## Note that these Rules are for Tao Mah Jong.

## Questions for Jana: Jana's answers are in Red

1. If you have a Season and/or Flower that would normally make a pair, would it still be a pair if one is Revealed and one is Concealed? If a Season or Flower is concealed, it is technically a “wild tile” because it will be exchanged for a tile from the Flower Wall. So if the player has a revealed Season tile and picks-up the same tile from the Wall, he must reveal it at once for a replacement tile. The player had essential already “declared” it as revealed by revealing the first one. It forms a pair and can be given points as a revealed pair.
2. Same questions for SAWS and Flowers (BOCP). Now the question is: If the set has four (4) representation for each Season, would Season-Flower-Activity-(?) be equal to SAWS????? Good Question. Never had that come up because so few set have four (4) representation of each Season.

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## Terms

* Note that the terms "Pung" and "Pong" are the same. They're just spelled differently.
* Serviced Player - the player immediately following a discarding player.

## Multiple players calling for a tile

Order of precedence from High to Low is:

1. To make a Mah Jong (anyone can call for the tile, even it is to complete a Year, Kong, or Pair or steal a Flower/Season or revealed tile)
2. To complete a Pung Pair (anyone can call for the tile)
3. To complete a Pung (Suits, Dragons, Winds)
4. To complete a Chow (only the person who is being serviced can call for the tile)
5. To complete a Kong - NOT ALLOWED (except for a Mahjong)
6. To complete a Pair - NOT ALLOWED (except for a Mahjong)

If multiple players call for a tile and they are all at the same level of precedence from the list above, then the player closest to the the discarding player's left gets the tile.

## Pung-Pairs

A "Pung Pair" call is a call made to complete the YEAR of either Winds (NEWS) or Dragons (GRGW). It can NOT be used to complete Flowers/Seasons (SAWS).

Examples:

You have "NNES": If an opponent discards a "W" tile, you may call for it by declaring that you have a Pung-Pair and that "W" will complete the YEAR :: NNEWS.... "Year - Long Winter".

 The only other person who could take the "W" from you, would be a person who will Mah Jong with the "W" tile.

You have a RRWGreen: If an opponent discards a Gold tile, you may call for it by declaring that you have a Pung-Pair and that the Gold will complete the YEAR: Red-Red-White-Green-Gold..."Year-Long Summer".

The only other person who could take the "Gold" from you, would be a person who will Mah Jong with the "Gold" tile

Two things keep confusing me (Jeff) about Pung-Pairs: (1) you must ALREADY have the Pung-Pair in your hand. You can NOT call for a tile to MAKE a Pung-Pair. (2), if you have NEW and someone throws down an S, you have a Pung but NOT a Pair so you can't call for the tile (unless it is for a Mah Jong). You can NEVER make a call to complete a Year of Wind or Dragon UNLESS you already have BOTH a Pung and a Pair EVEN if the person discarding is the person servicing you (unless it is for a Mah Jong).

## Dealer / Player Points

If you are the Dealer and you can get points for your suit, then you get points for BOTH Dealer and Player. If you are Harvest and you get tiles that are BOTH Harvest and the Dealer's, then you get points for BOTH Dealer and Player.

## Bad Luck Points -- Incomplete Pairs of Winds & Dragons

Seasons & Flowers do NOT get Bad Luck Points. Only Winds & Dragons

If you had NNEES and GRW in your hand when one of your opponents called "Mah Jong":

Your have **"bad luck points"** of **minus** **8 pts.... NNEES GRW are an incomplete YEAR.**

You would still receive positive points for the **Concealed** pair of NN winds:

Assuming, these are alI concealed, I assume this means your score would be 8 points ...

 8 points for the pair of NN

 8 points for the pair of EE

- 8 points for the incompletes (5 Winds and 3 Dragons)

Of course if N or E are your suit or the dealer's suit, you'd get extra points.

## Differences for 3 Players

Same as with 4, but no one has the Harvest suit.

## Differences for 5 Players

Same as with 4, but with these differences:

* You need extra tiles, so use the 8 "Flower" tiles or Flowers, Activities, etc (depending on your Mahjong set). These tiles are normally NOT used with only 4 players.
* No positions (NEWS) are assigned since there are 4 positions and 5 players.
* There are NO extra Points for Player / Dealer since extra points are based on 4 players not 5.
* Matching Seasons & Flowers in pairs is dependent on which Mah Jong Set that you have. Sets vary in composition of these tiles.
* If the set has two (2) tiles of each Season, two (2) tiles of each Flower, two (2) tiles of Activity, two (2) ?, then the Pairs are same Season-Season, same Flower-Flower, same Activity-Activity, same (?). In other words, you do NOT mix and match Seasons with Flowers, etc.
* If the set has only one (1) tile for each Season and one (1) tile for each Flower (Spring-Bamboo, Summer-Orchid, etc), then the Pairs are Spring-Bamboo, etc.

## If you have more than 5 players, just use more tables

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## What each player "owns" (these are also on the Score Sheet)

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Wind** | **Dragons** | **Suit** | **Season** | **Flower** | **Activity** |
| East | Green | Bamboo | 1-Spring | 1-Plum | 1-?? |
| South | Red | Character | 2-Summer | 2-Orchid / Lily | 2-?? |
| West | Gold | Harvest | 3-Autumn | 3-Chrysanthemum | 3-?? |
| North | White | Dots | 4-Winter | 4-Bamboo | 4-?? |

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## Harvest (these are also on the Score Sheet)

* All 1s and 9s
* ANY tiles with 3 colors are Harvest tiles. These are:
	+ 5 Character
	+ 7 Bamboo
	+ 3 & 5 Dots

## Tiles Used

148 tiles all together

* Suits – 108 - 4 each of 1 to 9 in 3 suits
* Winds – 16 – 4 each wind NSEW
* Dragons – 16 – 4 each Gold, Green, Red, White
* Seasons and/or Flowers – 8 – 2 each Spring, Summer, Autumn, Winter
* For 5 players add in 8 more Flower or Activity tiles

**MAH JONG:**

Occurs when a player has any combination of Chows, Pungs, Pairs, Kongs, or complete Years AND

* Has NO tile to discard
* Has No concealed SINGLETON Seasons / Flowers (All singletons must be revealed and given a replacement tile from the Flower Wall) prior to calling for a Mahjong

**STEALING A TILE from an Opponent tile or “Calling” for a tile to complete a Kong or Pair to Mah Jong:**

* Any ONE tile that is revealed on an Opponent's rack is available for taking (stealing) if it completes a Mah Jong.
* “Stealing” is considered the same as if the player was taking a tile from the Wall
* If the “stolen” tile completes a revealed set, the whole set is considered revealed.
* If the tile “stolen” tile completes a concealed set, the whole set is considered concealed for more points.

## Additional Discoveries by Jeff

* If a player draws a Kong tile when they have the Pung revealed, the new tile is added to the revealed Pung, making it a revealed Kong. A replacement tile is given from the Flower Wall.
* When a player has a Pung-Pair and calls for a replacement, they have 2 options:
	+ Reveal it and get a replacement tile (you don't get as many points since it's revealed).
	+ Do NOT reveal it (just announce that you have a Pung-Pair completed as a year with a Pair). You do NOT get a replacement tile though. You get more points since it's concealed.