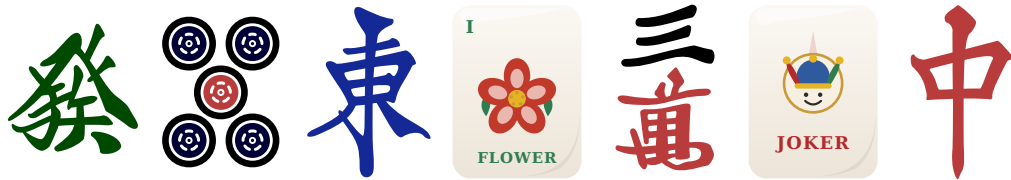


FIND MY MAHJONG · LEARN TO PLAY

American Mahjong

A Picture Guide — the tiles, the deal, the Charleston,
a turn, and a winning hand



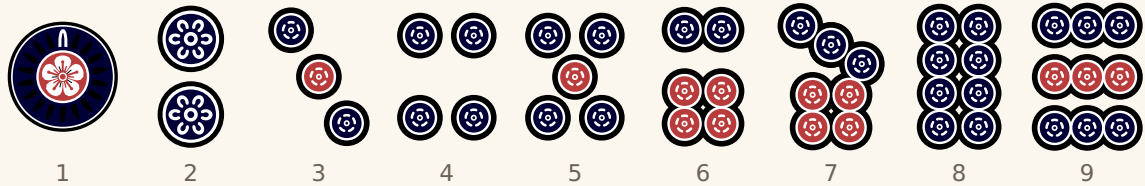
NATIONAL MAH JONGG LEAGUE RULES · PROOF OF CONCEPT

1 Meet the Tiles

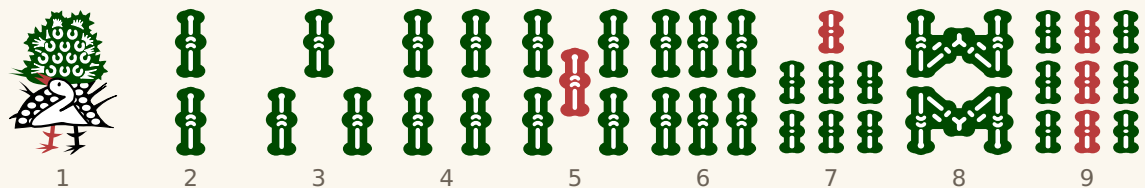
An American set has **152 tiles**. Most of them belong to three number **suits** that run 1 through 9. The rest are **honor** tiles — winds and dragons — plus **flowers** and **jokers**.

THE THREE SUITS — 1 TO 9

Dots — also called “circles”



Bams — short for bamboo



Craks — short for characters



Four copies of every suit tile → $3 \text{ suits} \times 9 \text{ numbers} \times 4 = 108 \text{ suit tiles}$.

THE WINDS — FOUR OF EACH



THE DRAGONS — FOUR OF EACH



Green

Red

White · “Soap”

The White dragon is a blank-faced tile that players nickname the **Soap**.

EACH DRAGON PARTNERS A SUIT

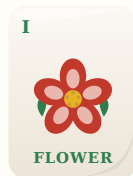
Green dragon ↔ **Bams**

Red dragon ↔ **Craks**

Soap (White) ↔ **Dots**

This pairing matters on the card: a hand that asks for a “matching dragon” wants the dragon that goes with that group’s suit.

FLOWERS & JOKERS



Flower x8



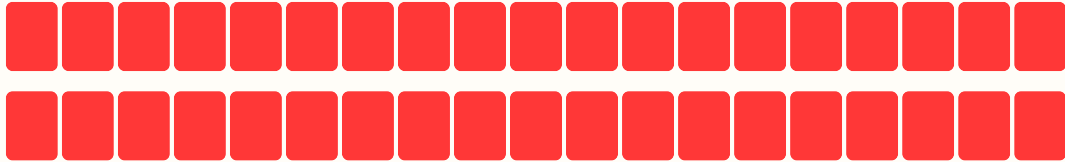
Joker x8

The set has **8 flowers** and **8 jokers**. A **joker** is a wild tile, but it may only stand inside a group of **three or more** matching tiles (a pung, kong, quint or sextet) — never as part of a pair or a single, and jokers are never passed during the Charleston.

2 The Setup — the wall & the deal

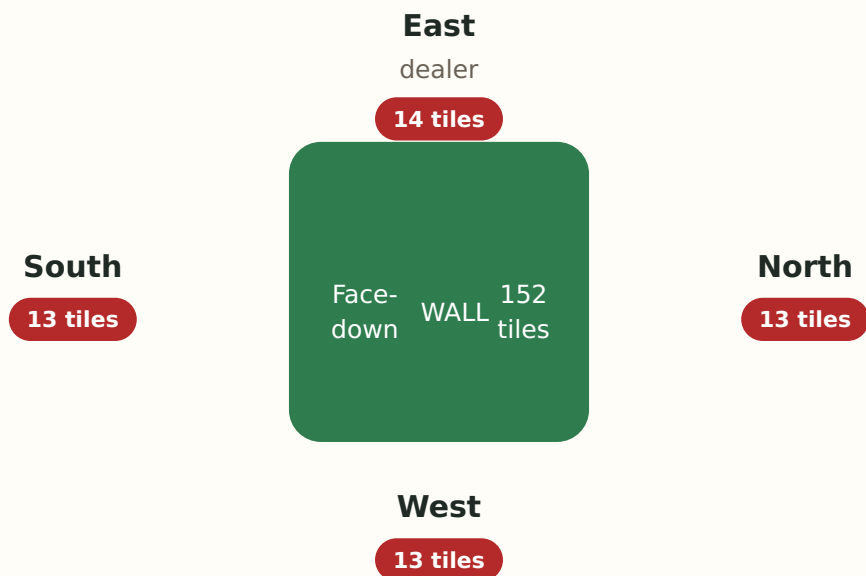
All 152 tiles are shuffled face-down and built into **the wall**: each of the four players builds a run **19 tiles long, stacked two high**. Four walls of 38 tiles = 152.

One player's wall — 19 tiles long, two rows high:



THE DEAL

Tiles are dealt from the wall until every player has a starting hand. **East** (the dealer) takes **14** tiles; everyone else takes **13**. East begins the game already holding the extra tile, so East's first move is simply to discard.



3 The Charleston

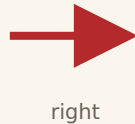
Before real play begins, players trade tiles they don't want in a fixed passing ritual called the **Charleston**. You pass **three tiles** at a time, hidden, and receive three back.

A sample starting rack of 13 tiles:



FIRST CHARLESTON (REQUIRED)

- 1 Pass 3 tiles to the player on your **right**.



right

- 2 Pass 3 tiles **across** to the player opposite you.



across

- 3 Pass 3 tiles to the player on your **left**.



left

SECOND CHARLESTON (OPTIONAL — BY AGREEMENT)

If everyone agrees, a second Charleston runs the other way — **left, across, right**. On the last pass of each Charleston you may pass tiles you haven't looked at (a "blind" pass).

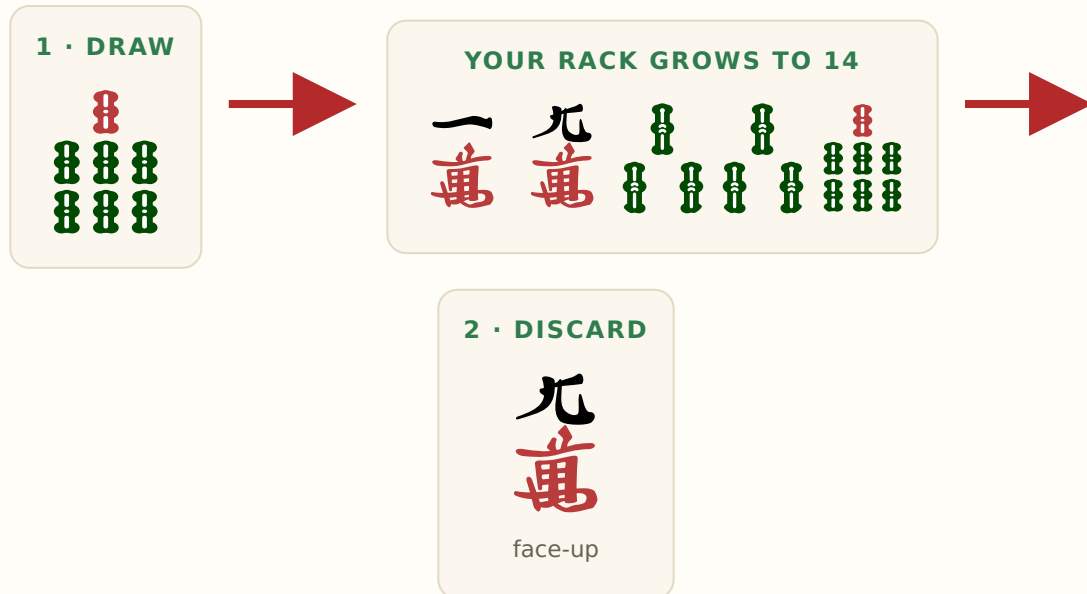
COURTESY PASS

Finally, the two players sitting **across** from each other may swap **0 to 3** tiles by mutual agreement. Then play begins.

Jokers are never passed during any part of the Charleston.

4 A Turn

Play moves counter-clockwise. On your turn you do two simple things: **draw one** tile, then **discard one**.



You keep the tiles that build toward a hand on the card and throw away the rest, calling out each tile as you discard it.

One note on “calling”: instead of drawing, a player may sometimes take the tile someone just discarded to complete a group they show face-up (an exposure). The full rules for calling and exposures are beyond this first guide.

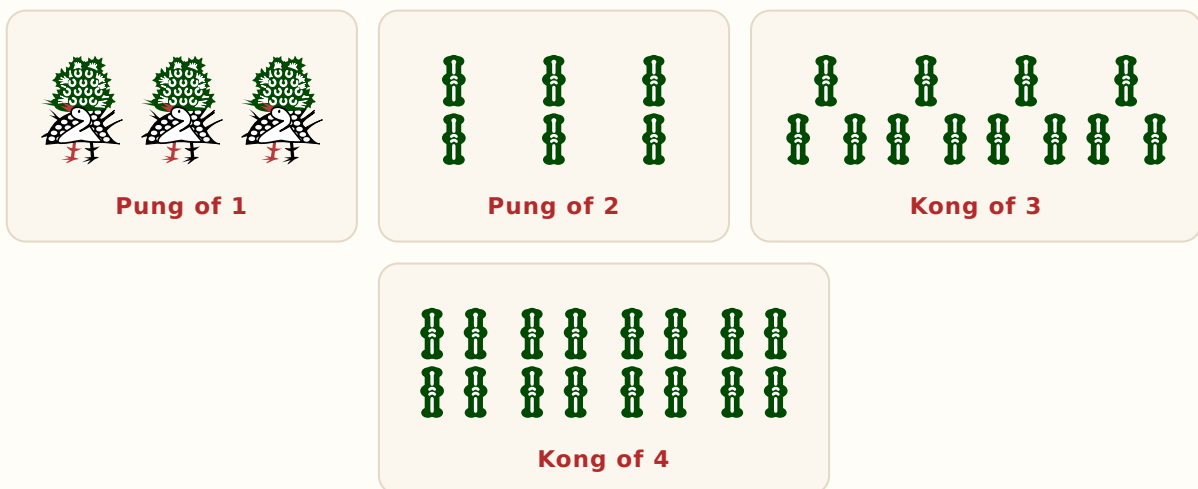
5 A Winning Hand

You win by matching your **14 tiles** to one of the hands printed on the card. Here is one complete, legal example.

Consecutive Run

ANY 1 SUIT · ANY 4 CONSECUTIVE NUMBERS · EXPOSED · 25 POINTS

This hand wants four numbers in a row, all in a **single suit**, built as two pungs and two kongs. Below it is filled with **bams 1-2-3-4**:



✓ **Referee-verified.** These exact 14 tiles are accepted by our card engine as a valid win for this hand.

```
hand.matches(['1b','1b','1b','2b','2b','2b','3b','3b','3b','3b','4b','4b','4b','4b'])  
→ True
```

Find My Mahjong — Learn-to-Play · Proof of Concept. Rules follow National Mah Jongg League play; no NMJL card is reproduced.

Tile art: public-domain (CC0) tile set; flower & joker tiles are our own. Winning-hand example verified against the Find My Mahjong card engine.