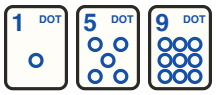
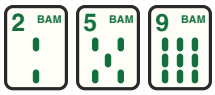
# American mah jongg: beginner table sheet

Keep this sheet next to your rack. You also need the card of the year.

## 1. The tiles: 152

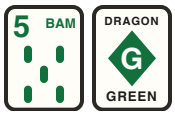
| Kind | Tiles | Count |
|---|---|---|
| **Dots**  | 1 to 9, four of each | **36** |
| **Bams**  | 1 to 9, four of each. The 1 Bam shows a bird on most sets | **36** |
| **Craks**  | 1 to 9, four of each. Read the number in the corner | **36** |
| **Winds**  | North, East, West, South, four of each | **16** |
| **Dragons**  | Red, Green, White (Soap), four of each | **12** |
| **Flowers**  | Eight pictures. All count as the same tile | **8** |
| **Jokers**  | Eight tiles | **8** |

A blank tile is a spare. It is not one of the 152.

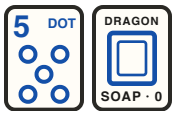
## 2. The dragon of each suit



**Craks: Red Dragon**



**Bams: Green Dragon**



**Dots: White Dragon (Soap)**

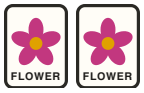
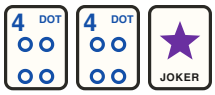
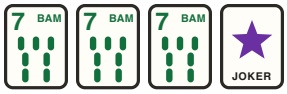
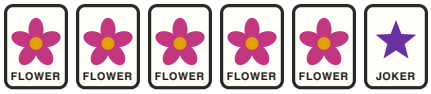
Soap is also the zero (0) on the card. As a zero it has no suit.

## 3. X and C on the card

**X = Exposed**
You may call discards and show groups.

**C = Concealed**
No calls, except the last tile for mah jongg.

## 4. Groups, and where a joker can go

| Group | Tiles | Example | Joker? |
|---|---|---|---|
| Single | 1 |   | **No** |
| Pair | 2 identical |   | **No** |
| Pung | 3 identical |   | Yes |
| Kong | 4 identical |   | Yes |
| Quint | 5 identical |   | Yes |
| Sextet | 6 identical |   | Yes |

N E W S and the digits of a year are single tiles: no joker. You may never pass a joker in the Charleston. Nobody can call a discarded joker.

## 5. Your turn

1. **Pick** one tile from the wall. (East starts the game with 14 tiles and does not pick first.)
2. **Exchange**, if you can: give the real tile for a joker in an exposure on any rack.
3. **Discard** one tile and say its name.

## 6. How to call a discard

- You can call only the most recent discard.
- For a **pung, kong, quint or sextet**: say "call". Put the tile on top of your rack with the matching tiles from your hand. Then discard.
- For a **pair or a single**: only when the tile gives you mah jongg.
- Two calls for one tile: mah jongg wins. If not, the player next in turn wins.

## 7. Who pays the winner

- Win on a discard: the discarder pays double the value. The others pay the value.
- Win on a tile from the wall: all pay double.
- A hand with no joker: double again (not in Singles and Pairs).