MALAYSIAN 4P MAHJONG

Every tile and every action, on one page

160 TILES CLUB

THE TILES

Dots

Circles, (tong)

9 tiles × 4

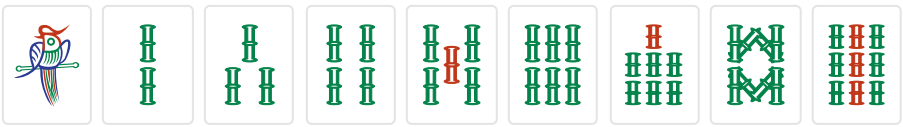


1 Dot · 2 Dot · 3 Dot · 4 Dot · 5 Dot · 6 Dot · 7 Dot · 8 Dot · 9 Dot

Bamboo

Sticks, (tiao)

9 tiles × 4



1 Bamboo · 2 Bamboo · 3 Bamboo · 4 Bamboo · 5 Bamboo · 6 Bamboo · 7 Bamboo · 8 Bamboo · 9 Bamboo

Characters

Wan, (ten thousand)

9 tiles × 4



1 Wan · 2 Wan · 3 Wan · 4 Wan · 5 Wan · 6 Wan · 7 Wan · 8 Wan · 9 Wan

Honors

4 Winds and 3 Dragons. Pungs and kongs only, never chows.

7 tiles × 4



East Wind · South Wind · West Wind · North Wind · Red Dragon · Green Dragon · White Dragon

Bonus tiles

Flowers, Seasons and animals. Not part of the 4 sets.



Plum · Orchid · Chrysan-themum · Bamboo flower · Spring · Summer · Autumn · Winter · Cat · Centipede · Rat · Rooster

More bonus

Four Arts, Four Professions and jokers.



Zither · Chess · Books · Painting · Joker (Fei) · Face

THE ACTIONS

DRAW

Start of your turn



Take one tile from the wall, or the most recent discard if the rules allow.

CHOW

Sequence of three tiles of the same suit



Complete it from the wall, or from the newest discard of the **player immediately before you.** Honor tiles cannot form a chow.

PUNG

Three identical tiles



Complete it from the wall, or from the newest discard of **any player.**

KONG

Four identical tiles



Complete it from the wall or the newest discard of **any player.** A revealed pung can only be promoted to a kong with a tile drawn from the wall.

DISCARD

End of your turn



Declare or reveal any sets, then discard one tile face up. Any set made with a discard must be revealed. After a chow, pung or kong, play continues with the player to the right.

HU

Winning the hand



Be first to build **4 sets of three plus a pair** with the newly drawn tile, then declare **HU!**

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