

A close-up photograph of Mahjong tiles on a green felt table. A hand is visible in the upper right corner, holding a tile. The tiles are white with green and red markings. The background is a solid yellow color.

INTRODUCTION TO HONG KONG MAHJONG

*Everything you need to
know to play and win*

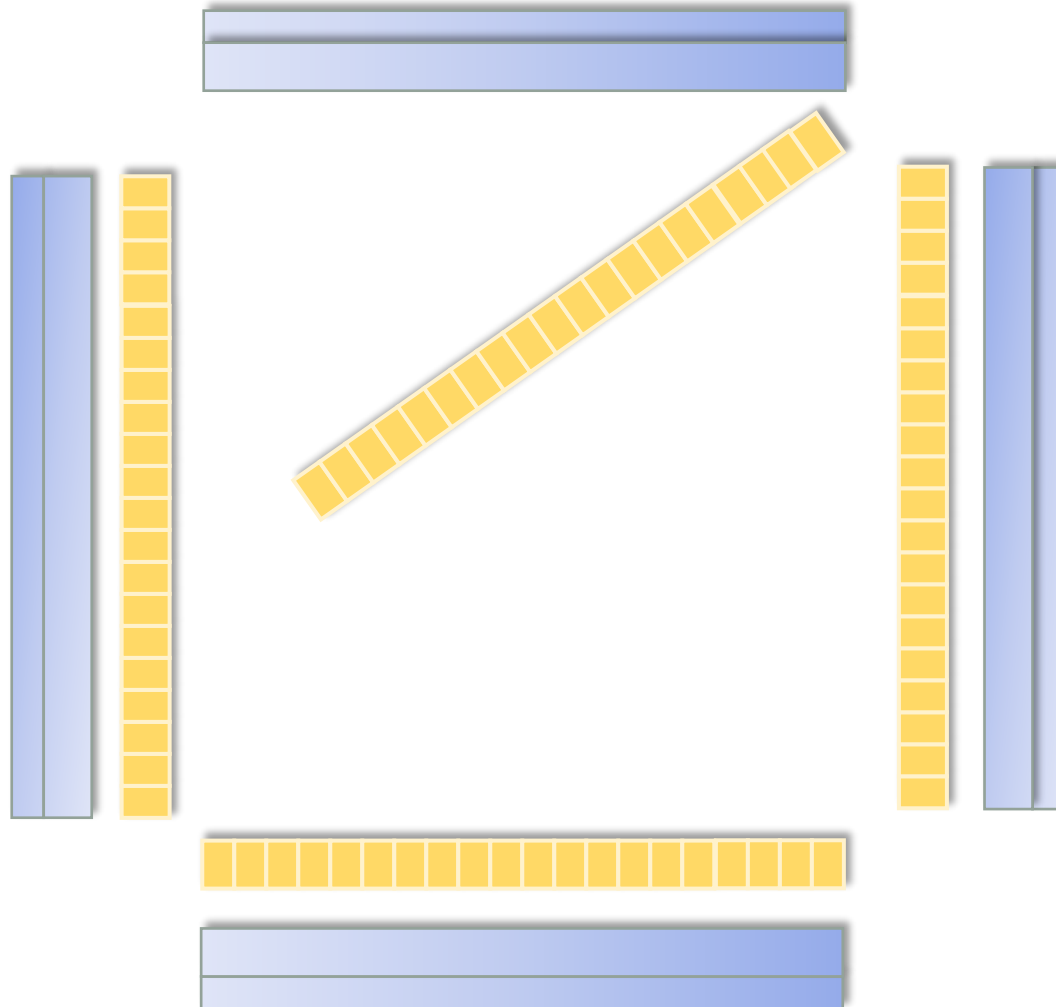


Core Strategy



Core Strategy

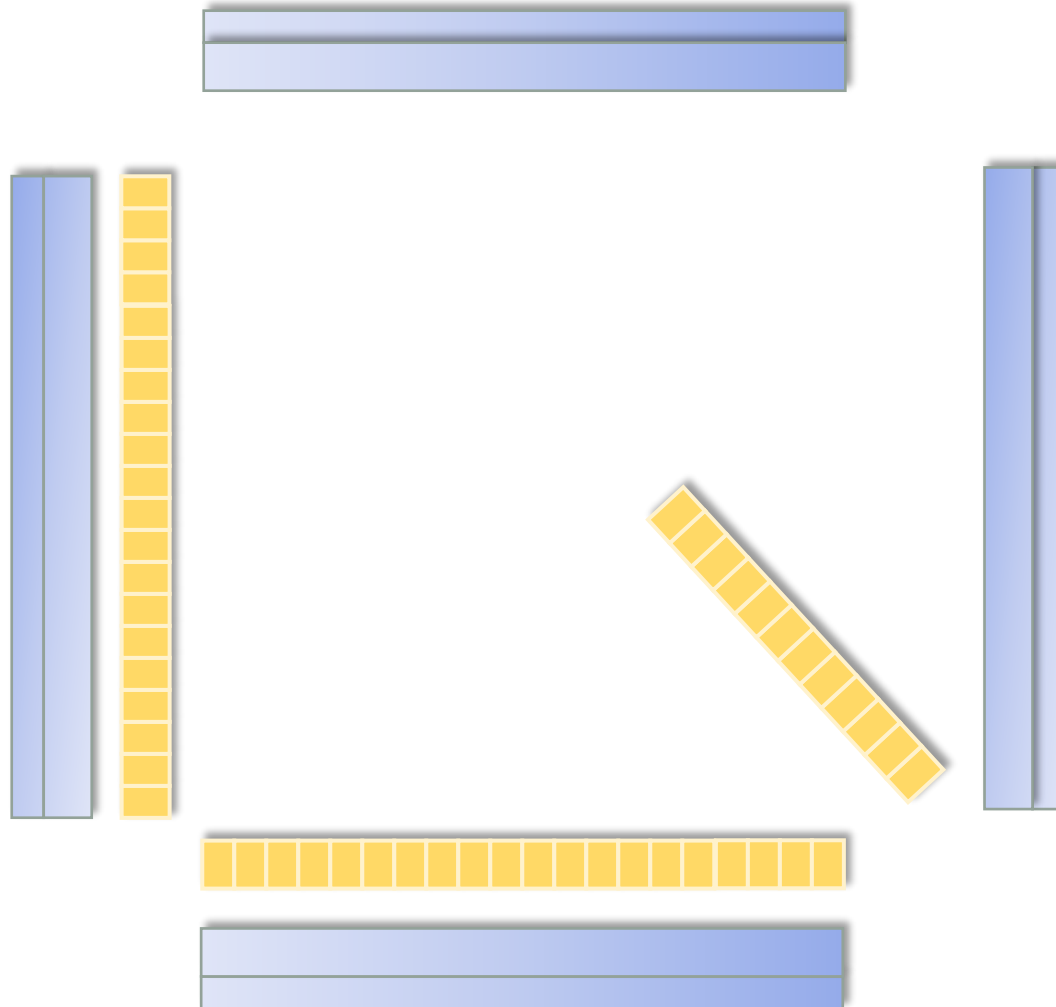
Begin-Game



The first wall and first part of the second wall

Core Strategy

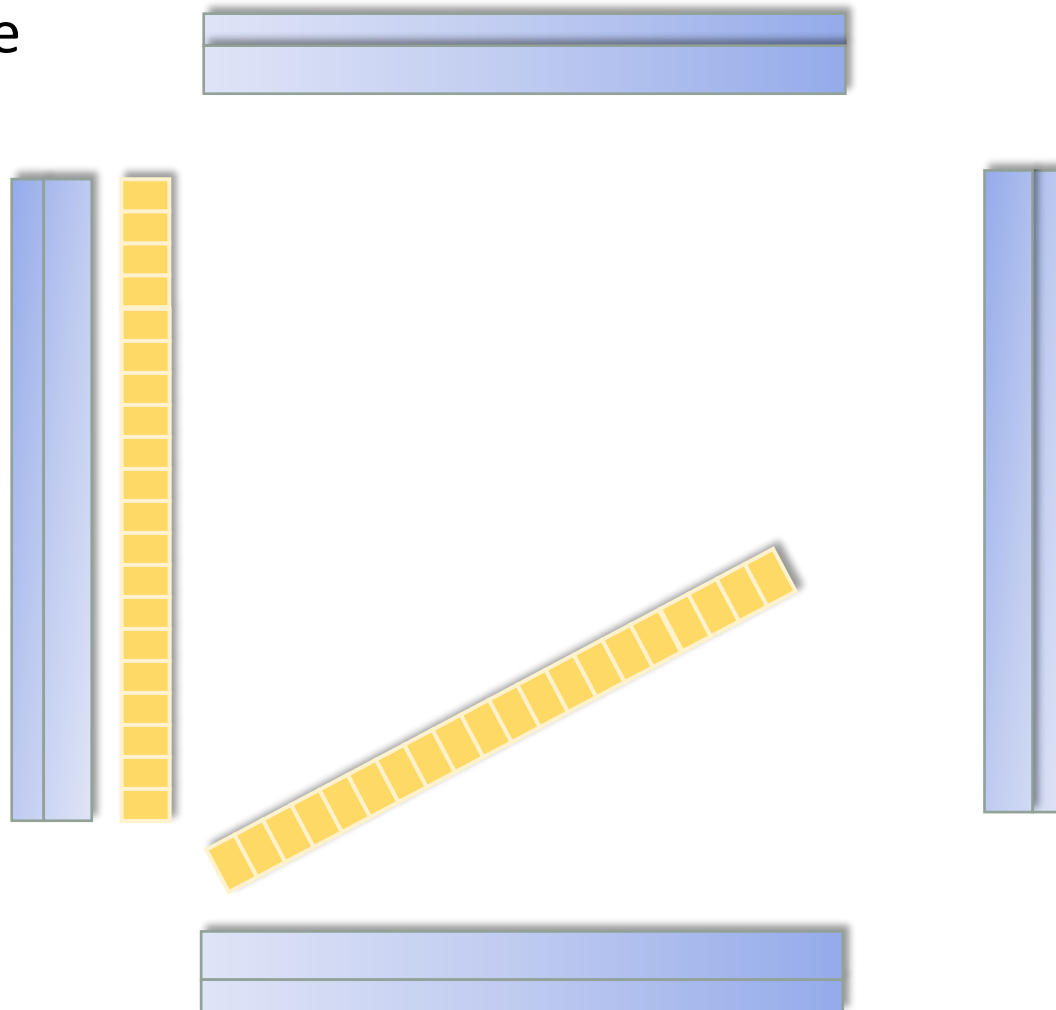
Begin-Game



The second part of the second wall

Core Strategy

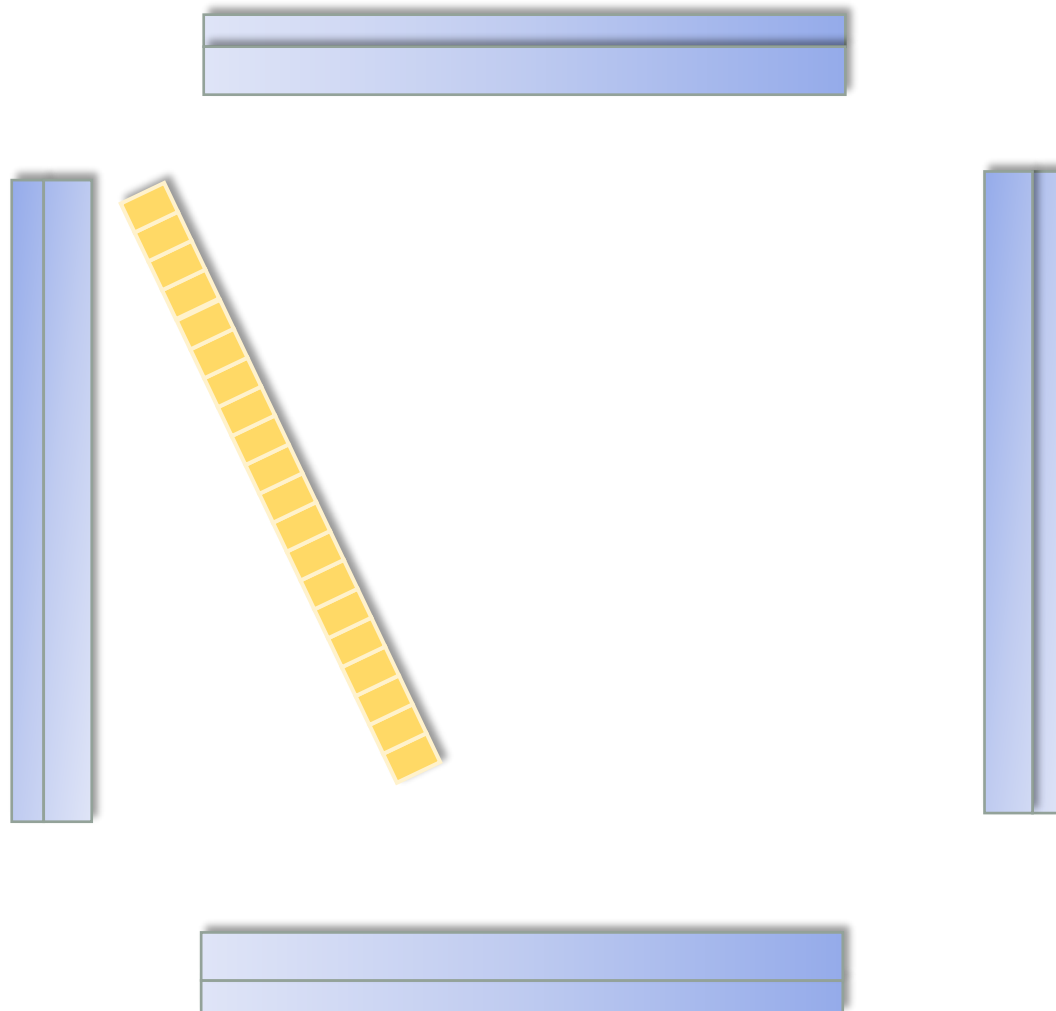
Middle-Game



Third wall

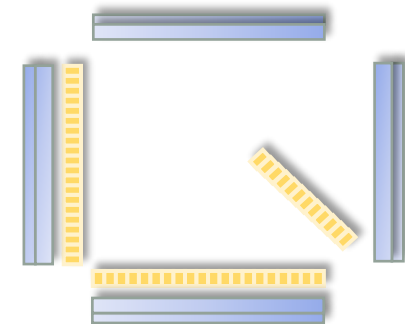
Core Strategy

End-Game



Fourth wall

Core Strategy

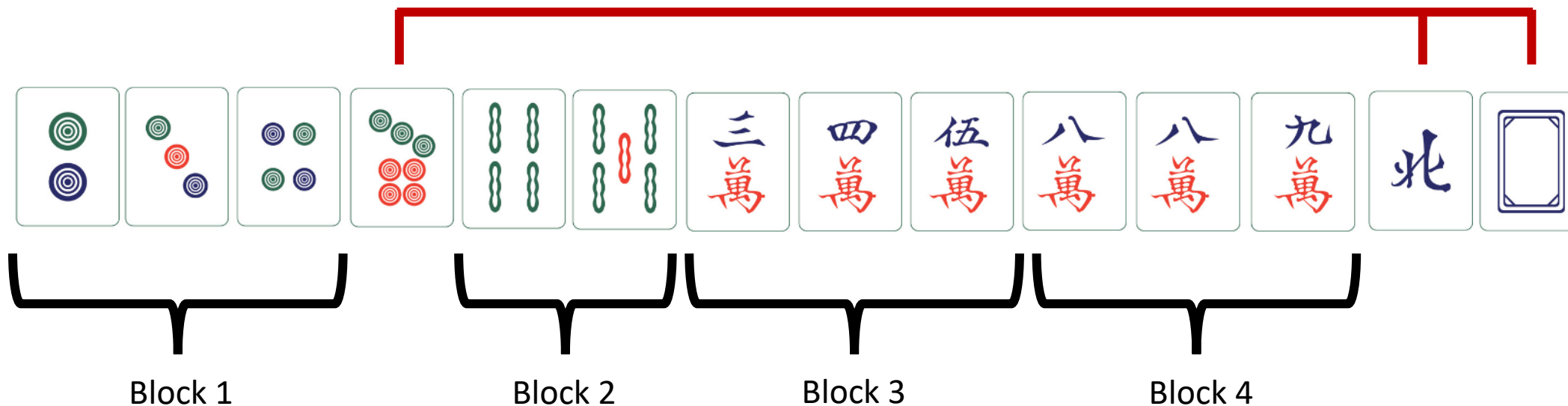


Begin-Game (assessment and initial planning)

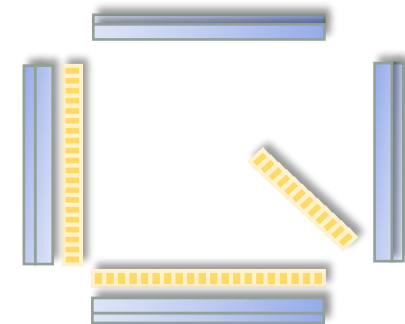
Analyze dealt hand

- 1) Arrange tiles by suit then in numerical order and maintain this throughout the game
- 2) Identify completed blocks and assess potential blocks
- 3) Identify discards (i.e., isolated; useless, inefficient)

Discards



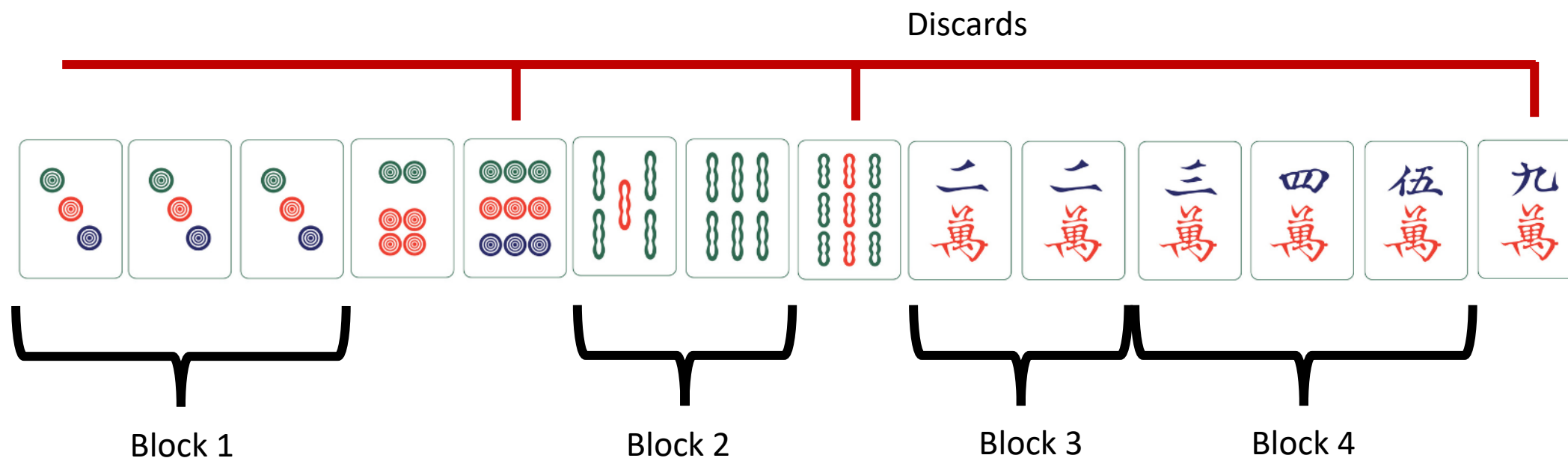
Core Strategy



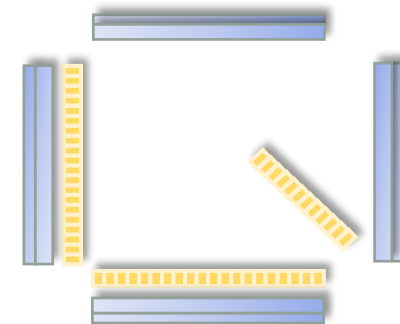
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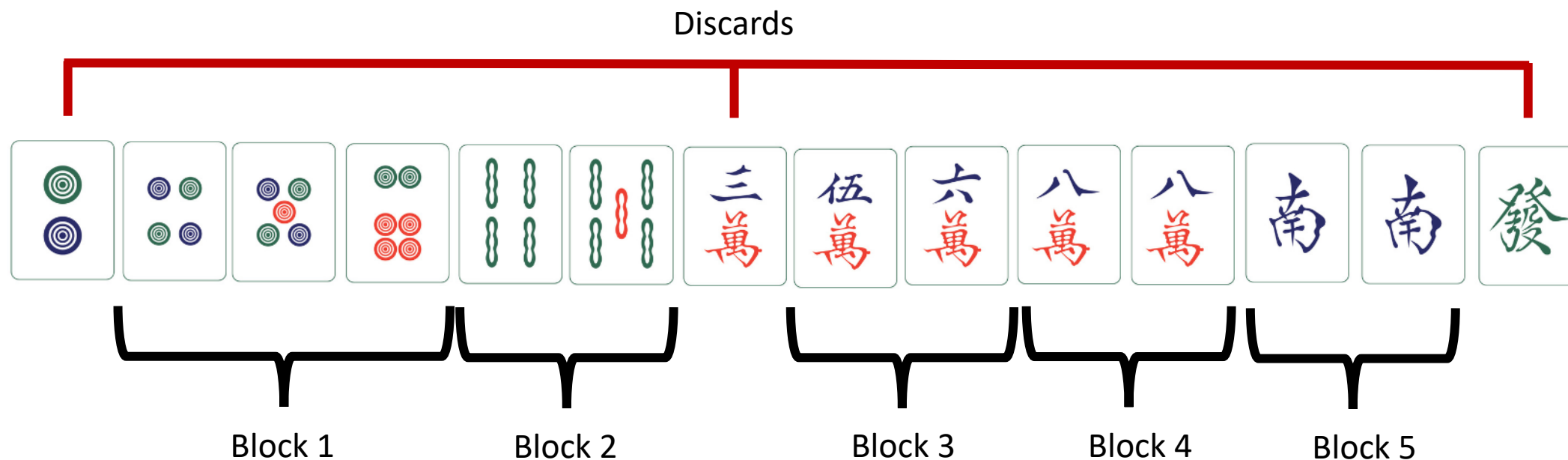
Core Strategy



Begin-Game (assessment and initial planning)

Analyze dealt hand

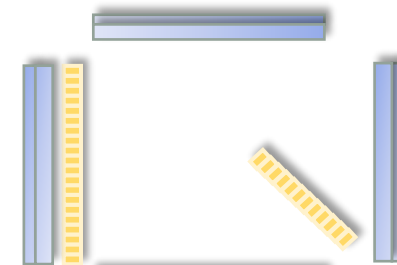
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- 3) Identify discards (i.e., isolated; useless, inefficient)



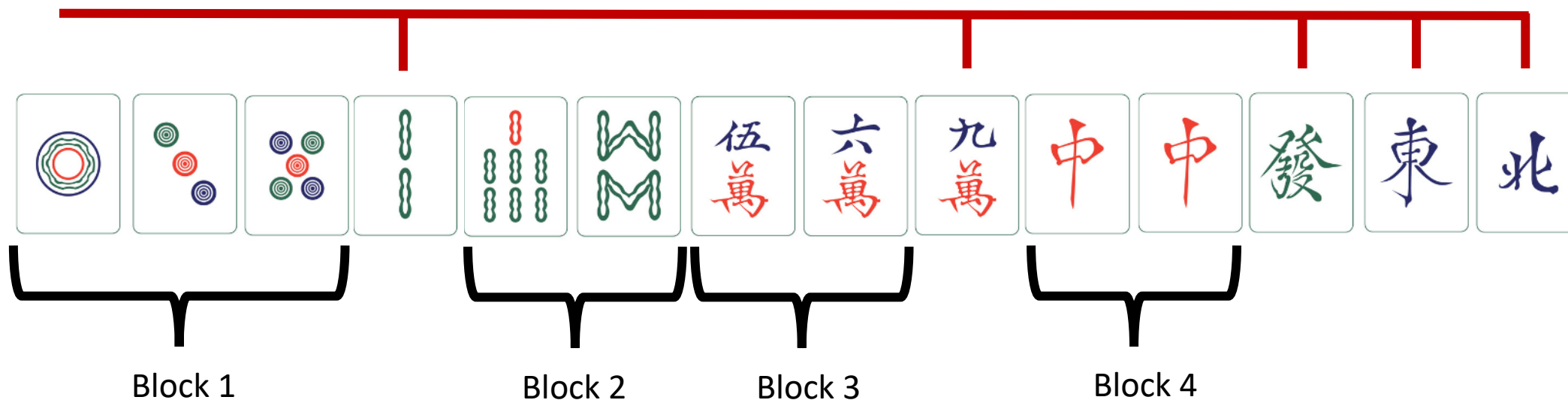
Core Strategy

Discard guidelines in order of efficiency (low-high)

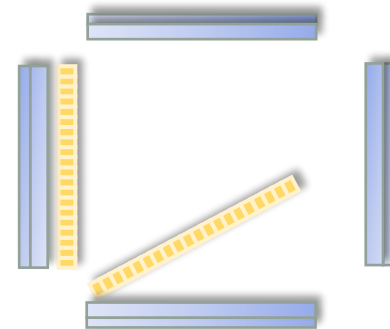
- Winds that are not your own or wind of the round (valueless winds)
- Wind of the round (if not your wind)
- Dragons
- Your own wind
- 1 and 9 (terminal tiles)
- 2 and 8
- 3,4,5,6,7



You are East



Core Strategy



Middle-Game (drawing from the third wall)

- Don't break a chow to make a make a chow unless it leaves a tile for another block.
- Watch what other players are exposing to identify their focus and adjust your plan accordingly.
- If you are around four tiles from winning, play to win; if upwards of five, fold and discard the safest tiles possible.
 - Tiles that have been exposed
 - Previously discarded tiles
 - Isolated tiles (i.e., isolated 2 Dot [no 3 Dot] 4 Dot 5 Dot, single White Dragon)
- Plan your pair to be from one of the numbered suits; many players will not give up honor tiles in the end-game.

Core Strategy

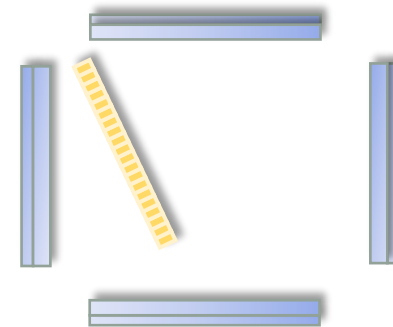
End-Game (drawing from the fourth wall)

Play to Win

- If you have less than three discards
- Plan for a number tile wait

Fold

- More than two discards or cannot win
- Play defensively
- Do not meld
- Discard tiles that have been exposed



Penalties

False mahjong

If a player declared mahjong but they have an incomplete hand or invalid blocks, the erring player pays their opponents the equivalent of a 4 fan hand.

Wrong number of tiles

If a player has too few or too many tiles, their hand is invalid, and they stop playing that hand.

Penalties – Insurable Hands

Good players should be mindful when discarding risky tiles if an opponent has exposures that indicate they could be playing a big hand.

Big Three Dragons

If a player has two pungs of Dragons exposed and a player discards the third dragon that results in mahjongg, the discarder pays for everyone.

Big Four Winds

If a player has three pungs of Winds exposed and a player discards the fourth Wind that results in mahjongg, the discarder pays for everyone.

All Honors

If a player has three pungs of Honors (i.e., Dragons, Winds) exposed and a player discards an Honor that results in mahjongg, the discarder pays for everyone.

All Terminals

If a player has three pungs of Terminals (i.e., Ones, nines) exposed and a player discards an Honor that results in mahjongg, the discarder pays for everyone.

Penalties – Sure Wins

Good players should be mindful when discarding risky tiles if an opponent has more than two exposures.

9 Showing

If an opponent has three blocks of one suit exposed and another player discards a tile of the same suit that results in mahjong for a one suit (full flush) hand, the offending player pays for everyone.

12 Showing

If an opponent has four blocks exposed of any combination (i.e., chow, pung, kong, same suit, different suits) and another player discards a tile that results in mahjong, the discarder pays for everyone.

If the discarder has no choice but to discard a risky tile (i.e., other opponents have insurable hands, the discarder has the same tiles for sure wins), the penalty is waived.

Penalties –House Rules

Missed Win

If a player is ready to win but they do not declare mahjong, that player cannot claim any identical discarded tile until their next turn.

Final Four

If a player discards a winning tile when there are only four tiles left in the final wall and another player declares mahjong, the discarder pays for everyone.

#MAHJLIFE



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