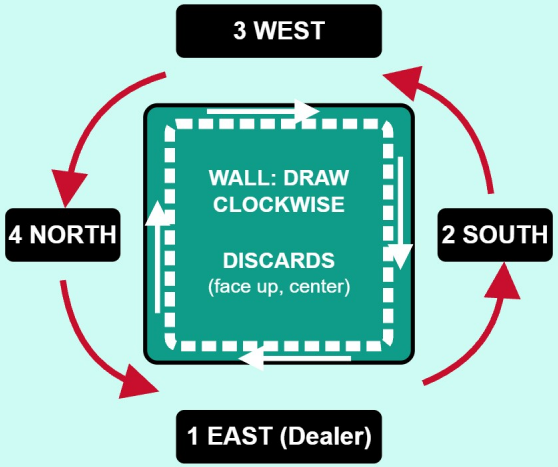
ZUNG JUNG MAHJONG 中

BEGINNER CHEAT SHEET | 136 TILES

TURN & DRAW ORDER



Play moves counterclockwise (to your right).

YOUR TURN

1. Draw the next tile from the wall, going **clockwise**: top tile first, then bottom (14 tiles in hand).
2. Check: complete hand? Declare **Mahjong** and reveal.
3. Discard one tile face up (back to 13).
4. Wait: anyone may claim that discard.

WHO CAN CLAIM A DISCARD?

Sequence: only from the player on your **left** (the one who just played before you).
Triplet or Quad: from **any** player.
Mahjong: from any player, and it beats every other claim.

HOW TO CALL A TILE

Say **Chi** (Sequence), **Pung** (Triplet), **Kong** (Quad) or **Mahjong**. Meld the set face up with the claimed tile, then discard.
Turn the claimed tile sideways on the **left, center or right** of the set to show who discarded it.
Priority: Chi < Pung / Kong < Mahjong.

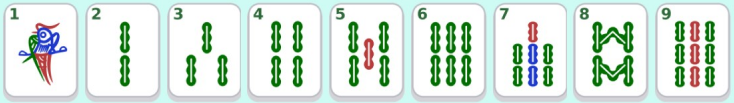
THE TILES (4 OF EACH)

SUITED TILES: 1–9 · 3 SUITS × 36 = 108

Dots



Bamboo (1-Bamboo is usually a bird)



Characters



Terminals = 1s and 9s. **Simples** = 2 through 8.
Sequences must stay in one suit and can't wrap (8-9-1 is invalid).

HONOR TILES: 7 KINDS × 4 = 28 (NO SEQUENCES)

Winds



East South West North

Dragons



Red Green White

QUICK SETUP

1. **Build the wall.** Shuffle all 136 tiles face down. Each player builds a wall 17 tiles long and 2 high. Push the four walls into a square.
2. **Break the wall.** East rolls two dice and counts counterclockwise, starting with their own wall as 1. That player rolls again and counts that many stacks from right to left to find the break point.
3. **Deal.** Take tiles from the break point clockwise, 4 at a time, dealing counterclockwise (East, South, West, North) until everyone has 12. Then East takes 2 more and everyone else takes 1. East has 14, the others 13.
4. **Dead wall.** The last 14 tiles (7 stacks) stay untouched. Quad replacements come from them, and each time you take one, move a tile from the end of the live wall to refill it. If the live wall runs out, the hand is a draw.
5. **Start.** East discards first, with no draw.
6. **Next hand.** Rebuild the walls and rotate the seat winds counterclockwise. The dealer always rotates, even if East wins.

THE SETS

SEQUENCE (CHOW / CHI)

3 consecutive tiles, **same suit**.



TRIPLET (PUNG / PON)

3 identical tiles.



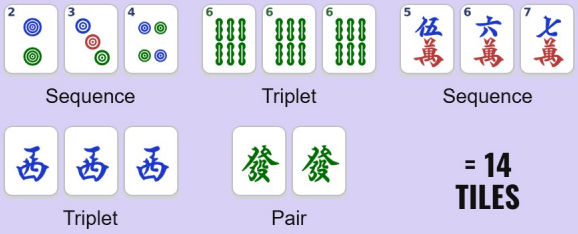
QUAD (KONG / KAN)

4 identical tiles. Take a **replacement tile**. Counts as one set (15+ tiles is fine).



HOW TO WIN

4 SETS + 1 PAIR = MAHJONG



Any complete hand wins, even with no scoring patterns (1 point). **Only the winner scores.**
Special hands (Seven Pairs, Thirteen Orphans) skip the set pattern.
Tip: start by aiming for four easy sets and a pair, then look for bonus patterns.

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ZUNG JUNG MAHJONG 中

THE BASICS

Only the winner scores. When someone calls Mahjong, they get paid and everyone else pays.

Add up your patterns. Check your winning hand against the pattern pamphlet and add up the points for every pattern it matches.

No pattern? No problem. Any complete hand wins and is worth at least 1 point. That is called a Chicken Hand.

STACKING PATTERNS

Patterns **add together**, with a few guardrails:

One per series. Patterns with the same first numbers (like 4.2.1, 4.2.2 and 4.2.3) don't stack. Count only the best one.

No double-dipping. The same pattern never counts twice, except **Value Honor**, which is +10 for every Dragon or seat-wind set.

Top score is 320. A bigger total drops to 320. One pattern worth 320 or more counts alone.

WHO PAYS?

However you win, you collect **3 × your hand's value**. Only who pays changes:

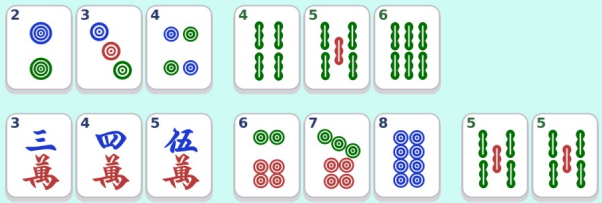
SELF-DRAW Each of the other three players pays the hand's value.

DISCARD **25 points or less:** same as self-draw, each pays the hand's value.

DISCARD **Over 25 points:** the two other players pay 25 each, and the discarder pays the rest.

WORKED EXAMPLES

EXAMPLE 1 · SELF-DRAW



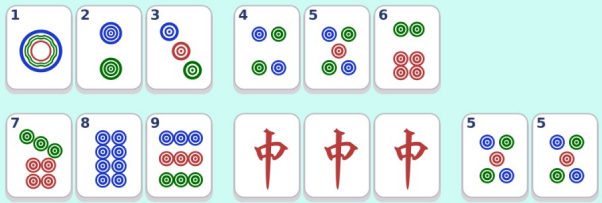
All Sequences	+5
All Simples (only 2s to 8s)	+5
Concealed Hand (no called sets)	+5
Hand value	**15 pts**

15 × 3 = **45**

YOU	PLAYER	PLAYER	PLAYER
+45	-15	-15	-15

You drew the winning tile yourself, so each player pays 15. You collect **45**.

EXAMPLE 2 · BIG DISCARD WIN



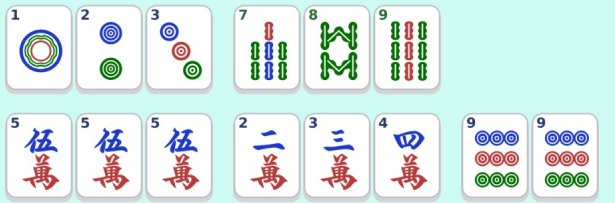
Half Flush (one suit + Honors)	+40
Nine-Tile Straight (1 to 9)	+40
Value Honor (Red Dragon)	+10
Hand value	**90 pts**

90 × 3 = **270**

YOU	DISCARDER	PLAYER	PLAYER
+270	-220	-25	-25

Won off a discard, over 25 points: the two other players pay 25 each, the discarder pays 220. You collect **270**.

EXAMPLE 3 · NO PATTERNS



Complete hand, no pattern	+1
Hand value	**1 pt**

1 × 3 = **3**

YOU	DISCARDER	PLAYER	PLAYER
+3	-1	-1	-1

A win is a win! This is a Chicken Hand, worth 1 point. All three players pay 1 and you collect **3**.

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