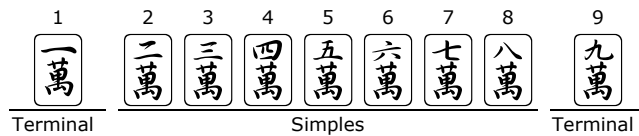


Strategies by Wall

Begin-Game (drawing from the 2nd wall)

- Analyze dealt hand
 - Arrange tiles by suit then in numerical order
 - Identify possible categories based on patterns; any pattern that includes an existing pair or pung should be the deciding factor for your initial direction
 - Set tiles that don't fit to one side
- Do not claim a discard until you have a clear plan for your hand
- Stay concealed as long as possible
- Ensure that you are not playing a concealed hand before claiming a discarded tile

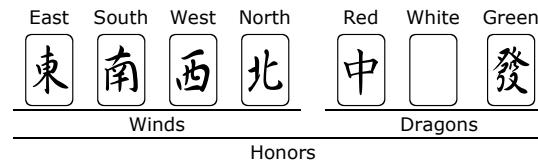


Middle-Game (drawing from the 3rd wall)

- If you are 4 or less from winning, play to win; if 5 away and you draw well, play to win; otherwise, play to NOT throw the winning tile even if it means destroying your hand
 - Discard tiles that have been exposed
 - Discard previously discarded tiles
 - Discard isolated tiles (.e., 2 Dot — 4 Dot 5 Dot)
- Watch what other players are exposing to identify their category and adjust your plan accordingly
- Plan your pair to be from one of the numbered suits; many players will not give up honor tiles in the end-game

End-Game (drawing from the 4th wall)

- If you are two tiles from winning, play to win!
- If you need more than two tiles to win or have a dead hand, play to prevent others from winning:
 - Do not meld
 - Discard tiles that have been exposed



BONUS

Competitive Play

- Lose small (do not discard the winning tile)
- Win big (play high scoring hands)

Tells

- Never comment about your hand
- Control your facial expressions and body language
- Change the way you arrange your tiles (i.e., discards on the right to discards on the left)
- Adjust your strategy based on observing other players:
 - Listen to what they say
 - Watch how they react to discards
 - Watch how they arrange their tiles
 - Note the types of hands they play



Core Strategy

Cantonese Mahjong
Hong Kong Old Style



Instructions for long term use:

1. *Print double-sided on 60 lb cardstock*
2. *Cut above the dotted line then trim edges to create a consistent margin*
3. *Fold*