

MAH-JONGG

REG. U. S. PATENT OFFICE

CARD GAME

Copyright 1923, by Parker Brothers, Inc., Salem, Mass.

The Genuine Chinese Game Played with Cards

BEWARE OF IMITATIONS

Infringement of Copyright or Trademark will be prosecuted
to the full extent of the law.

MAH-JONGG is also made in the form of a Tile Game

MAH-JONGG is one of the most ancient of all great games which have come down to us. It is supposed to have originated in Canton or Ningpo nearly thirty centuries ago.

It was practically unknown to Americans or Europeans until introduced to the Union and American clubs of Shanghai by Mr. J. P. Babcock, who originated the name MAH-JONGG, adapted all that was best of the Chinese forms of play, and added the Arabic numerals.

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Made For the Mah-Jongg Sales Co of America

By Parker Brothers Inc, Salem, Mass NY Corda

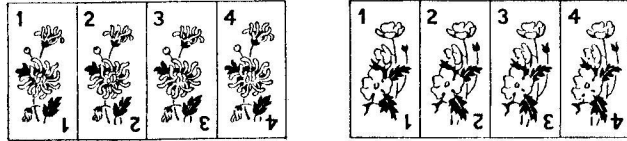
In this form, that of **cards**, MAH-JONGG is played with increased convenience, and the popularity of MAH-JONGG CARDS has been rarely equalled in Games.

For **THREE, FOUR, FIVE or SIX PLAYERS.**

The **Tile Game, TWO, THREE or FOUR** can play.

MAH-JONGG CARD GAME

The pack contains one hundred and forty-four cards, all being used in the Royal Game and Six-handed Game. The eight Flower Cards may be left out in ordinary four-handed play.



Red Flowers 4 Cards

Green Flowers 4 Cards

Fig. 1. Flowers

Besides these eight Flower Cards (red flowers from 1 to 4, and green flowers from 1 to 4) there are three suits of 36 cards each, consisting of four each of cards numbered from 1 to 9.

The suits are **Bamboo** (green), **Characters** (blue) and **Dots** (red). There are also four cards each of the **Four Winds** (North, South, East and West) and four cards each of the three **Dragons** (White, Red and Green).

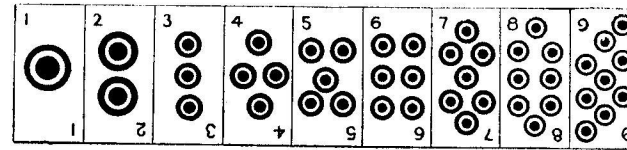


Fig. 2. Dots.

4 of each number, 36 cards

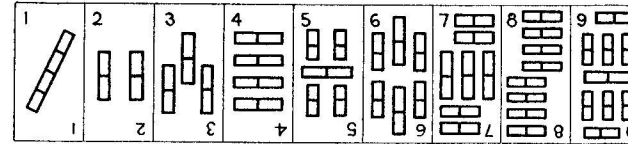


Fig. 3. Bamboos.

4 of each number, 36 cards



Fig. 4. Characters.

4 of each number, 36 cards

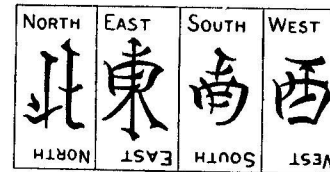


Fig. 5. Winds. 4 each, 16 cards

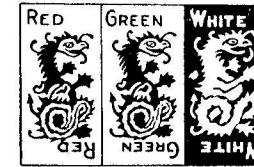


Fig. 6. Dragons. 4 each, 12 cards

THE STICKS or COUNTERS

The lengths vary in accordance with their values.

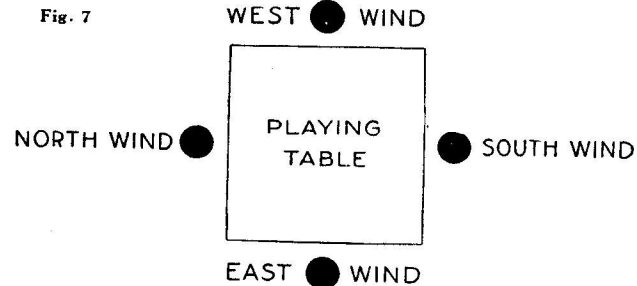
These are distributed among the players at the beginning of the game. Each player receives

10 GREEN STICKS	counting	2 EACH
8 YELLOW	" "	10 "
9 RED	" "	100 "
2 BLUE	" "	500 "

Making a total of 2000.

The game is usually played by four players with 136 cards, as noted above. There are no partners, and each player tries to win by completing a hand of **five combinations**, one of which shall be a **pair** and the rest **threes-of-a-kind** or **three-card sequences**.

The four players are called East Wind, South Wind, West Wind and North Wind. East Wind (the dealer) is determined by cutting the cards, the player cutting high being so designated. In case of tie between two or more players, another cut is made, only those players in the tie participating. After East Wind is determined, the player opposite the dealer is West Wind; the one at the dealer's left is North Wind and the player at his right is South Wind. In cutting, the North Wind card is next above the nine in value—above it are the West, South and East Winds and the Green, Red and White Dragons in the order mentioned.



THE PLAY. The East Wind or dealer after shuffling the cards offers them to the South Wind to cut. (**This cut is compulsory.**) East Wind then deals the cards in a counter clockwise direction:—four to South Wind, four to West Wind, four to North Wind, four to self, etc., until the end of the third round when each player has 12 cards. He then deals one more card to each player in the same order. Thus each player has an original hand of 13 cards. The remainder of the pack is then placed face down in the center of the table as a **"Playing Pile."**

THE IDEA of the GAME being to secure **threes and fours of a kind** and **sequences of three** of the **same suit**, together with an extra pair, each player arranges his hand with this object in view.

TO START the GAME, East Wind draws the first card from the top of the Playing Pile in the center of the table. He then discards one card face up beside the Playing Pile,

naming it as he does so. He may discard the one just drawn or any other in his hand, his choice being governed by the object of the game.

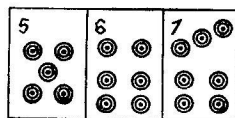
East Wind is followed in turn by South Wind, West Wind and North Wind, who always draw the top card from the Playing Pile, except as explained below.

WINNING HAND

Every Complete or Winning Hand consists of at least fourteen cards, 4 sets of 3 cards, and 1 pair. For every set of "four of a kind," the complete hand must contain one card more than fourteen. (*For Fours of a Kind see page 8.*) Each set or combination may be either a sequence of three in the same suit, or three or four cards all alike.

Every Hand at the end of the game usually consists of two parts, the **concealed portion** and the **exposed portion**. The concealed portion consists of cards and sets of cards, all of which have been **drawn from the Playing Pile**. The exposed portion consists of sets which have been completed by cards taken from **discards from other players**, as explained later, and laid face up on the table.

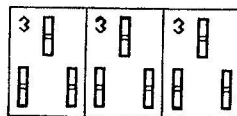
A **Winning Hand** may be entirely exposed or entirely concealed, but it is usually partly concealed and partly exposed.



A CHOW

A sequence. Three cards of any one of the suits, in numerical order.

Fig. 8



A PUNG

Three of a kind. Three cards exactly alike. May be of Winds or Dragons, or one of the suits.

TO PUNG: Should any player discard a card and another player already hold two or three duplicates of this card, he may call "PUNG" and take this last discard instead of drawing from the Playing Pile.

He must then place the "set" (consisting of at least 3 cards all alike) face up on the table in front of him so all can see. He then discards a card from his hand as in ordinary play. After a player has "punged" it becomes the turn of the one at his right to draw and not the player to the right of the one whose discard was "punged," regardless of the fact that one or two players might thereby lose a turn.

TO CHOW: If a discarded card can be used by the **next player on the right** to make a sequence he calls "CHOW," takes the card instead of drawing from the Playing Pile, and lays the sequence on the table, not forgetting to discard afterward.

Sequences are always of **three, not more**. If a discarded card is not "punged" or "chowed" on the next play after it is discarded, it remains on the table and cannot be picked up or used later on. Thus, if a player has a 5 and 6 of any suit he can make a sequence by "chowing" a 4 or a 7 of the same suit, or if he holds a 5 and 7 of any suit, by "chowing" a 6 of the same suit. If, however, a discarded card is not immediately punged or chowed, it remains on the table and cannot be picked up and used later on.

TO MAH-JONGG

When a player succeeds in completing his hand, either by **drawing** the final necessary card from the Playing Pile or by **punging** or **chowing** a discard, he declares "MAH-

JONGG. He can pung to **make a pair**, if it is the only card needed to complete his hand.

Any player may "chow" if it **completes his hand**, but otherwise only the player at the right of the one who discarded can do so.

Players lay claim to a discarded card in the following order:—A player who can "pung" takes precedence over one who can "chow" except when only one card is needed to fill a hand either to "Chow" or "Pung" or make the final pair. The player who can fill his hand has first claim and, if more than one can do this, the player nearest in order of play to the one who discarded takes the card. A "pung" to make a pair can only be made when it completes the hand.

FOURS: As there are four cards of each design it is possible for a player to hold them all. The fourth does not help to fill a hand, as that needs four sets of at least three, plus a pair, but it counts more in the score than three of a kind.

Should a player already holding three of a kind in his hand "**pung**" the fourth, he lays the four cards face up on the table. He cannot "pung" a fourth if the other three are already displayed on the table.

Should he draw the fourth from the Playing Pile, having already three in his hand, it is usually advisable to lay the four on the table, turning one of them face down to show it was a set drawn and so theoretically still in hand and counting twice as much as if it had been "punged." But it is permissible, and sometimes useful, to retain the fourth card to make a sequence. If he retains the set of four in his hand unexposed it only counts the same as three. If he already

has three shown on the table and **draws** the fourth, he can add it to the other three, placing it face up and the four counting as a set of four "punged."

Having now used an extra card, the player next takes another from the top of the Playing Pile and discards as usual, which leaves him still with 13 cards plus the extra one he has just used for "fours."

Where a player, having three of a kind punged on the table, declares the fourth one and exposes it on the table with the other three and this fourth one would complete the hand of another player, the latter may Pung this card for "MAH-JONGG." This is called "Stealing the Fourth to Win," and entitles the winning player to a special bonus score of ten points.

FOR EXPERIENCED PLAYERS ONLY

Sometimes a player, having drawn four of kind, keeps them concealed for a time, hoping to "Mah-Jongg" by using one or more of these cards in sequences and the others as a set of three or a pair. This is allowable and sometimes useful. Such four of a kind may, however, be declared and exposed later if the player wishes, whenever he has a turn, but only after he has drawn from the Playing Pile. But if meanwhile another player "Mah-Jonggs," the four of a kind still concealed counts only as a concealed set of three of a kind or one-quarter only of what it would count if it had been declared.

The player first completing four sets or sequences and one pair does not discard, but calls "**Mah-Jongg**" and upon showing his completed hand **Wins**.

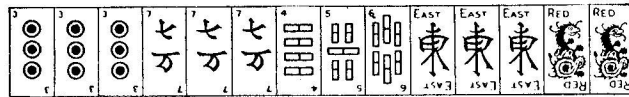


Fig. 9

SHOWING AN EXAMPLE OF A WINNING HAND

Consisting of 1 set, 3 of a kind, Three Dots
 1 " 3 " " Seven Characters
 1 Sequence of 4-5-6 Bamboos
 1 set, 3 of a kind, East Wind
 1 pair of Red Dragons

If East Wind is the winner he remains East Wind for the next hand, but if any other player wins, the one who was South Wind becomes East Wind, the others changing in order.

In the event that the play proceeds until only three cards are left in the Playing Pile, the hand is declared a draw and no scores count. East Wind retains the deal for the next hand.

CLEARED HANDS

A Hand which, besides Winds and Dragons, contains only one suit is called a **Cleared Hand**. Sometimes players agree in advance that no one may "Mah-Jongg" unless his hand is cleared. Therefore, after a player has decided which suit he will save, all cards of other suits must be discarded regardless of whether they form sets or not. It is disadvantageous to select the same suit as the player on one's left.

A **Cleared Hand** doubles the score, and if without any Winds or Dragons doubles three times.

To play for **Cleared Hands** is desirable when only three play, as one does not **Mah-Jongg** so quickly, but in the four-handed game it often results in no one being able to Win.

In playing the regular game a player will naturally clear his hand, if he can conveniently, because it doubles his score.

PENALTY.

A hand which is found to contain more or less than 13 cards is considered dead. The holder continues to draw and discard but his points are not counted and he pays everybody.

After the hand is won and scores are settled, as noted under scoring, the cards are again shuffled and a new hand commences.

SCORING

VALUE OF THE HANDS: Scoring is not so complicated as it appears at first sight. After "Mah-Jongg" all hands are laid down, and count as follows;—

VALUES OF THE HANDS	SETS PUNGED	SETS DRAWN
	Exposed Portion of Hand	Concealed Portion of Hand
Three of a kind of Dots, Bamboos and Characters (except ones and nines)	2	4
Three Ones or three Nines	4	8
Three of same Wind	4	8
Three of same Dragon	4	8
Four of a kind from Twos to Eights	8	16
Four Ones or Nines, same Winds or same Dragons	16	32
A pair of Dragons or of the player's own Wind	2	2

Sequences do not count at all. They are useful to complete the hand, but have no score.

SPECIAL BONUS SCORES—FOR WINNING HAND ONLY

The Winning Hand enjoys special counts as follows to add to his score:

For Winning, "Mah-Jongg"	20
Having no score except the 20 for "Mah-Jongg"	10
Having no Sequences	10
Winning with a Loose Card just drawn	10
Winning with a card drawn from the Playing Pile (not punged or chowed)	2
Securing in any way the only possible card which would complete the hand	2
Stealing the Fourth to Win	10

Bonus Scores are always added to the score of the Hand before doubling.

DOUBLE HONOR SCORES These apply to all hands.

Three or four of same Dragons	
Concealed or Exposed —	Double total Score
Three or four of Player's own Wind	
Concealed or Exposed —	Double total Score
One suit only besides Winds and Dragons	
—	Double total Score
All one suit.	Double three times
All Winds and Dragons	Double three times

(Doubling three times is the same as multiplying by 8.)

Should a hand contain more than one doubling honor combination, the score is doubled for each combination according to the above table. Thus, if a hand scores 40, and has, for example, 3 Red Dragons, 4 of the player's Own Wind and all other pieces Bamboos, double once for the Dragons, making 80; double again for the set of Own Winds, making

160; and yet again for being all one suit besides Winds and Dragons, making score 320.

East Wind receives and pays double. Should he win, all the other players pay him twice his total score, including the 20 points for winning and any other special counts, as well as after doubling, if he is entitled to any doubles.

If any other player wins, East Wind pays him twice his (the winner's) score, but the other two players only pay him a sum equal to his score.

Note that should a hand contain more than one doubling combination, the score is doubled for each combination, thus, if a hand scores 40 and has, for example, 3 Red Dragons, 4 of a player's Own Wind, and all other pieces of the same suit, such as Dots, double once for Red Dragons, making 80; again for Own Wind, making 160, and yet again for all Dots besides Winds and Honors, making 320.

Then the three who did not win settle among themselves according to the difference between their respective scores, East Wind paying and receiving double the difference. For example:—

If South Wind won and his score was 22:

West's score	6
North's score	36
East's score	16

then West and North would pay South..... 22

East would pay South	44
West would pay North	30
East would pay North	40
West would pay East	20

The winner never pays anybody, although another player's score may be higher than his.

Sometimes a limit of 300 is set; that is, a hand scoring more than 300 points is figured as only 300, East Wind receiving or paying double that, or 600.

THE ROYAL GAME

In this game the eight Flower Cards are used. They are in two sets (red and green) and are numbered from 1 to 4. The Flowers do not aid in completing the hand and cannot be punged or chowed. They are extra cards and they add enormously to the score.

After the cards are dealt, East Wind displays on the table any Flower Cards he may hold and draws an extra card for each one. South, West and North in turn do the same. In the course of play whenever a Flower is drawn it is treated in like manner. Otherwise the game is identical with the ordinary game.

In the final score each Flower Card counts four points. A player doubles his score once for each of his own Flower Cards held. (East Wind's flower is No. 1, South's No. 2, West's No. 3 and North's No. 4.) A full set of Flower Cards (1, 2, 3, 4, either all red or all green) doubles a player's score three times (multiplies by 8).

These doubles for the Flowers are in addition to any other doubling combinations the hand may contain. The scores and doubles apply to all hands whether winning or not.

The Rules provide that when a player who Wins has no other score than "Mah-Jongg" he shall receive 10 points as a sort of "consolation prize." The fact that he has Flowers,

which count something, does not affect this rule, as the Flowers are considered as entirely outside the game, and not having anything to do with the rest of the hand.

For Three Players: The West Wind is left out. The play is identical with the four-handed game.

For Five Players: In the five-handed game a player seated between East Wind and North Wind is called North East Wind, and the Red Flowers are introduced and play as North East Wind Cards and not as Flowers. The play is identical with the four-handed game. The Green Flowers are not used.

For Six Players: In this game the players in counter clockwise order are East Wind, South Wind, South West Wind, West Wind, North Wind and North East Wind. Both sets of Flower Cards are introduced into this game and play as North East (Red) and South West (Green). The play is identical with the four-handed game except that only ten cards are dealt to each player, four for two rounds and two for the last one, and a complete hand consists of eleven cards, namely: three sequences or sets and one pair, plus any card used to make "fours" as in the ordinary game.

MAH-JONGG CARD GAME follows the original suggestions of Mr. Douglas Lawson, correlated with Mr. Babcock's rules which are the adopted laws for Mah-Jongg. U. S. Letters Patent has been applied for. Copyright 1923 by Parker Brothers, Inc., for the Mah-Jongg Company of America.