



How to Read Your Card

What you'll get from this lesson: Open the card without feeling lost — read a line as groups of tiles, understand the colors, X/C, and the value.

The card is your map to winning, so let's learn to read it. It lists every hand you're allowed to make, sorted into sections. Each line is a picture of one complete fourteen-tile hand, written in a compact shorthand. Once you learn that shorthand, a single line tells you exactly which tiles to gather.

How to Read a Line on the Card

1 1 1 2 2 3 3 3 3 D D = one INVENTED line 25

green, red, gold = three different SUITS (you choose which)

groups: **1 1 1** = pung (3) · **2 2** = pair · **3 3 3 3** = kong (4) · **D D** = pair of Dragons

25 at the end = the hand's point value · an **X** means a group may be exposed · a **C** means the whole hand is concealed

Invented sample — not a real card hand. Read actual hands from your current card.

Original explainer using a made-up line. Colors stand for "different suits," not fixed ones; the number is the hand's value; X = exposable group, C = fully concealed hand.

Groups, colors, and value

Hands are built from **groups** of matching tiles: a **pair** is two alike, a **pung** is three, a **kong** is four, a **quint** is five, and a **sextet** is six. The **colors** on a line stand for the three suits — but not any particular one. If a hand uses two colors, it simply means "two different suits," and you choose which. The **number** beside the hand is how much it's worth to the winner.

Exposed or concealed

Small letters tell you how a group may be played. An **X** means that group can be **exposed** — placed face-up when you claim a discard to complete it. A **C** means the whole hand is **concealed**: you build



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where players gather

it quietly on your rack and reveal it only when you win. Concealed hands are harder, so they usually pay more.

Tip. A friendly secret: don't match your tiles to the whole card at once. Find the section where you already hold the most tiles and aim there. Stay flexible for the first few turns and let the tiles guide you.