

*Grandmillennial Tile Collection*



**DOTS**

QTY:36  
1-9 Dots



**BAMS**

QTY:36  
1-9 Bams



**CRAKS**

QTY:36  
1-9 Craks



**FLOWERS**

QTY:8



**DRAGONS**

QTY:12



**WINDS**

QTY:16



**JOKERS**

QTY:8; plus 2 extra  
Plus 6 Blanks



## HELPFUL LITTLE REMINDERS

## JOKERS:

## NO JOKERS IN A SINGLE OR PAIRS:

JOKERS ARE NEVER ALLOWED IN A SINGLE OR PAIR GROUPING.



FOR EXAMPLE: IF THE LINE YOU ARE GOING FOR REQUIRES TWO 8 BAMS, YOU MUST HAVE THE TWO 8 BAMS.

## GROUPINGS OF TILE:

SINGLE: ONE TILE

PAIR: TWO IDENTICAL TILES (CAN NOT USE A JOKER)

## PUNG: THREE IDENTICAL TILES

## KONG: FOUR IDENTICAL TILES

QUINT: FIVE IDENTICAL TILES (JOKER MUST BE USED)

NEWS AND YEAR IS CONSIDERED SINGLE TILES,  
THEREFORE YOU CAN NOT USE A JOKER...EVER!

## CALLING FOR A TILE:

- PLAYER CAN CALL FOR A TILE WHEN IT COMPLETES YOUR GROUPING OF THREE OR MORE TILES.
- ONCE YOU PICK UP A TILE AND EXPOSE, YOU CAN NOT ADD OR REMOVE TILES TO THAT EXPOSER.
- PLAYER CANNOT PICK UP A DISCARDED TILE ON A CONCEALED HAND(C) EXCEPT TO MAHJONG.
- PLAYER CAN NOT PICK UP A SINGLE TILE OR PAIR EXCEPT TO MAHJONG.
- PLAYER CANNOT PICK UP A DISCARDED JOKER.

## MAHJONG ETIQUETTE:

- NEVER TOUCH ANOTHER PLAYERS RACK, TILES OR EXPOSED JOKER. (YOU POLITELY ASK FOR THE JOKER)
- DURING THE CHARLESTON, WAIT UNTIL EVERYONE HAS THEIR TILES BEFORE YOU PICK UP YOUR TILES.
- DON'T CALL OUT WHAT HAND SOMEONE IS PLAYING.
- DISCUSS TABLE RULES BEFORE YOU PLAY.
- CONGRATULATE THE WINNER.
- DON'T WHINE ABOUT LOSING.

## LET THE GAMES BEGIN

## SETTING UP AND DEALING:

- EACH PLAYER PLAYS WITH A CURRENT NMJL PLAYING CARD
- SHUFFLE TILES WITH DARLING BAM LET'S MAHJONG TILE SHUFFLERS AND TURN THOSE PRETTY TILES FACE DOWN
- PLAYERS BUILD A WALL TWO STORY HIGH IN FRONT OF YOUR RACK, 19 TILES LONG (TWO TILES HIGH)
- ROLL DICE TO SEE WHO WILL BE EAST (DEALER) THEN, EAST (DEALER) ROLLS THE DICE TO BREAK THE WALL.
- DEALER ROLLS DICE AND COUNTS BACKWARDS STARTING FROM THE RIGHT OF THIER WALL. DEALER SLIDES PUSHER, PAST THE LAST TILE COUNTED AND BREAKS WALL.
- DEALER TAKES 4 STACK TILES, STARTING WITH THEMSELVES, AND CONTINUE PASSING 4 STACK TILES TO THE RIGHT UNTIL EVERYONE HAS 12 TILES.
- DEALER THEN PICKS THE 1ST AND 3RD TILE ON THE TOP ROW FOR THEMSELVES AND THEN ADDS 1 MORE TILE TO THE REMAINING PLAYERS, RESULTING IN EVERYONE HAVING 13 TILES AND THE DEALER HAS 14 TILES.

REMINDER: BREAK THE WALL TO THE LEFT..... YOU PLAY TO THE RIGHT.....

LEFT ← RIGHT

**MAHJONG ETIQUETTE:  
NO ONE SHOULD TOUCH TILE BEFORE  
DEALER IS FINISHED. ONCE DEALT, RACK  
YOUR TILES FACING YOU AND ORGANIZE  
YOUR TILES**



## THE CHARLESTON

## THE CHARLESTON: AMERICAN MAHJONG

THE FIRST CHARLESTON IS MANDATORY ALLOWING YOU TO TRADE UNWANTED TILES TO IMPROVE YOUR HAND

**THE EASIEST WAY TO REMEMBER IS ROLLOR**

**R (RIGHT) O (OVER) L (LEFT)**  **L (LEFT) O (OVER) R (RIGHT)**  
MANDATORY 2ND CHARLESTON IS OPTIONAL

- PASS 3 TILES FACE DOWN TO THE RIGHT
- PASS 3 TILES FACE DOWN TO THE PLAYER OVER
- PASS 3 TILES FACE DOWN TO THE LEFT

\* **BLIND PASS: ON YOUR FIRST LEFT:**

**YOU HAVE THE OPTION TO PASS 1-3 TILES OR YOU CAN DO A BLIND PASS**

### \* 2ND CHARLESTON (OPTIONAL)

\* ANYONE CAN STOP THE CHARLESTON. IF ALL PLAYER AGREE YOU CONTINUE THE CHARLESTON. IN THE REVERSE ORDER

- PASS 3 TILES FACE DOWN TO THE LEFT
- PASS 3 TILES FACE DOWN TO THE PLAYER OVER
- PASS 3 TILES FACE DOWN TO THE RIGHT

\* **BLIND PASS: ON YOUR LAST RIGHT:**

**YOU HAVE THE OPTION TO PASS 1-3 TILES OR YOU CAN DO A BLIND PASS**

**OPTIONAL COURTESY PASS: AFTER THE CHARLESTON IS FINISHED, PLAYERS ACROSS FROM EACH OTHER DECIDE IF YOU WANT TO EXCHANGE 0,1,2,3 TILES. YOU MUST AGREE ON THE LOWEST NUMBER.**

**GAME BEGINS WHEN THE DEALER DISCARDS THEIR EXTRA TILE, ANNOUNCING IT FACE-UP IN THE MIDDLE OF THE TABLE.**

