

Mahjong Club at China Institute

Names of the Tiles

Bamboo



Wang



Circle



Wind



Red, White, and Green



Flower



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Terminologies

- PAI – tiles
- Wall – 17 tiles doubled up for a total of 34 tiles
- East, South, West, North seats
- East seat is the starting dealer determined by rolling of the dice
- Dealer roll dice to determine where to start taking tile. Counting of starting point is counter clockwise. Taking of tiles is clockwise.
- Dealer have an extra tile totaling 17 tiles. The other 3 hands are 16 tiles.
- All flowers are exchanged before the dealer throws out the first tile.
- Each player takes turn to either pick up the tile discarded by the player on his left or pick up tile from the wall. 3 connected numbers of the same suit is a run or sequence.
- Pung – to form 3 of a kind tiles the player can take anyone's discarded card by saying PUNG
- Chi – to form 3 consecutive numbers of the same suite by picking up the tile discarded by the player on one's left. The 3 tiles formed by Chi will need to be exposed.
- Player can win by going out with a hand of 5 runs or pungs plus a pair called Mahjong or the eye
- Hu – the winning hand, which can be self-drawn or formed by a discarded tile from a Chucker (the person who have to pay)

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Points

- FAN – the number of points
- Each flower is one FAN
- Each PUNG of words is one FAN
- No flower is worth 3 FAN
- Using the number 2, 5, 8 as the eye is one FAN
- A hand with no PUNG is worth 2 FAN
- A self-drawn hand is one FAN and is paid by all 3 opponents
- Waiting for a single card to have the winning hand is 2 FAN
- Gang – Four of the same tile is one FAN
- PUNG PUNG Wu – is worth 5 FAN