

Learn Mahjong Starter Kit

This gift is for

_____

from

_____

Included in this pack: tile guide, rules at a glance, a practice card, a score sheet and a game-night invitation.

My first game is on: _____

Playing with: _____

The Tiles

152 tiles in all

Bams (36)



Cracks (36)



Dots (36)



Winds (16)



Dragons (12)



Flowers (8)



Jokers (8)



Four of every numbered tile, wind and dragon. Soap is the white dragon. Flowers and jokers come in sets of eight.

Rules at a Glance

American mahjong, four players

Setup

Build walls, roll for dealer, dealer takes 14 tiles and everyone else takes 13. Sort your rack by suit.

The Charleston

Pass 3 tiles face down: right, across, left. A second round (left, across, right) if all agree. Then an optional courtesy pass across. Jokers can never be passed.

Your turn

Draw a tile (or call the last discard to complete a group). Discard one tile face up and name it out loud.

Calls

Take a discard only to complete a pung, kong, or to win. Expose the group on your rack. Mahjong beats every other call.

Jokers

Wild in groups of 3 or more. Never in a pair or a single. You may swap a real tile for an exposed joker. You can never call a discarded joker.

Winning

Complete a hand from the card with exactly 14 tiles and say Mahjong. Discarder pays double. Self-pick doubles. No jokers doubles.

Table manners

Name every discard. Do not hover. Do not peek. Ask when unsure. Be kind to new players.

The Velda Card, Edition 1

Same color = same suit. Different colors = different suits. X = a number you choose (X+1 is one higher). Jokers wild in groups of 3 or more.

Runs

R1 FF | XXXX | X+1 X+1 X+1 X+1 | X+2 X+2 X+2 X+2 — **25**

One suit. Any run of 3 kongs.

R2 FF | XXX | X+1 X+1 X+1 | X+2 X+2 X+2 | X+3 X+3 X+3 — **25**

One suit. Any run of 4 pungs.

R3 XXX | X+1 X+1 X+1 | X+2 X+2 X+2 | W①W①W① | D①D① — **30**

One suit run of 3 pungs, any wind pung, any dragon pair.

R4 XXXX | X+1 X+1 X+1 X+1 | XX | X+1 X+1 | FF — **35**

Two suits. Kongs of X and X+1 in one suit, pairs of the same two numbers in a second suit, plus FF.

R5 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | FF | D①D①D① — **45**

One suit straight 1 to 9, FF, any dragon pung.

R6 X | X+1 | X+2 | X | X+1 | X+2 | X | X+1 | X+2 | FF | D①D①D① — **40**

Three suits. A 3-run in each suit (same numbers), FF, any dragon pung.

Matches

M1 XXXX | XXXX | XXXX | D①D① — **30**

Same number kong in all three suits, any dragon pair.

M2 XXX | XXX | XXX | FF | W①W①W① — **30**

Same number pung in all three suits, FF, any wind pung.

M3 XXXX | X+1 X+1 X+1 X+1 | X+2 X+2 X+2 X+2 | FF — **35**

Three suits stepping up: kong X, kong X+1, kong X+2, plus FF.

M4 XXX | X+1 X+1 X+1 | X+2 X+2 X+2 | FF | D①D①D① — **35**

Three suits stepping up: pung X, X+1, X+2, FF, any dragon pung.

M5 XXXX | XXXX | XX | FF | D①D① — **30**

Kong X in two suits, pair X in the third, FF, any dragon pair.

M6 1111 | 9999 | 11 | 99 | FF — **40**

Bookends: kongs of 1 and 9 in one suit, pairs of 1 and 9 in a second suit, FF.

Winds & Dragons

W1 NNN | EEE | SSS | WWW | FF — **35**

Pungs of all four winds plus FF.

W2 W①W①W①W① | W②W②W②W② | W③W③W③W③ | FF — **40**

Any three wind kongs plus FF.

W3 W①W①W①W① W②W②W②W② XXX X+1 X+1 X+1 — 35

Two wind kongs plus a 2-pung run in any suit.

W4 RRR GGG 000 FF XXX — 30

Pungs of all three dragons, FF, any suit pung.

W5 D①D①D①D① D②D②D②D② FF D③D③ W①W① — 40

Two dragon kongs, FF, third dragon pair, any wind pair.

Odds & Evens

E1 2222 4444 6666 88 — 30

One suit: kongs of 2, 4, 6 and a pair of 8.

E2 222 444 666 888 FF — 25

One suit: pungs of 2, 4, 6, 8 plus FF.

E3 111 333 555 777 FF — 25

One suit: pungs of 1, 3, 5, 7 plus FF.

E4 1111 5555 9999 FF — 30

One suit: kongs of 1, 5, 9 plus FF.

E5 2222 8888 44 66 FF — 35

Evens in two suits: kong 2 and kong 8 in one suit, pair 4 and pair 6 in another, FF.

Pairs & Singles

P1 XX X+1 X+1 X+2 X+2 X+3 X+3 X+4 X+4 X+5 X+5 X+6 X+6 — 50

Concealed only, no jokers. Seven consecutive pairs in one suit.

P2 XX X+1 X+1 X+2 X+2 XX X+1 X+1 X+2 X+2 FF — 45

No jokers. Pairs of X, X+1, X+2 in two suits, plus FF.

P3 NN EE SS WW RR GG 00 — 50

No jokers. A pair of every wind and every dragon.

P4 XX XX XX X+1 X+1 X+1 X+1 X+1 X+1 FF — 40

No jokers. Pairs of X and X+1 in all three suits, plus FF.

Score Sheet

Winner collects from each player. Discarder pays double.

#	PLAYER 1 _____	PLAYER 2 _____	PLAYER 3 _____	PLAYER 4 _____	HAND
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
TOTAL					

You’re Invited

A mahjong game night

Join us for an evening of tiles and treats.

When: _____

Where: _____

Bring: _____

Reply to: _____

Never played? We will teach you at the table.