AMERICAN MAHJONG

How To Play

LEFLEUR MAHJ SOCIAL CLUB
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Set Up

HOUSE RULES *Establish if playing with blanks or no blanks.*
WASH THE TILES *Mix all tiles face down in center of the table.*
BUILD THE WALLS *Each player builds a wall: 19 tiles long x 2 tiles high.*
ROLL FOR EAST *Each player rolls 2 dice; highest roll determines East aka Dealer.*
BREAK THE WALL *East rolls again and breaks the wall from the right according to dice roll. Curtsy the leftover tiles out from the wall.*
DEAL THE TILES *Deal tiles in sets of 4 starting with East, moving* ***counterclockwise*** *until each player has 12 total (When the wall runs out, curtsy the wall to the left (****clockwise****)). East then takes the 1st and 3rd top tiles, then deals 1 tile to the other players continuing in a* ***counterclockwise*** *fashion. East will have 14 total tiles, other players will have 13.*
RACK YOUR TILES *Flip your tiles face up and organize them by suit. Begin to identify your line by looking for pairs, odds, evens, consecutive numbers, or like numbers.*

The Charleston

ROLLOR *Right/Over/Left/Left/Over/Right*
PASS *Pass 3 tiles you'd like to discard, face down, in each of the above iterations in sync with the other players.*
STOP *After the first left pass, any player can stop the Charleston. If no player stops the Charleston the players continue with the last three passes.*
FINAL PASS *Optional: Players opposite each other may mutually agree to exchange 0 to 3 tiles. By this point, players should have a category and possibly a specific line in mind.*

Play

EAST BEGINS *by discarding a tile face up (see "Your Turn" below).*
ROTATE ***counterclockwise*** *with each player taking their turn.*
When a wall runs out of tiles, the player ***clockwise*** *will curtsy their wall.*
JOKERS *can be used to take the place of any tile in row but can only be used in groups of 3 or more identical tiles. You can never use a Joker to complete a pair, a single, or for a group of singles (as with 2025 or NEWS).*
BLANKS *can be used to exchange for a discarded tile at any time (see "playing with blanks" below).*

Your Turn

DRAW *a tile from the wall or the last discard (see "calling a discard" below)*
RACK *the tile*
DISCARD *1 tile face up*
ANNOUNCE *its name aloud, both suit and number*



Calling a Discard

WHO *Any player can potentially call a discarded tile.*
WHEN *A discard can be called if it completes a pung (3 of a kind), kong (4 of a kind), or a quint (5 of a kind). A discard cannot be called for a pair, a single or for a group of singles (as with 2025 or NEWS) unless it is the final tile to declare Mahjong. Discarded Jokers cannot be called, they are considered dead.*
HOW *The player must verbally say "pause".*
AFTER CALLING *The player exposing the set (pung, kong, quint) must place the tiles face up on their rack. They then discard a different tile from their hand.*
ORDER OF PRIORITY *If multiple players want the same discard, the player whose turn it is next gets priority. If a player needs it for a winning hand (Mahjong) and another needs it for a set, the player needing it for Mahjong takes priority.*
WINDOW OF OPPORTUNITY *The opportunity to claim a discard closes once the next player draws a tile from the wall and racks it.*
RESUME PLAY *Play resumes* ***counterclockwise****. This may mean skipping other players' turns.*

Playing with Blanks

Blanks can be used to exchange for any dead discarded tiles except for Jokers. They can be used during the players turn or at any time sneakily. Discard your blanks face up. Once a blank is discarded, it is dead.

Mahjong!

Say "Mahjong!" when you have completed your hand!
WALL GAME *When no one wins before the tiles run out.*
DEAD HAND *A hand that cannot possibly match a valid line. Player keeps playing but cannot win.*

Let's Mahj!