Let Us Mahj

Mahjong Cheat Sheet

READING THE CARD

- NEWS = North, East, West, South
- F = Flower
  - 1 color = 1 suit
  - 2 colors = 2 different suits
  - 3 colors = 3 different suits
- Colors don't name specific suits. Read the parentheses for details.
- C = Concealed. Call a discard only to win.

JOKER RULES

- Keep jokers out of the Charleston.
- Use jokers in pungs (3), kongs (4), quints (5), or sextets (6).
- Singles and pairs can't use jokers.
- On your turn, after drawing or claiming a tile, trade a matching tile for an exposed joker.
- A discarded joker can't be claimed.

THE CHARLESTON

- First pass: Right → Over → Left
- Second pass: Left → Over → Right
- Pass 3 tiles each time. Blind passes are allowed on the first left and last right.
- Anyone can stop the second Charleston before it starts.
- Courtesy pass: Agree on 0–3 tiles to swap with the player across from you.

CLAIMING DISCARDS

- Call the latest discard before the next player racks, names, or touches their drawn tile to the table; begins a joker exchange; or declares mahjong.
- Claim it to expose 3 or more like tiles, or to win.
- Once you discard or begin a joker exchange, your exposure is set.

MEET THE DRAGONS

- Bams → Green Dragon
- Craks → Red Dragon
- Dots → White Dragon (Soap)
- Soap is suit-neutral when used as a zero.

CALLING MAHJONG

- Match a 14-tile hand on your card.
- Win with a draw, the latest discard, or a joker exchange.
- Call a discard for a single or pair only if it completes mahjong.

PLAY TO THE RIGHT • WALLS TO THE LEFT

