

Garden Party with Pastel Colors



DOTS

QTY:36

1-9 Dots



BAMS

QTY:36

1-9 Bams



CRAKS

QTY:36

1-9 Craks



FLOWERS

QTY:8



DRAGONS

QTY:12



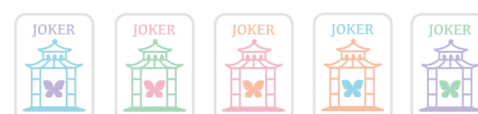
WINDS

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.....



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 PLAYERS 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.

