiar with the thirty-six (36) tiles in the Bam Suit.



CRAKS

"Craks" are always painted in red. The Craks run from one to nine. The translation of the Chinese symbol for "Craks" is the numeral on the upper left corner, namely, one Crak, two Crak, etc. There are four of each tile. Pick out the thirty-six (36) Craks and be able to recognize them at a glance. Now you have grouped before you the Winds, Dragons, Dots, Bams and Craks, making a total of one hundred and thirty-six (136) tiles.

CRAKS



FLOWERS AND BIG JOKERS

The third and fourth group of tiles known as Flowers and Big Jokers are illustrated below. There are eight Flowers used in the game today. Certain hand combinations require the use of two, three, four, five or six Flower tiles to complete the definite pattern of the hand. Refer to the illustrations of the different hands which show how the Flowers are used on page 9. Each manufacturer of Mah Jongg tiles has a different group of designs for their Flower tiles. Some sets depict Flowers, Mandarins and Seasons. However, they all are used as Flower tiles. Some manufacturers have numbered the Flower tiles which have no bearing on the NATIONAL MAH JONGG LEAGUE Standard. Most Mah Jongg sets come with many extra Flowers, but only eight Flowers are used in the present Standard.

The 1976-1977 Standard requires the use of eight Big Jokers. Many Mah Jongg sets do not contain Big Jokers. Any eight additional Flowers or blank tiles may be con-



verted into Big Jokers by using Big Joker sticker decals on the tiles. These are available wherever Mah Jongg rules are sold. Big Joker tiles may be substituted for any tiles in the Hands. See special rulings for the use of Flowers and Big Jokers on page 9. Now that you can identify the remaining eight Flowers and eight Big Jokers, you have been introduced to the one hundred and fifty-two (152) tiles or Kards that comprise all the Mah Jongg symbols.

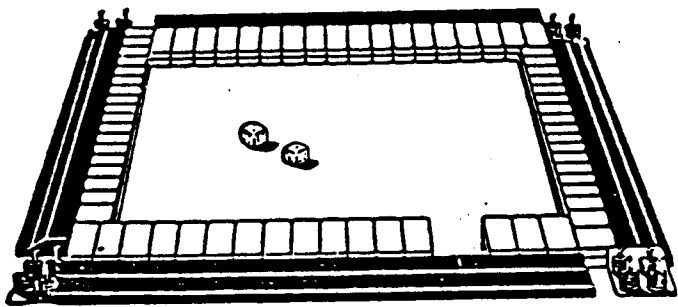
OPENING FORMALITIES

The next step is to understand how the different combinations of these tiles form a hand. Just as soon as the beginner recognizes how the different Suits, Honors, Flowers, and BIG JOKERS are combined together to form definite patterns, the easier the rules of play will be understood. The object of the game is to be the first one to successfully complete one of the hands described in this book. It is good practice to match your own tiles to these different illustrations on pages 15 to 28 and in this way become familiar with the fourteen tiles that make a winning hand.

USE OF RACKS FOR TILE GAME ONLY

The game manufacturers have perfected racks on which to place the tiles. These racks are desirable because it makes it easier to keep the tiles in a straight line and also relieves eye strain. The racks are made of wood or synthetic materials. When "MAH JONGG" has been declared, the completed hand is exposed on top of the rack for verification.

four tiles, the third player the next four tiles, etc. This procedure is repeated for three rounds. East position then takes the first and third tile from the top tier and each of the other players takes one more tile each. The broken wall remains with one loose lower tile. The tiles picked are now placed on the slanted side of the rack in front of each player. At this point East has fourteen tiles and each of the other players has thirteen tiles.



← REMOVE TILES IN THIS DIRECTION

ORDER OF PLAYERS
MOVE IN THIS DIRECTION →

OBJECT OF THE GAME

The object of the game is to form certain definite combinations of tiles to complete a hand. A completed hand contains fourteen tiles and is made up of different combinations of Numerals, Honors, Flowers and Big

USE OF DICE

In Mah Jongg the dealer is referred to as East. Host or Hostess usually is East first at home games. In games away from home, a pair of dice is used at the beginning of the game to determine which player will be East. The dice are rolled and the one receiving the highest total of the two dice is East. The only advantage of being East is that East starts the game with fourteen tiles. When the game is won, the player to the right of East becomes East next and then rolls the dice for the purpose of breaking the wall.

The most popular game is played with four players, no partners, seated at an ordinary card table.

BUILDING AND BREAKING OF THE WALL

All tiles are placed face down in the center of the table and thoroughly mixed. The one hundred and fifty two tiles are divided into four walls two tiers high in front of each rack. Each player pushes the wall of tiles forward with the aid of the rack to enable each player to reach for the tiles. East now throws the dice for the purpose of breaking the wall and drawing tiles. Breaking the wall is done by East counting from right to left. Order of PLAYERS is to the right of East in succession. The total of the two dice will represent the number to open the wall. For example, if East throws a total of three, and counts the tiles in front of the rack from right to left, 1-2-3 and stops at this point. Then East will make an opening and take the first four tiles, two each from the upper and lower tiers from the left of the opening. The player on the right will take the next

3

Jokers. The thirteen tiles picked from the wall by each player except East who picks fourteen tiles are arranged in separate suits on the player's rack. New tiles are picked from the wall by each player in turn and after each pick, an unwanted tile is discarded from the player's hand.

The player who completes the hand first, wins the game.

When a player declares "MAH JONGG" by picking a tile or claiming a discarded tile, the winning hand must have fourteen tiles. There can be no discard after the player has picked the winning tile. The winner exposes the entire hand for all the other players to verify. It is advisable for the other three players not to throw in their hands until the winner's hand is found to be correct. If winner's hand is not correct, there is a penalty. There is also a penalty for any of the other players who disrupt their hands. For rules on penalties see pages 9-10 and 11.

A description of different patterns of hands and their values are found on pages 15-28 inclusive. These illustrations will make it simple for a beginner to visualize the many combinations. It will also help one to memorize the hands without any difficulty.

USE OF CHIPS

Rewards for winning a hand and penalties for errors are computed by points. These points are represented by small discs referred to as chips. The chips are made in different colors to represent different denominations.

At the beginning of the game each player may start with one thousand points represented in chips. The division of chips is suggested as follows:

4 chips of one color to represent 200 points each	800
6 chips of one color to represent a bond of 25 points each	150
10 chips of another color to represent 5 points each	50
(two different colors may be used to make the 10 chips)		_____

The total of this distribution equals 1000

STANDARD SCORING

How to Compute Score:

When a player picks own Mah Jongg tile, all players pay double the value of the hand. For example, if the winning hand is valued at twenty points (20), each player pays the winner forty points.

When a player Mah Jonggs on a tile discarded by another player, only the discarder pays double score and all other players pay single score.

The limit (value) of each hand is printed on the left of each illustration. The four limits are 20 - 25 - 30 - 35

THE FIRST CHARLESTON (Compulsory)

To start the game there is an exchange of tiles called the Charleston. This gives each player an opportunity to improve the hand. It is advisable not to pass at one time, two of a kind, three of a kind, all Dragons, all Winds, same numerals, all Craks, all Dots, all Bams, or all Flowers. The order of the Charleston is as follows:

5

First Pass—Each player passes three unwanted tiles to player on right.

Second Pass—Three unwanted tiles to player opposite.

Third Pass—Three unwanted tiles to player on left.

Tiles received by each player may be used to fill in hand or may suggest changing one's hand.

THE SECOND CHARLESTON (Optional)

A Second Charleston is permitted only if the four players agree. The procedure is as follows:

First Pass—Three unwanted tiles to player on left.

Second Pass—Three unwanted tiles to player opposite.

Third Pass—Three unwanted tiles to player on right.

1. Optional Pass: One, two, or three tiles may be exchanged with player opposite after the Charleston. If only one Charleston is played, an optional pass is also permitted.

2. When a player starts the Charleston, it must be "followed through". Many times a player's hand improves after the first pass, and player prefers not to cross with the opposite player, but Charleston must continue— even though it means "breaking up" the hand.

3. A BLIND PASS may be made by passing one, two or three tiles without looking at them, to the player on the left, during the first Charleston and to the player on the right after second Charleston.

SUGGESTIONS

One of the most difficult tasks for beginners is to determine which hand to play. When thirteen tiles are before you, (East has fourteen tiles), it is often confusing to know at a glance, which combination to play. If each player classifies the hands into specific groups, it would simplify the problem.

These classifications are known as the 1976 Hands, Consecutive run of Numbers, Odd Numerals, 1-3-5-7-9, Even Numerals, 2-4-6-8, Hands containing 3-6-9 combinations, Same Numbers, and Honor Hands (Winds and Dragons).

For example, if the majority of tiles picked by the player consist of Winds or Dragons, that should suggest one of the combinations listed under Honor Hands. The tiles in your hand will suggest a combination which is clearly illustrated. If majority of tiles picked at the opening of the game consist of even numerals, regardless of suit, then turn to the 2-4-6-8 Classification and find the hand illustrated which resembles your tiles. The same procedure applies to the Odd numeral group, 1-3-5-7-9 and 3-6-9. When you ascertain a hand, try to fill in the needed tiles during the Charleston. If during the Charleston no tiles are being passed to improve your original hand, it would be wise to take advantage of the tiles passed around and change to a different combination.

6

Optional Pass is permitted after blind pass in first and second Charleston.

4. Flowers may be passed during the Charleston.

5. BIG JOKERS may not be passed during Charleston.

THE PLAY

East makes the first play by discarding any one tile from hand, clearly calling the number and suit. The tile is then placed face up in the center of the table. As soon as the tile is exposed any of the other players have a right to claim it, when playing an exposed hand to complete an exposure, preference being given to player next in turn to the discarder. If no one wants this tile, the next player to the right of East picks the first tile from the broken wall. This player may either retain or discard the tile. If retained, an unwanted tile is discarded from the hand. The players rotate from the right of East and each player picks a tile from the wall in turn. An unwanted tile is always discarded after each pick. The game continues in this manner until one player declares Mah Jongg.

When the game is won, the player to the right of East becomes East next. If the entire wall is used and no player completes a hand, it is called a "WALL GAME" and does not score.

A hand that is completed after the Charleston—in East's position declares Mah Jongg. Only East may win this way, since the other players have thirteen tiles and East starts the game with fourteen tiles. East scores the same as self-picked.

MEMORIZING THE HANDS

After learning to classify your tiles, memorizing the different hands is the next step. You will automatically remember a hand (without actually studying it) through the experience of laying out the correct tiles before you.

One method of remembering the hands is by mixing the tiles thoroughly, turn them face up and proceed to lay out correct tiles for each hand. Follow the illustrations in the book and become familiar with the different combinations. Another way to memorize the hands is by playing a solitaire practice game. Place the tiles face down in the center of the table, mix thoroughly, and pick any thirteen tiles at random. Use these as your basic hand, then classify your tiles and proceed to pick and discard until you complete a definite hand. In this manner you will automatically memorize the hand you filled in by visualizing the correct combinations.

DEFENSIVE GAME

Most of the skill in playing "MAH JONGG" depends upon the ability to play a good defensive game. If a hand does not improve rapidly during the play and a large portion of the wall is exhausted, a player should break up own hand and discard tiles that are useless to other players. This is called "dogging a hand".

If player is thoroughly familiar with every hand, the player can usually judge by the exposed Pungs, Kongs, and Quints which combination the opponents are playing. The superior player will never discard a tile that is ob-

viously needed by another player and will discard the same tile as the player on left or some other safe tile.

At this stage of the game it is unwise to discard a tile that has not been called before.

It is important to remember while trying to complete your hand that it is just as important to prevent the other players from completing their hands.

DEFINITIONS OF TERMS USED IN MAH JONGG

A RUN consists of any sequence of numbers.

A PAIR consists of two identical tiles — A player cannot claim a tile to expose a pair unless it is the winning tile to complete an exposed or concealed hand.

A PUNG consists of three identical tiles — A player may claim a tile to expose a Pung if playing an Exposed Hand. It is necessary to have two like tiles in your hand to claim a discarded tile to complete a Pung. The Pung is then exposed on top of your rack. BIG JOKERS may be used to form two like tiles. A discarded tile may be claimed to complete a Pung in a concealed hand for Mah Jongg only.

A KONG consists of four identical tiles — When playing an Exposed Hand and calling for the fourth tile, it is necessary to have three like tiles in your hand to Kong Out. The Kong is then exposed on the top of your rack. BIG JOKERS may be used to form three like tiles. A discarded tile may be claimed to complete a Kong in a concealed hand for Mah Jongg only.

A QUINT consists of five of a kind. A discarded tile may be claimed to form a QUINT for exposure or Mah

7

Jongg, only if the player has the equivalent of four of a kind in hand (which includes Jokers.)

TO TAKE is to call for a tile that has been discarded by another player to form a Pung, Kong or Quint in an Exposed Hand or for "MAH JONGG". A discarded tile may also be claimed to complete a Run, Pair, Pung, Kong or Quint for "Mah Jongg" only in a Concealed Hand.

A HAND consists of thirteen tiles during the play and fourteen tiles when completed. East position starts with fourteen tiles.

AN EXPOSED HAND consists of tiles claimed in any order for Pungs or Kongs for exposure. These exposed hands can also be played concealed if the players are lucky to fill in the necessary tiles to complete the hand. The player does not have to be next in rotation to claim a discarded tile. When a tile is claimed by a player, who calls "TAKE" and proceeds to make the exposure on top of the rack. After exposure is made, the player discards an unwanted tile from the hand and does not draw a tile from the wall. The game continues from the right of the claimant and the player or players last in order lose their turn. A player may not claim a tile to expose a pair unless it is the final tile needed to complete the hand.

A CONCEALED HAND must be completed on the rack, except for the fourteenth tile which may be picked or claimed for "MAH JONGG".

A DEAD HAND. When a player calls "Mah Jongg" in error and exposes the hand or at any time during the game a player's hand contains the wrong number of tiles. This

disqualified player discontinues playing, does not pick or discard, but pays the winner same as other players.

A SET HAND is one in which the player is in the position to declare "Mah Jongg".

A LIMIT is the value of the hand.

EAST is the position referred to as the dealer.

FLOWERS are tiles used for definite pattern in the formation of a hand.

BIG JOKERS are tiles used as deuces wild to replace any tile in any hand.

WALL GAME is the term used when the entire wall is picked and no player completes a hand.

DOGGING: A player discards only tiles that are obviously not needed by any player. Very often a player will disrupt own hand in order to discard safe tiles.

CHARLESTON is the exchange of tiles between the players before the play starts.

A BLIND PASS may be made by passing one, two or three tiles without looking at them, to the player on the left, during the first Charleston and to the player on the right during the second Charleston.

AN OPTIONAL PASS is the exchange of one, two or three tiles after the completion of the Charleston with opposite player. Flowers also may be included in optional pass.

WALL COURTESY makes it easier for all players to reach for the tiles. This is accomplished by each player pushing the tiles forward with the aid of the rack when tiles are being picked from the wall in front of player's rack.

8

A ROUND is completed after four players have each held EAST position.

SPECIAL RULINGS FOR THE USE OF BIG JOKERS AND FLOWERS

1. 1976-1977 Standard based on eight Flowers and eight Big Jokers.
2. The BIG JOKERS may be used to replace any tile (Numeral, Wind, Dragon or Flower) in any hand.
3. BIG JOKER OR BIG JOKERS MAY BE EXCHANGED IN ANY EXPOSURE WITH LIKE TILE OR TILES BY ANY PLAYERS IF THEY HAVE LIKE TILE, OR TILES IN THEIR HAND OR PICK LIKE TILE FROM WALL WHEN IT IS THEIR TURN. HOWEVER, THEY ARE NOT COMPELLED TO EXCHANGE BIG JOKER.
4. Player must wait turn to replace a symbol tile from the hand for a Big Joker.
5. The BIG JOKERS may be discarded at any time during the play and called the name of the previous discard. This is done when "Dogging a Hand" for defensive play. (Refer to explanation of "Dogging.") Exception: When second discard is a Joker, the first discard (Name Tile) must be taken. Joker remains on table as a dead tile. Big Jokers may also be discarded to clear hand for a No Joker Hand. If Joker has once been utilized in a hand, even though it was then replaced by a symbol tile...it is not considered a JOKERLESS hand.
6. Flowers are used to complete a definite pattern of a hand.

7. Flowers may be passed during the Charleston.
8. Flowers may be discarded at any time during the play and called "Flower", however the discarder must be cautious as another player may be in a position to call for this Flower if set for a Flower in a Concealed Hand for Mah Jongg or ready to call this Flower in an Exposed Hand for an exposure or "MAH JONGG".
9. A Flower cannot be used in any hand to replace the required pattern of any Numeral, Wind or Dragon but the BIG JOKERS may be used.

RULES AND PENALTIES

1. All tiles must be turned face down and thoroughly-mixed before the game starts.
2. No looking ahead. Players are not permitted to pick the fourteenth tile, or working tile (sometimes referred to as the "future" tile) from the wall before the player to the left discards a tile.
3. Thirteen tiles must be in the hand at all times, including the exposed part of the hand.
4. After winning hand or wall game, the position of East moves to the player to the right of East.
5. A tile cannot be claimed until correctly named. If a miscalled tile is wanted for a Pung, Kong or Quint in an Exposed Hand it cannot be claimed, no penalty. If a miscalled tile is wanted for "Mah Jongg", game ends. Miscaller pays four times the value of claimant's hand. Other players do not pay. If no one claims "Mah Jongg", miscalled tile must be correctly named. It then may be called for Pung, Kong or Quint for exposure, or the

9

final tile needed for a Run, Pair, Pung, Kong or Quint for Mah Jongg.

6. When a tile is discarded it cannot be exchanged.
7. If a player incorrectly assumes East position, the player continues to finish the game. The next game reverts back to rightful East and the round continues, skipping East for the player who erred.
8. Should any player's hand contain the wrong number of tiles before the Charleston, the tiles are thrown in and the wall is broken over again. If the player to the left of East has only twelve tiles after picking of tiles from the wall or after the Charleston, only this player may rightfully pick the thirteenth tile before the Charleston or before East has discarded the first tile.
- 9(a). Should a player's hand contain the wrong number of tiles after East has discarded the first tile, or if an incorrect number of tiles are exposed, the player's hand is "dead". Cannot call "Mah Jongg". Dead Hand ceases to pick and discard. Pays same as other players.
- 9(b). Should two players have the wrong number of tiles, the other players may continue playing.
- 9(c). Should three players have the wrong number of tiles, the game is replayed.
10. A player shall not be permitted to call for a tile for an Exposure or Mah Jongg, after player to the right of the discarder has drawn a tile from the wall and discarded.
11. When two discards of the same tile are thrown in rapid succession and a player wishes to claim said tile, the second discard must be taken, except when the

second discard is a Big Joker. In this case only, the first tile must be claimed and the Joker remains on the table as a dead tile.

12. When "Mah Jongg" has been declared and exposed, no tile previously discarded may be called for an Exposure or Mah Jongg by any other player.

13. When two players want the same tile for an Exposure, the player nearest in turn to the discarder gets the preference.

When two players want the same tile, one for an Exposure, and the other player wants the same tile for Mah Jongg, the Mah Jongg declarer always gets the preference. When two players want the same tile for Mah Jongg the player nearest in turn to the discarder gets the preference.

"MAH JONGG" IN ERROR

1. No player should throw in or expose own hand until the winner's hand is verified.
2. If a player calls "MAH JONGG" in error and the mistake is rectified immediately before the hand is exposed, or before any other player exposes or disturbs the hand, the game continues without any penalty.
- 3(a). If a player calls "MAH JONGG" in error and exposes the hand and all other hands are intact, the game continues but the declarer's hand is dead. A Mah Jongg hand "intact" means that a player has not exposed any tiles from the hand, other than the tiles that had been called for Exposure before the player had declared Mah Jongg in error. The same penalty applies for calling a discard and making an incorrect exposure. Dead hand

10

discontinues playing, does not pick and discard, pays winner same as other players.

3(b). When a player declares Mah Jongg in error and has been playing an Exposed Hand, the JOKERS which were in the correctly called exposure BEFORE the error may be redeemed by any of the other players with a like tile, when it is their turn. But a concealed hand that has been incorrectly exposed for a declaration of Mah Jongg must be returned to rack and errant declarer stops picking and discarding and nothing can be redeemed from the concealed hand.

4(a). If "MAH JONGG" has been declared in error and only one player threw in hand erring declarer and player who threw in hand discontinues playing. Their hands are dead but pay winner same as other players. The two players whose hands were intact continue to play a two handed game.

4(b). If "MAH JONGG" has been called in error, and declarer exposed or did not expose the hand, and two players other than erring declarer threw in their hands and only one hand remains intact, the erring declarer pays the player whose hand is intact a penalty of double the value of the erring declarer's hand.

VARIATIONS OF MAH JONGG

TWO HANDED MAH JONGG

Two players sit opposite each other and build their own walls and also the wall to the right. East position alternates. The tiles are drawn from the wall in the usual manner except that the blank walls do not draw hands. The Charleston is omitted and East starts the game by discarding one tile.

East moves to right, same as in regular four handed game.

If a five handed game is played without betting, the game is played in the same manner as a four handed game, except that East rises after each game and makes a place for the fifth player.

SIX HANDED MAH JONGG

Six handed Mah Jongg may be played with four players seated at the table and two players watching all hands. After all the passes of the Charleston are completed, the twobettors separately write the name of the player likely to win on a blank sheet of paper provided for the betting. Two blank papers are used in a six handed betting game. Thebettors do not discuss their choice. Eachbettor pays or receives full value of the hand bet on. Eachbettor remains out for two consecutive games. After each game onebettor takes East's place at the table. The dice are rolled between the twobettors to determine who enters the game first. This is done for the first game only, after that thebettors rotate in order of their positions at the table.

RULES FOR BETTORS

1. Abettor shall not be permitted to disclose bet.
2. Abettor shall not be permitted to change bet during the play.
3. Abettor shall not be permitted to give any information or discuss any hands during the play. Should player do so, the bet is cancelled.

THREE HANDED MAH JONGG

The three players draw tiles from the wall. Blank wall does not draw any tiles. The Charleston is omitted and East starts the game by discarding one tile.

FIVE HANDED MAH JONGG

Five handed Mah Jongg may be played with four players at the table and one player watching all hands. After all the passes are completed, the fifth player bets on the player likely to win. Thebettor so indicates by writing player's name on blank paper concealed from others, or by using the betting disc known as the "bettor". The disc contains four numerals, East being No. 1; player to the right of East No. 2; player opposite East No. 3; player to the left of East No. 4. The player who is out betting, turns the betting disc to the number of the player likely to win.

If the player on whom the fifth player bets is the winner, they both receive full value of the winning hand from the other players. If any other player wins, thebettor and the other players pay the winner full value of the hand.

When a winner picks own Mah Jongg tile, each player pays double value of hand to winner and also to thebettor ifbettor bet on the winner. When winner Mah Jonggs on a tile discarded by another player, only the discarder pays double value to winner andbettor, ifbettor bet correctly. All other players pay single value of hand to winner andbettor.

After a player has been East, the player is out and makes a place for the fifth player at the table. Position of

11

4. Abettor pays or collects full value of the winning hand.

5. Abettor is subject to all penalties and pays full value of the penalty score.

6. Abettor is entitled to bet on East when East claims Mah Jongg before the play starts.

7. Abettor shall not make any correction until Mah Jongg has been declared, verified and paid by all players.

Scoring for the betting game is computed by giving thebettor full value of the winning hand providedbettor placed the correct bet. If thebettor did not bet correctly, thebettor pays the winner full value of the winning hand.

BETTOR'S GUIDE FOR FIVE HANDED GAME

If Bettor bets on player who picks own Mah Jongg tile, Winner and Bettor each receive double value of Hand.

Value of Hand 20

Each player pays 40 points to the winner.
Each player pays 40 points to thebettor.

Value of Hand 25

Each player pays 50 points to the winner.
Each player pays 50 points to thebettor.

Value of Hand 30

Each player pays 60 points to the winner.
Each player pays 60 points to thebettor.

Value of Hand 35

Each player pays 70 points to the winner.
Each player pays 70 points to thebettor.

If Bettor bets on player who Mah Jonggs on tile another player discards, only the discarder pays double value of hand, other players pay single value.

Value of Hand 20

Discarder pays 40 points to winner.
 Discarder pays 40 points to better.
 Other players pay 20 points to winner.
 Other players pay 20 points to better.

Value of Hand 25

Discarder pays 50 points to winner.
 Discarder pays 50 points to better.
 Other players pay 25 points to winner.
 Other players pay 25 points to better.

Value of Hand 30

Discarder pays 60 points to winner.
 Discarder pays 60 points to better.
 Other players pay 30 points to winner.
 Other players pay 30 points to better.

Value of Hand 35

Discarder pays 70 points to winner.
 Discarder pays 70 points to better.
 Other players pay 35 points to winner.
 Other players pay 35 points to better.

If Bettor does not bet correctly, Bettor pays winner same as player bet on.

HOW TO PLAY WITH MAH JONGG KARDS

The Mah Jongg playing Kards consist of one hundred and fifty-two Chinese tile Kards. Description of Chinese tile Kards are the same as tiles described on page 1. Winning combinations of Kards are identical to the list

of hands and rules used in the game of tiles.

Before starting the game, each player draws a Kard to determine the dealer. High Kard determines East.

The deck of Mah Jongg Kards is thoroughly mixed by each of the players. The deck is divided into four stacks to facilitate mixing, then placed before East as one deck. The Kards are cut and East takes the first four Kards, then deals the next four Kards to player on the right, next four Kards to opposite player and next four Kards to player on left. This is repeated for three rounds. East takes two more Kards and other players receive one more Kard each. East has fourteen Kards and all the other players have thirteen Kards. The order of dealing the Kards is from right to left.

Before starting the four handed game there is an exchange of Kards called the Charleston. The first Charleston is compulsory, the second is optional as in a regular Mah Jongg game. See page 5 for details on Charleston.

East or the dealer makes the first play by discarding any Kard from hand and placing it face up in the center of the table. All discards must be in clear view of all players during the game. Order of the players is from right to left. The procedure of picking, discarding and calling is identical to the game of Mah Jongg with tiles. When a Kard is called for a Pung, Kong or Quint for exposure the player must expose Kards and leave them exposed throughout the rest of the game.

Since the use of racks and metal chip holders have been eliminated from the Kard game, ordinary small

chips may be used in three or four colors for scoring.

When chips are not available for the Mah Jongg game played with Kards, scoring may be computed with pad and pencil.

Each player starts with a minimum of 1000 points. As each game is completed the amount of points won or lost are added or subtracted to the original 1000 points of each player. For example:

First Game A picks own Mah Jongg tile on a 20 point hand. Bettor did not bet correctly. All players including Bettor pays double value of hand.

PLAYERS	Bettor				
	A	B	C	D	E
	1,000	1,000	1,000	1,000	1,000
	+ 160	- 40	- 40	- 40	- 40
	1,160	960	960	960	960

VARIATIONS OF "MAH JONGG" WITH KARDS

When playing a two or three handed game of Mah Jongg with Kards, the deck is thoroughly mixed by each player, then stacked in front of East. The dealer takes the first four Kards and gives the next four Kards to the next player or players until each player has twelve Kards. East then takes two more Kards and gives each of the other player or players one more Kard. The Charleston is omitted in a two or three handed game. The dealer starts the game by discarding a Kard from hand. The game proceeds as in a four handed game.

A five or six handed game played with Kards is played exactly as the tile game. Four players are seated at the table and the fifth and sixth player bets on the hand that is likely to win.

NATIONAL MAH JONGG LEAGUE, INC.

250 W. 57th St., New York, N.Y. 10019

the official standard of 1976-1977 hands are described on the following pages

ILLUSTRATIONS OF HANDS — CAN ALSO BE PLAYED IN OTHER SUITS.
 EXPOSED HANDS MAY ALSO BE PLAYED CONCEALED.

STANDARD BASED ON EIGHT FLOWERS AND EIGHT BIG JOKERS

When a player picks OWN Mah Jongg tile, all players pay double the value of the hand. When a player Mah Jonggs on a discarded tile, DISCARDER pays the winner double value of the hand. All other players pay single value.

**Matching Dragons with Suits: Red Dragon with Craks.
Green Dragon with Bams — White Dragon with Dots.**

The limit value of each hand is printed to the left of each illustration. A detailed explanation how to score the values of each hand is described under "Scoring and the Use of Chips" on pages 12, 13 & 14.

All hands contained in this book are examples. The hands illustrated do not have to be played in the suits as shown. A hand which is illustrated in Bams, may be played in either the Crak or Dot Suits.

1976 HANDS WINDS AND DRAGONS

(1) EXPOSED
20



Kongs of ones and nines with Pungs of sevens and sixes in one suit.

(2) EXPOSED
20



Kongs of ones and nines in one suit, Pungs of sevens and sixes in second suit.

(3) CONCEALED
25



Pairs of ones and nines in one suit, Pairs of ones, nines, and sevens in second suit, Kong of sixes in third suit.

15

1976 HANDS WINDS AND DRAGONS (Continued)

(4) CONCEALED
20



Pairs of ones and nines with Pungs of sevens and sixes in one suit and a Kong of Flowers.

(5) CONCEALED
25



Pairs of ones, nines, sevens and sixes in one suit, Pungs of Dragons in other two suits.

(6) EXPOSED
20



Pungs of North and South Winds, Kongs of East and West Winds.

(7) EXPOSED
20



Kongs of North and South Winds, Pungs of East and West Winds.

(8) EXPOSED
25



Kongs of North and South Winds, two Pungs of Flowers.

(9) EXPOSED
25



Kongs of East and West Winds, two Pungs of Flowers.

16

1976 HANDS WINDS AND DRAGONS (Continued)

(10) CONCEALED
25



Kongs of North and South Winds with Like Pairs of Any Odds.

(11) CONCEALED
25



Kongs of East and West Winds with Like Pairs of Any Evens.

(12) EXPOSED
30



Quints of North and South Winds with Any Kong of Dragons.

(13) EXPOSED
30



Quints of East and West Winds with Any Kong of Dragons.

(14) CONCEALED
25



Pungs of Red, White and Green Dragons with a Quint of Flowers.

(15) EXPOSED
25



Kongs of Red, White and Green Dragons with a Pair of Flowers.

17

SEVEN HANDS

(16) EXPOSED
25



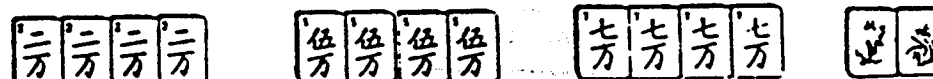
Kongs of ones, sixes and sevens in one suit and a Pair of Flowers.

(17) EXPOSED
25



Kong of ones in one suit, Kong of sixes in second suit, Kong of sevens in third suit and a Pair of Flowers.

(18) EXPOSED
25



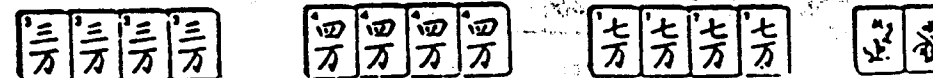
Kongs of twos, fives and sevens in one suit and a Pair of Flowers.

(19) EXPOSED
25



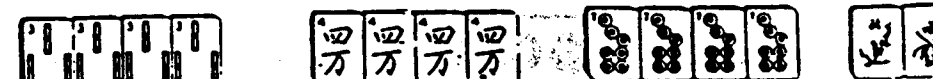
Kong of twos in one suit, Kong of fives in second suit, Kong of sevens in third suit and a Pair of Flowers.

(20) EXPOSED
25



Kongs of threes, fours and sevens in one suit and a Pair of Flowers.

(21) EXPOSED
25



Kong of threes in one suit, Kong of fours in second suit, Kong of sevens in third suit and a Pair of Flowers.

18

CONSECUTIVE NUMBERS OR RUNS

(22) CONCEALED
25



Any run of four consecutive numbers. Single for first number, Pair the second number, Pung the third number, Kong the fourth number with a Kong of matching Dragons.

(23) CONCEALED
25



Pungs of any three consecutive numbers in one suit with a Quint of Flowers.

(24) EXPOSED
20



Kongs of any three consecutive numbers in one suit with a Pair of Flowers.

(25) EXPOSED
20



Kongs of any three consecutive numbers in three suits with a Pair of Flowers.

(26) CONCEALED
25



Pairs of ones and twos, Pungs of threes and fours, Kong of fives in one suit.

(27) CONCEALED
25



Pairs of fives and sixes, Pung of sevens and eights, Kong of nines in one suit.

19

CONSECUTIVE NUMBERS OR RUNS (Continued)

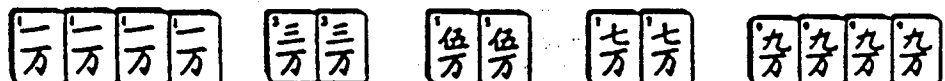
(28) CONCEALED
25



Any Consecutive Pung, Pair, Pung in one suit, Like Pungs in other two suits to match pair in run.

1-3-5-7-9 HANDS

(29) CONCEALED
25



Kongs of ones and nines, Pairs of threes, fives, sevens in one suit.

(30) CONCEALED
25



Kongs of ones and nines in one suit, Pairs of threes, fives, sevens in the second suit.

(31) CONCEALED
25



Pairs of ones and threes in one suit, Pungs of fives and sevens in second suit and a Kong of nines in third.

(32) CONCEALED
25



Pungs of ones, threes, fives in one suit with a Quint of Flowers.

1-3-5-7-9 HANDS (Continued)

(33) CONCEALED
25



Pung of ones in one suit, Pung of threes in second suit, Pung of fives in third suit with a Quint of Flowers.

(34) CONCEALED
25



Pungs of fives, sevens, nines in one suit with a Quint of Flowers.

(35) CONCEALED
25



Pung of fives in one suit, Pung of sevens in second suit, Pung of nines in third suit with a Quint of Flowers.

(36) EXPOSED
25



Kongs of ones and fives in one suit with a Kong of matching Dragons and a Pair of Flowers.

(37) EXPOSED
25

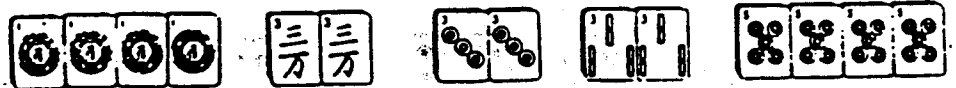


Kongs of fives and nines in one suit with a Kong of matching Dragons and a Pair of Flowers.

21

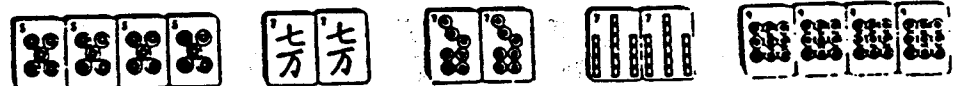
1-3-5-7-9 HANDS (Continued)

(38) CONCEALED
25



Kongs of ones and fives in one suit, pair of threes in Craks, Pair of threes in Dots, Pair of threes in Bams.

(39) CONCEALED
25



Kongs of fives and nines in one suit, Pair of sevens in Craks, Pair of sevens in Dots, Pair of sevens in Bams.

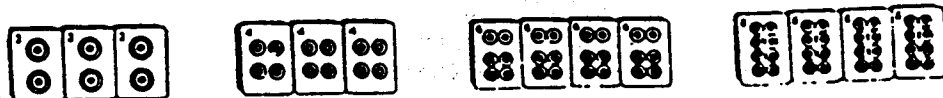
(40) EXPOSED
25



Kongs of ones and nines in one suit, two Pungs of Flowers.

2-4-6-8 HANDS

(41) EXPOSED
20



Rungs of twos and fours, Kongs of sixes and eights in one suit.

(42) EXPOSED
20



Pungs of twos and fours in one suit, Kongs of sixes and eights in second suit.

22

2-4-6-8 HANDS (Continued)

(43) EXPOSED
25



Kongs of twos, fours, sixes in three suits with a Pair of eights to match the same suit as the fours.

(44) CONCEALED
20



Pairs of twos and fours in one suit, Pungs of fours and sixes in second suit, with a Kong of eights in the third suit.

(45) CONCEALED
25



Pairs of twos, fours and sixes in one suit, Kongs of eights in other two suits.

(46) CONCEALED
20



Pairs of twos and fours, Pungs of sixes and eights in one suit with a Kong of Flowers.

(47) CONCEALED
25



Single two, Pair of fours, Pung of sixes, Kong of eights in one suit with four matching Dragons.

(48) EXPOSED
25



Kongs of twos and eights in one suit with two Pungs of Flowers.

23

3-6-9 HANDS

(49) CONCEALED
25



Single three, Pair of sixes, Pung of nines in any one suit with a Kong of matching Dragons and four Flowers.

(50) CONCEALED
25



Pairs of threes, sixes, nines in one suit with LIKE Kongs of threes, sixes or nines in other two suits.

(51) CONCEALED
25



Pungs of threes, sixes and nines in same suit with a Quint of Flowers.

(52) CONCEALED
25



Pung of threes in one suit, Pung of sixes in second suit, Pung of nines in third suit with a Quint of Flowers.

(53) EXPOSED
25



Kongs of threes, sixes, nines in one suit with a Pair of Flowers.

(54) EXPOSED
25

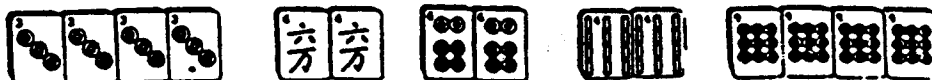


Kongs of threes, sixes, nines in three suits with a Pair of Flowers.

24

3-6-9 HANDS (Continued)

(55) CONCEALED
25



Kongs of threes and nines in one suit, Pairs of sixes in three suits.

(56) EXPOSED
20



Kongs of two Dragons, Kong of threes, sixes or nines in third suit with a pair of Flowers.

(57) EXPOSED
25



Kong of threes, Pair of sixes, Kong of nines in one suit and a Kong of matching Dragons.

(58) CONCEALED
25



Pairs of threes, sixes and nines in one suit and Kongs of Dragons in other two suits.

LIKE NUMBERS

(59) CONCEALED
25



Pungs of Any same number in three suits with a Quint of Flowers.

25

LIKE NUMBERS (Continued)

(60) EXPOSED
30



Any Like Numbers. Two Quints and a Kong.

(61) EXPOSED
25



Kongs of fives in three suits with the total of fifteen in Any suit.

(62) EXPOSED
25



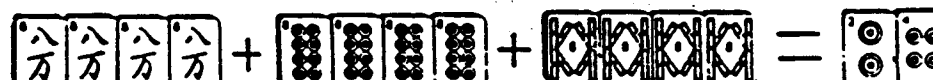
Kongs of sixes in three suits with the total of eighteen in Any suit.

(63) EXPOSED
25



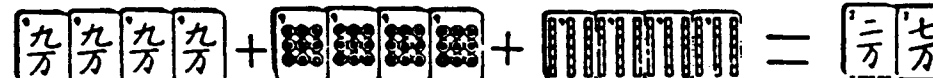
Kongs of sevens in three suits with the total of twenty-one in Any suit.

(64) EXPOSED
25



Kongs of eights in three suits with the total of twenty-four in Any suit.

(65) EXPOSED
25



Kongs of nines in three suits with the total of twenty-seven in Any suit.

26

NO JOKER HANDS

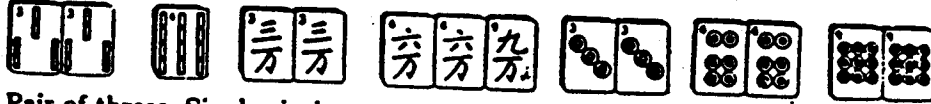
Jokers may be discarded for Jokerless Hand or Jokers may be used to switch to any other Hand.

(66) CONCEALED
30



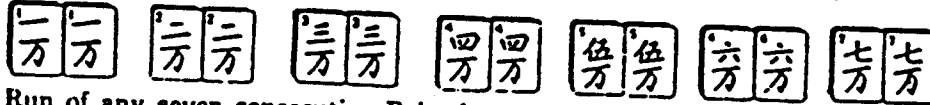
Pairs of North, East, West and South Winds, Single one, Pair of sevens and Single six in one suit with a Pair of Flowers.

(67) CONCEALED
30



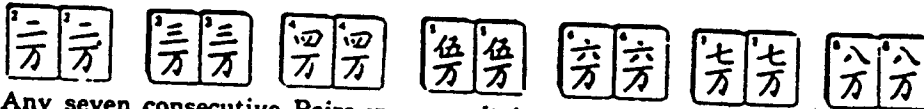
Pair of threes, Single six in one suit, Pair of threes and sixes, Single nine in second suit, Pairs of threes, sixes, nine in third suit.

(68) CONCEALED
30



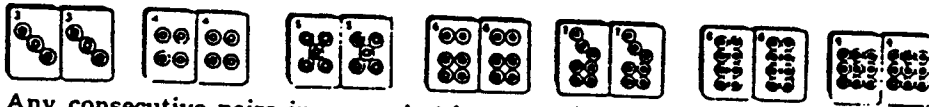
Run of any seven consecutive Pairs in one suit.

(69) CONCEALED
30



Any seven consecutive Pairs in one suit (two to eight).

(70) CONCEALED
30



Any consecutive pairs in one suit (three to nine).

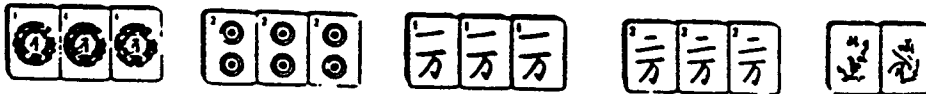
NO JOKER HANDS (Continued)

(71) CONCEALED
30



Run of one to five and five to nine in any two suits, Double one and five in first suit, Double five and nine in second suit.

(72) EXPOSED
35



Consecutive Pungs in one suit, Matching Consecutive Pungs in second suit with a Pair of Flowers.

(73) EXPOSED
35



ANY NUMBERS. NO Winds or Dragons. Kong of twos in Craks, Kong of fours in Dots, Kong of sevens in Bams with two Flowers. May also be played A.I. Kongs in one suit or two suits.

(74) EXPOSED
35



Pungs of ANY Like numbers in two suits, Kongs of ANY Like numbers in same two suits.

(75) EXPOSED
35



Kongs of ANY Like numbers in two suits, Pungs of ANY Like numbers in same two suits.