

# Tibet Method for Hong Kong Mahjong

The Tibet Method was created by Benjamin Boas, an American author and mahjong player living in Japan. These rules have modified for Hong Kong Mahjong.

Phase	Layout	Blocks	Number of Tiles	Objectives
Phase 1 – One Suit (Dots)	Random pile	1 plus a pair	Deal 4 tiles (concealed chows) Deal 7 tiles	Introduce Dots; play open hands to analyze each pick and discard and coach decision making (i.e., chow, pung)
Phase 2 – Two Suits (Dots & Bams)	Random pile	2 plus a pair 4 plus a pair	Deal 7 tiles (concealed chows) Deal 13 tiles	Introduce Bams; play open hands to analyze each pick and discard and coach decision making (i.e., chow pung; one suit, mixed suits)
Phase 3 – Three Suits (Dots, Bams, Cracks)	Random pile	4 plus a pair	13 tiles	Introduce Cracks; play open hands to analyze each pick and discard and coach decision making (i.e., chow pung; one suit, mixed suits)
Phase 4 – Three Suits with Honors (Winds and Dragons)	Random pile	4 plus a pair	13 tiles	Introduce Winds and Dragons; explain corresponding Dragons; explain seat Wind and Wind of the round; play open hands to analyze each pick and discard and coach decision making (i.e., chow pung; one suit, one suit with honors, mixed suits)
Phase 5 – All Tiles plus Flowers	Random pile	4 plus a pair	13 tiles	Introduce Flowers; explain how Flowers correspond to Seat Wind and Wind of the Round; create a Flower Wall; play open hands to analyze each pick and discard and coach decision making (i.e., chow pung; one suit, one suit with honors, mixed suits)
Phase 6 – All Tiles plus Flowers	Build walls	4 plus a pair	13 tiles	Introduce building walls, rolling the dice to break the wall, deal the tiles; play open hands to analyze each pick and discard and coach decision making (i.e., chow pung; one suit, one suit with honors, mixed suits)
Phase 7 – All Tiles plus Flowers	Build walls	4 plus a pair	13 tiles	Introduce scoring; play closed hands

Phase 1-5, introduce tiles and explain how they can be used. Turn the tiles upside down then mix them. Have each player take tiles from the pile. Pick tiles from the random pile then discard.

Progress to the next phase when players are comfortable with decision making.

