

# Chinese Mahjong Basic Rules Summary

## STARTING

1. Agree on the number of rounds (4 deals = 1 round).
2. Wash tiles face down. Each player builds a wall 18 tiles long and 2 tiles high; push all four walls together.
3. Roll 3 dice to determine the dealer (East). East then counts counter-clockwise (1=self) to pick the wallbreaker.
4. The wallbreaker counts from the right of their wall and breaks there, leaving a gap.
5. East takes 4 tiles from the left of the break; players then take 4 each counter-clockwise until everyone has 12.
6. The dealer (East) draws 2 extra tiles (14 total). Others draw 1 extra (13 total).

## TILE REFERENCE

	1	2	3	4	5	6	7	8	9
Circles									
Bamboo									
Cracks									

Winds	East		South		West		North	
Dragons	Red		Green		White			

## MELDS (SETS)

<b>CHOW</b> three sequence tiles (same suit)	<b>PUNG</b> three identical tiles	<b>KONG</b> four identical tiles

Priority: Mahjong > Kong/Pung > Chow | Tiebreaker: East > South > West > North

## PLAY

1. While 15 or more tiles remain: Draw one, then discard one.
2. A discarded tile may be claimed by any player for Mahjong, Pung, or Kong; or by the player to your right for Chow.
3. Claimed sets are exposed face-up.
4. If you draw the fourth tile of an exposed Pung, you may declare a Kong and draw a replacement (from the back of the wall).
5. The hand ends when a player declares Mahjong (4 sets + 1 pair) or the wall is nearly empty.
6. Score the hand, then East passes the dealer role clockwise. Each round = 4 hands.

## QUICK NOTES

East starts each hand.  
Play counter-clockwise.  
Always keep 13 tiles until you draw.  
Pung, Chow, Kong and Mahjong calls must be made immediately.