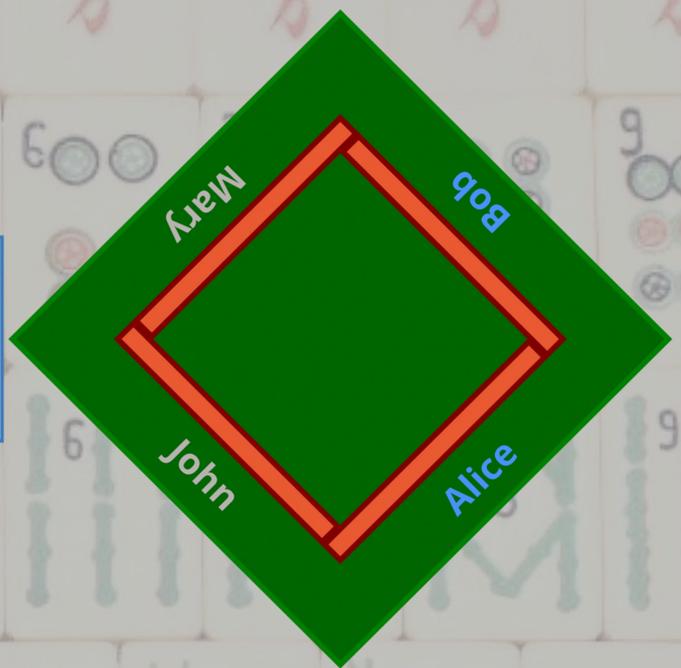


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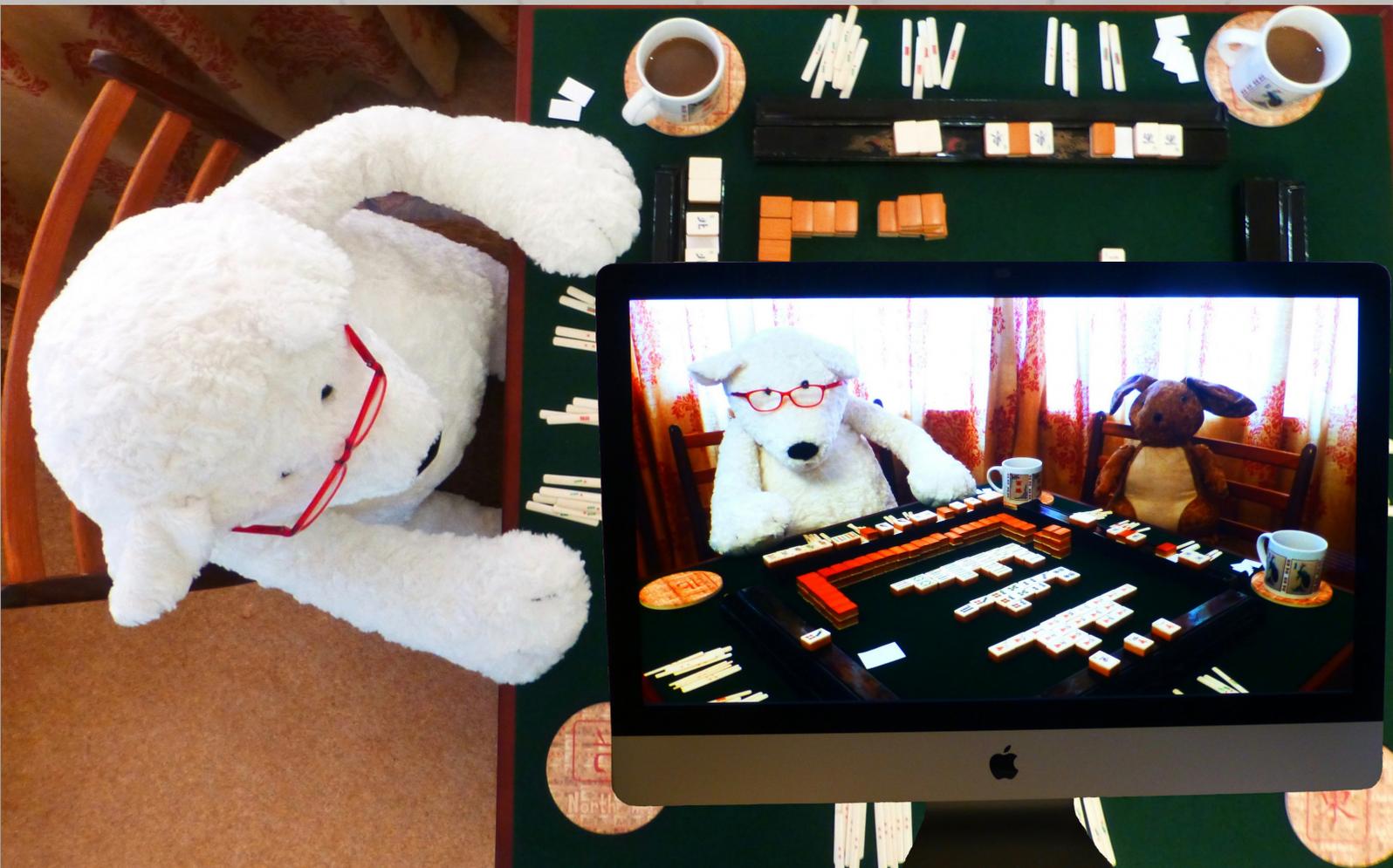
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# How to play Mah-Jongg

r .. e .. m .. o .. t .. e .. l .. y

Peter Gregory



The PDF version of this book has been discontinued as it is being replaced by a Kindle ebook and a paperback version.

These will be available to buy on Amazon soon.

*Covid-19 has, no doubt, led to a lot of Mah-Jong players feeling stranded – unable to have their regular game with their friends and club members. This book explains how you can play a version of the game – not too far removed from the normal one – without having to leave your home to meet up with other players. It doesn't require any special online games software. You only need to be able to use Skype, Zoom or a similar application – and to have a Mah-Jong set in your home.*

*The idea may seem an unlikely one. But the author has found that it works well, at least for two couples using a desktop computer and playing by British rules. Feedback from others suggests that the idea can also be applied to most varieties of Mah-Jong. Perhaps surprisingly, very few rules of any substance need to be changed and the game presents similar challenges to the normal one.*

*A number of workarounds have been found which get over the obvious problem that tiles cannot get exchanged between homes. There is even a way in which one can simulate the complex tile interchanges required by the American "Charleston". The book explains how all this can be done in some detail using easy-to-understand illustrations.*

*The consequences of using more than one set are dealt with and methods are suggested for individuals who wish to try playing from three or four homes. Devices smaller than a desktop or laptop will probably require an appropriate stand so that the screen can be tilted to get the optimum view of players and sets.*

*The book also gives some guidance to those who might be interested in playing using an online games site. For those who have played this way, but are tired of the artificiality, this new version of the game offers an alternative where you instead play against real people and use real Mah-Jong sets.*

*This remote Mah-Jong, of course, also gives a way of playing the game to people who cannot normally meet around a table – to friends and family wherever they live. So perhaps this book will serve a purpose long after this coronavirus crisis has passed.*

# Contents

## Introduction

### Mah-Jong terms and conventions

#### BMJA rules

*Tallies*

*Seating positions*

*Breaking the wall*

*The kong box*

*Honour tiles*

*Flower and Season tiles*

*The live wall*

*Sets*

*Mah-Jong*

*Special hands*

*The goulash*

#### Some translations

### Two couples playing from their own homes

#### Preparation

#### Playing the game

*Discarding a tile*

*Claiming a discarded tile remotely*

*Precedence when contesting a pung*

#### A drawn game

#### The goulash and swapping of tiles

#### Strategy

#### Playing another game using the same walls

*Agreeing how this might work*

*Establishing a position for the last 'game on' tile*

*Preparing to play*

*Keeping a note of the other home's discards*

*Dealing out the tiles*

*Kong box*

*A drawn game*

#### Example Mah-Jong hand

*Winning hand (North Wind)*

*West Wind's hand*

*Other home's hands*

*State of wall*

### Playing from more than two homes

#### Playing from four homes

*Preparing to play*

*Playing the game*

*Playing more than one game using the same walls*

*Aids to Strategy*

#### Playing from three homes

*Three people playing from three homes*

*Four people playing from three homes*

## How to play remotely – considerations and workarounds

- Using a computer to communicate
- Using more than one Mah-Jong set
- Seating positions
- Using tallies, chips, sticks, etc.
- Building and breaking the wall
- The Dora indicator
- Dealing the tiles
- Sets and special hands
- Swapping tiles before play
  - [\*The goulash swap\*](#)
  - [\*The Charleston when two homes are playing\*](#)
  - The Charleston when four homes are playing*
- Claiming a tile from another home
- The effect on pungs
- Playing more than one game from the same wall build
- Dealing with the tiles from the previous game
- Discards from the other homes
- Describing one's play
- Picking up tiles exposed by another home
- The dead wall or kong box
- A drawn game
- The goulash
- Making payments with tallies
- Rapid play
- Play with new possibilities

## A summary of the problems and their workarounds

- Consequences of playing remotely
- Suggested workarounds
- Consequences to live with

## More information

- Playing Mah-Jong games online
- Aids for remote play
- BMJA rules
- References