How to Start a Game

MALAYSIAN 4-PLAYER MAHJONG
A table-side setup reference · 160 tiles

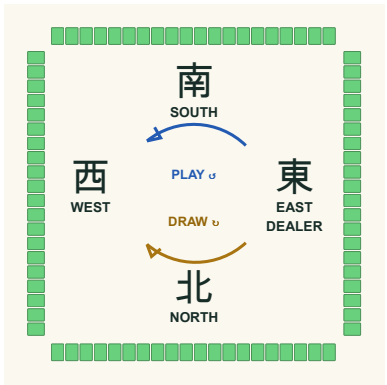
01 Goal of the Game

Be first to build **4 sets of three tiles + 1 pair.**



02 Build the Wall

Shuffle face down. Make four walls, each
20 tiles across × 2 tiles high.
40 tiles per wall × 4 sides = **160 tiles.**



FLAT TOP-DOWN · Each visible tile has one directly below it. Opposite walls use the same tile orientation.

03 Choose Dealer / Assign Winds

Everyone rolls **2 dice**. Highest total is**East / dealer**. Re-roll ties if highest.

Assign seats **counter-clockwise** from East:

東 East → 南 South → 西 West → 北 North

Seat winds, not compass directions. For illustration purposes, East stays at 3 o'clock in this diagram; North is at 6 o'clock.

04 Find & Break the Wall

A **Find the wall.** East rolls 2 dice. Count players counter-clockwise, starting with East as 1. Where the count ends is the wall to break.

B **Find the break.** The breaker rolls 2 dice again. Add both roll totals from the previous step. Starting from the right of the wall, count the stacks. Assume 2 tiles per stack. Break immediately after the counted stack.

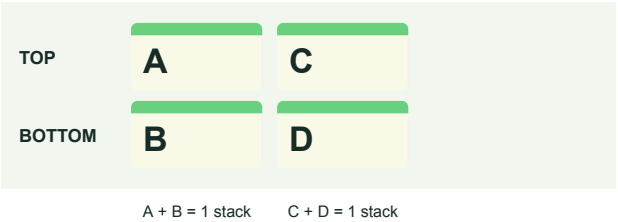
> **Example: break roll = 9.** Leave 9 stacks on that player's right; make the gap after stack 9. Begin **after the break**.

"Right" means the wall owner's right. Count stacks, not individual tiles. A stack consists of 2 tiles, top and bottom.

05 Deal to 12

East → South → West → North each take
2 adjacent stacks / 4 tiles. Repeat 3 times.

2 stacks = 4 tiles



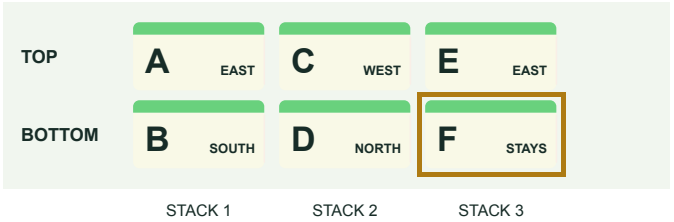
TOP and BOTTOM show the same physical wall in two rows. Each vertical pair is one stack. Tile sides are shown, not faces.

ROUND 1	ROUND 2	ROUND 3
4 each	**8 each**	**12 each**

Consume the wall clockwise as you deal.

06 Complete the Opening Hand

With everyone at 12, use the **next three stacks** of the live wall. Letters mark tile positions only.



東	East takes **A + E**	**14** tiles
南	South takes **B**	**13** tiles
西	West takes **C**	**13** tiles
北	North takes **D**	**13** tiles

F = HEAD OF WALL
NORMAL DRAWING STARTS HERE
F stays in place as the next available tile.
Continue through the wall clockwise.

Ready to play

East discards first: place one tile face up in the centre. East now has **13 tiles**.

Play proceeds **counter-clockwise**:
東 East → 南 South → 西 West → 北 North

Agree bonus-tile and house rules before playing.

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