

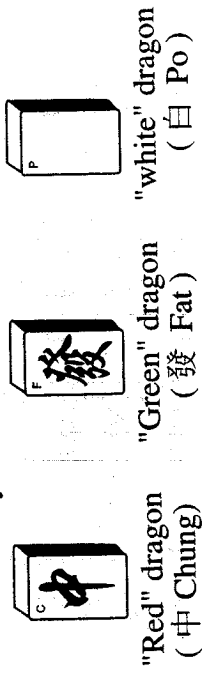
DIRECTION FOR PLAYING MAH-JONG

"CHINESE GAME" OF FOUR WINDS

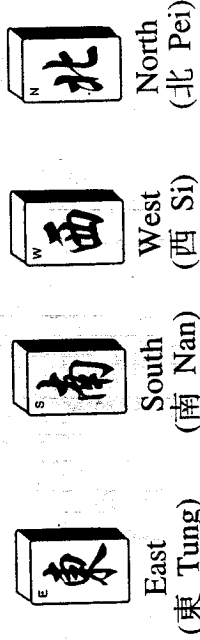
1-TOTAL NUMBER OF CARDS

The complete set of cards consists of the following:-

(a) 3 varieties of "Cardinal cards" of 4 pieces for each variety viz:-



(b) 4 varieties of "Direction Cards" of 4 pieces each viz:-



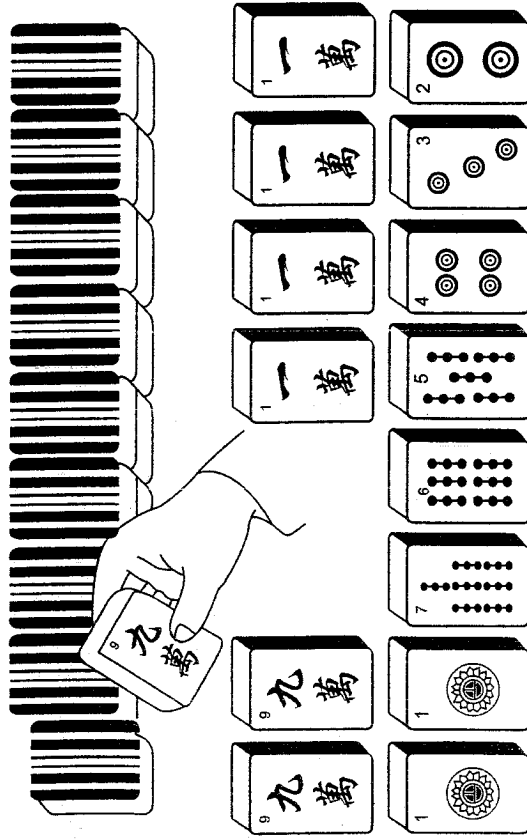
Director of the four players are as follows:-
East is the direction of BANKER or Chief of a game.

West is the direction of the person who sits to the right of the BANKER.

North is the direction of the person who sits to the left of the BANKER.

◎ The word with the papentnesist is the romanized.

◎ Pronunciation of the chinese character.



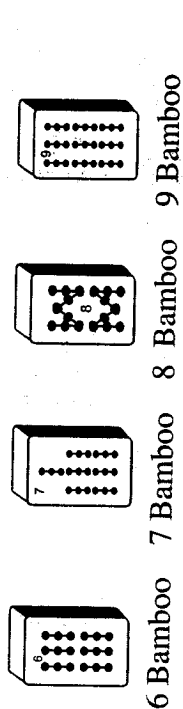
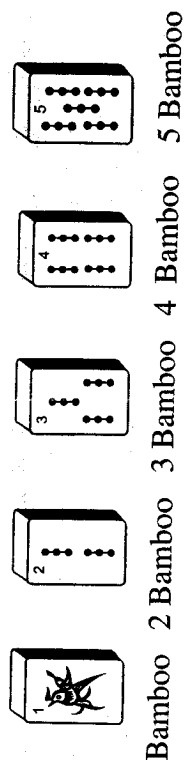
DIRECTIONS

OF PLAYING

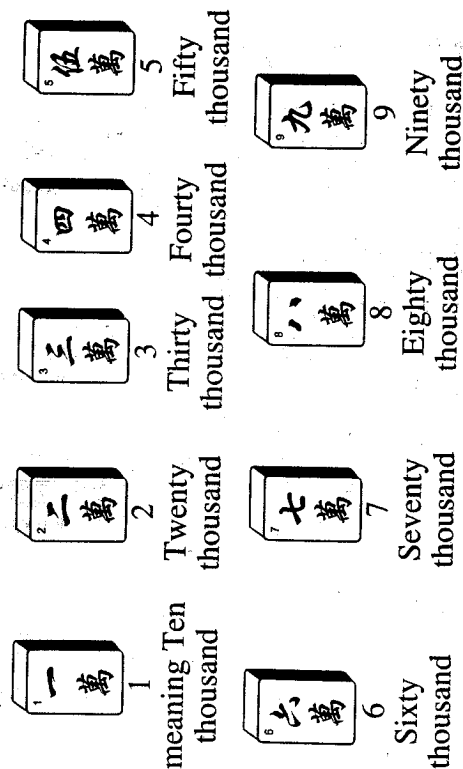
MAH-JONG

"CHINESE GAME OF FOUR WINDS"

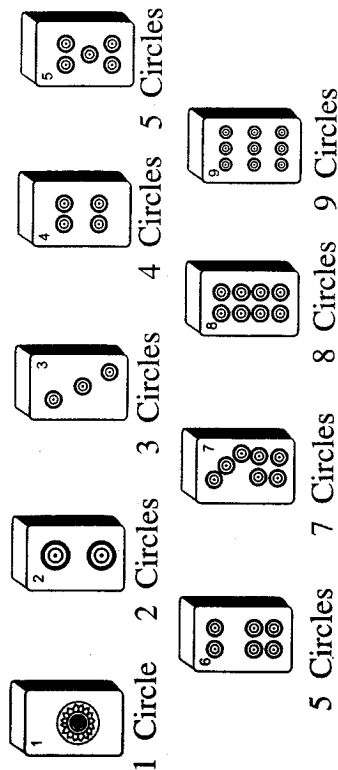
(c) 9 Varieties of "BAMBOSS" cards of 4 pieces for each variety from 1 Bamboo, to 9 Bamboos vizi:-



(d) 9 Varieties of "NUMBERS" cards of 4 pieces for each variety from the "NUMBERS" designating to mean ten thousand (一萬 1-wan) to the "NUMBERS" meaning ninety thousand (九萬 chui-wan)



(e) 9 Varieties of "Circles" cards (Tung-Tst) of 4 pieces for each variety from One "CIRCLE" to Nine "CIRCLE" vizi:-



(f) There are one or two varieties of "FLOWER" cards (花 Hwapa) and each variety consists of four cards. Their nominations sometimes are.



- (1) "SPRING" (春 Chun) "SUMMER" (夏 Hsia) "AUTUMN" (秋 Chan) and "WINTER" (冬 Tung) or "SNOW" (雪 Hserh) and "MOON" (月 Yuerh), or
- (2) "WIND" (風 Feng) "FLOWER" (花 Hwa) "SNOW" (雪 Hserh) and "MOON" (月 Yuerh), or
- (3) "FISHER" (漁 Yue) "WOODCUTTER" (樵 Chiao) "FARMER" (耕 Keng) and "SCHOLAR" (讀 Ta)

The playing of these cards however, has been recently obsolete.

2-ARRANGEMENTS

- The games is limited to 4 persons.
- Determination of positions: The seats of the player are fixed as follows: Place 4 "DIRECTION" cards namely, East, South, West and North with face downwards and mix them up.

The players then take their seats at random Any of the four may throw the dice and see what will turn out.

Position of the person who throws the dice will count as Nos 5 and 9

Position opposite him 7 and 11.
 " to his right 6 " 10.
 " " left 8 " 12.

THE COUNT ALWAYS FROM(RIGHT TO LEFT)

EXAMPLE: Suppose a person throws the dice and the result turns out to be 10 - Then the person to his right will take the first of the 4 cards from the end which is previously being designated by the thrower of the dice.

The position of the person who throws the dice is EAST and the one who picks the East card takes that position and the others may arrange their positions according to the EAST, position in the following order, viz. EAST SOUTH WEST and NORTH always counting from right to left.

- ARRANGEMENT OF CARDS. The cards are then souffled and arranged in a line. In arranging the cards each player has to form two rows of 17 cards each, and put one row on the top of the other.

The 4 double rows will then form a square, thus

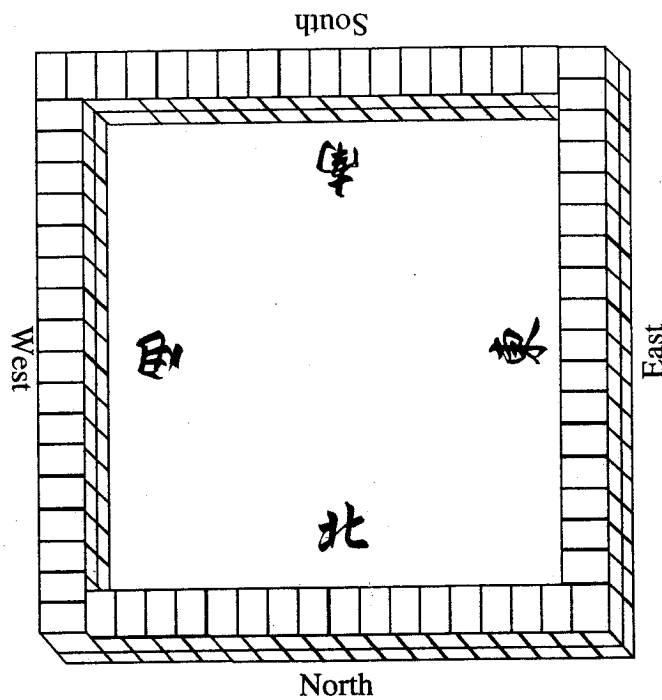


FIGURE 1

(THE COUNT ALWAYS FROM RIGHT TO LEFT)

How the BANKER or CHIEF is determined
 After the places have been taken by the 4 players, the one who has picked the "East" card will cast the dice to determine who will be the first BANDER

NO. 5 & 9 correspond to the "EAST" position
 NO. 6 & 10 " " "SOUTH" "
 NO. 7 & 11 " " "WEST" "
 NO. 8 & 12 " " "NORTH" "

If a custom to subtract one from the result of the throw and the person sitting in a position corresponding to the result of the cast (after subtracting 1) will be the **BANKER, EXAMPLE**: Suppose the result of the cast be 12 after subtracting 1 it leaves 11. As the person who throws the dice is numbered 5 and 9 number 11 will be the person directly opposite to him, counting from right to left.

There are 16 games all. (Except when the BANKER Himself has won the game. In which case he will remain as Banker and another game, be played with the same person as "BANKER" until another player wins the game.) Four games constitute a round.

Each round bears a name of the 4 directions.

The 1st 4 game will be termed as the "EAST GAME"

The 2nd 4 " " "SOUTH GAME"

"WEST GAME"

"NORTH GAME"

The points won or lost by the **BANKER** will be reckoned double

(d) In taking the cards the dice will be cast twice, firstly by the "BANKER" and secondly by the one who is designated by the dice. If the dice cast by the "BANKER" show 6 the one who sits to the right of the "BANKER" will have to cast the dice once more. Again, if the dice cast by the latter show 7 the total shown on the dice will be 13. The latter will then take off 13 heaps. (One card on the top of the other is reckoned as 1 heap) counting from right to left from the 17 heaps in front of the second thrower.

The "BANKER" will then take two heaps from the remaining 4 heaps. FIRST and each player will take the succeeding 2 heaps (a) ways from right to left. After taking three times (12 cards in all) the "BANKER" will take two more cards from the upper row alternately. The other three players will in turn take one more card. The "BANKER" should always give out the card first.

3 NOMINATION AND FORMS

(a) If there are 3 cards a variety in hand, this will be termed "The hidden three of a kin (暗槓 Em-Kong)".

(b) If one has in hand two cards of one variety and take a same one given out by one of the other 3 players, will be termed. The visible three of a kind (明槓 Ming-Kong).

The player should lay this on the table with face upwards viz:



FIGURE 2

(c) If one gets four of a variety in hand, one has to put all these cards down with the faces, and one of them turned upward and at the same time get an additional card from the rear.

This is termed the hidden four of a kind made visible (暗槓 Em-Kang) viz.



FIGURE 3

(d) If one nos in hand three of a kind taken a same one given out by one of the other three players. one has put all these cards down with their faces turned upward, and at the same time taken an additional card from the rear. This is termed. The visible four of a kind (erom Mibg-kong) viz:

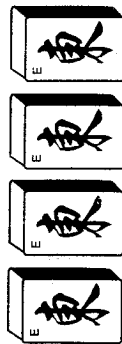


FIGURE 4

(e) Three cards may be numerically combined in one set for instance 1, 2 and of 4, 5 and etc. of the same variety may be formed in one set, viz:

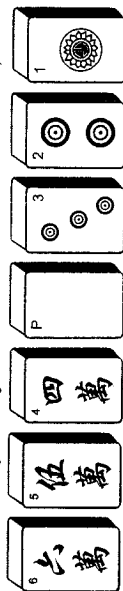


FIGURE 5

(f) If four sets of cards have already been formed and one single card is left in hand it is necessary for the player to wait for the same card in order to win, such a pair is termed. "The head of the bird" (雀頭 Cho-Tao). It will be impossible to win should there be no such pair.

For instance a player has succeeded in securing two sets of three cards each (figure 2 may constitute one set) and has laid them on the talbe. In his hands let us suppose he has the cards as shown in figure 5. The single card is the White Dragon. Then it would be necessary for him to win the game by either drawing the single card (White Dragon) or by taking it when thrown by another player.

4-ILLUSTRATIONS OF SETS NUMERICALLY COMBINED:-

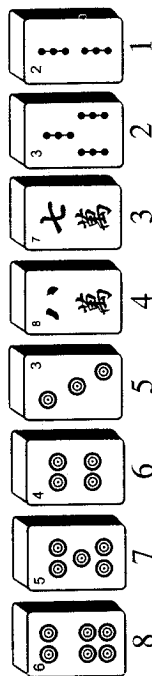


FIGURE 6

Suppose a player has cards No. 6 and 7, a set numerically combined may be formed by a card similar to either No. 5 or 8 if he in waiting for either one of the two (No. 5 and 8) to win, he is entitled to won by taking that card thrown by any of the other 3 players or by drawing it himself.

If he is not waiting to win, he may from a set by either taking the card (5 or 8) thrown by the player on his LEFT ONLY or by drawing one himself. He cannot take the card (5 or 8) to form a set if it is thrown by any player other than the one to his LEFT. If he takes the card thrown by the player on his left to form a set numerically combined, he must lay the set on the table with faces upward. If he forms the set by drawing the card himself, this is not necessary and may have further chances to meet after the combinations.

Card No. 1 and 2 (2 "Bamboos" and 3 "Bamboos" respectively) are a pair of cards with which it would be possible to form a set when there is either a 1 "Bamboo" or a 4 "Bamboos" card. So are cards No. 3 and 4 (which is card "70 Thousand" and card "80 Thousand" respectively) when there is either a "90 Thousand" or a "60 Thousand" card.

Such pair or No. 6 and 7, 3 and 4, 1 and 2 on the above figure give two chances for combinations.

The following illustrates pairs which give only one chance of combinations:



FIGURE 7

Pair No. 11 and 14, 14 and 15 may form a set with Card No. 13 only. This is known as a "Single side call."

No. 9 and 10 form a set when there is a "3 Circles" Card (No. 20).

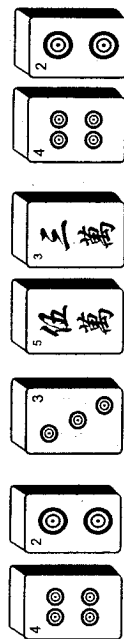


FIGURE 8

Pair No. 16 and 17, 21 and 22 may form a set with Card No. 20 only. This is known as a "Middle call."

Card No. 18 and 19 form a set when there is a "40 Thousand" Card.

5-FORMS OF WINNING

(a) If at the beginning of the game the cards taken by the "BANKER" be four sets of three cards or numerically combined and one pair, he wins the game immediately. This is termed "The Natural" Winning (天和 Tien-Ho).

ILLUSTRATION:-

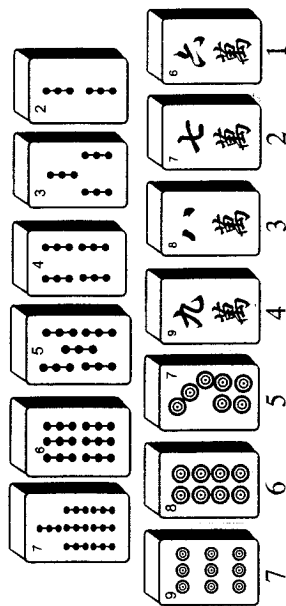


FIGURE 9

The above illustrate set is not complete unless there is an additional card similar to No. 1 or 4 (i. e. the character cards meaning "Sixty thousand" and ninety thousand respectively.)

The Banker in the beginning of the game will win if his card should be similar to these as shown in figure 9.

(b) If the first card given out by the "BANKER" taken and win by another player, this will be termed "The Unnatural winning" (地和 Ti-Ho)

EXAMPLE:

Suppose the cards of either one of the other players besides the Banker should correspond to these as shown in Figure 9 in the beginning of the game. If one of the players should throw a card similar the No. 1 or 4 in Figure 9 the player who possesses that set will win the game by taking the card just thrown.

"The Natural Winning" is full points.

"The Unnatural Winning" is considered to have secured half of the full points.

The number of points in full may be fixed provisionally the players agreeing to the amount mutually. The number of points in full is usually one thousand of five hundred.

(c) In case there is no "Three of a kind" in the winning cards, four sets of card numerically arranged will suffice to win the game. This is termed "Plain winning" (平和 Ping-Ilo) and the points for which is ten.

Ten is always added to the total count of the cards of the winner. By adding 10 to the total of the cards won by "Plain winning" will give 20.

EXAMPLE:

Suppose in the middle of the game, player should have in hand a set of cards as shown in Figure 9 to win the game.

Should he draw that card himself, the total count of the cards is 24. If he wins by taking the cards thrown by another player, the total count is 20.

6-WHEN TO DOUBLE POINTS

(1) The points are reckoned double as follows (一番 1-Fan)

When there are three or four of a variety "CARDINAL CARDS" or three or four of the players self "DIRECTIONS CARDS."

(2) In the following forms the points are reckoned double twice i. e. four-fold (兩翻 Lieng-Fan.)

a. When the card consist of similar varieties. "BAMBOO" or "NUMBERS" of "CARDINAL" cards of the player's "Three or four" of "CARDINAL" cards of the player's self "DIRECTION" cards.

b. When there is in hand, a set of 3 or 4 of the player's self "Direction cards" which corresponds to the direction of that game.

As for instance, during the "West game" (See page 6) if the player sitting in the "West" positions should have in hand a set of "West cards" (either 3 or 4 to the variety.) that player is entitled to the privilege of having to the total count of his cards doubled twice, i. e. 4 fold (兩翻 Lieng-Fan)

(3) In the following forms the points are reckoned double three times: i. e. eight fold (三翻 San-Fan).

a. When the cards consist solely of similar

varieties (i.e. either entirely BAMBOOS or NUMBERS or CIRCLES cards) or

b. When the cards consist of similar varieties with two sets "Three of a kind" "Cardinal cards" or with one set "Three of a kind" of the player's self "Directions" cards and one set Three of a kind" of cardinal cards.

(4) In the following forms the points are reckoned as double four times. 1 E. sixteen fold. (四翻 Tsz-Fan)

When there are two sets of "Three of a kind" of "Cardinal cards" and one set of "Three of a kind" of the player's self "Direction cards" with the remaining cards in similar varieties.

(5) In the following forms the points are reckoned "Double" five times, i.e. thirty two fold: (五翻 Wu-Fan) "Three of a kind" the player's self "Directions" cards with the remaining cards in similar varieties. or

(6) The cards consist of four sets of "Three of a kind" of "Direction" cards and one pair "Cardinal" cards.

This form is considered to have secured the full points regardless of the points obtained thereby.

Except 2 to 8 of the "Bamboo" the Circles and the "Numbers" cards the winning cards can be formed by constitution on 13 different cards of each of the remaining varieties. (See Figure 10)

ILLUSTRATION:-

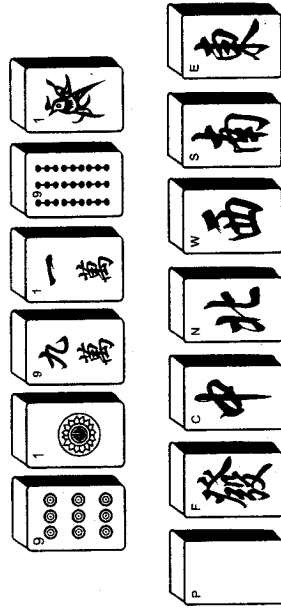


FIGURE 10

In having such a form of cards in hand the player in order to win has to wait for any 1 of the corresponding cards so as to form a pair of "The head of the Bird". The player may take advantage of such a formation if 13 different cards are not available by previously forming a pair of "The Head of the Bird" and wait for the only kind of card to complete the 13 varieties.

As for instance if a player should have in hand a set of cards corresponding to these as show figure 10 he will win the game if there is an extra card which corresponds to any of the 13 in the figure. The player may take when thrown by other players or succeed in drawing it himself.

This form is considered to have secured the full points.

7-CALCULATION POINTS

- (a) 2 points for "The Head of the Bird" (if given by other player) for 2 to 8 of any variety.
4 Points for the 1 and 9 of any variety.
- (b) 4 points for "The Head of the Bird" (If the player obtains in himself) for 2 to 8 of any variety.
8 Points for the 1 and 9 of any variety.
- (c) 8 points for "The hidden three of a kind" for 1 and 9 of any variety. (See page 7 a).
4 Points for "The hidden three of a kind" (From 2 to 8 of any variety.)
- (d) 4 points for "The visible three of a kind" (1 and 9 of any variety.) (See page 7 d.)
2 Points for "The visible three of a kind" (From 2 to 8 of any variety.)
- (e) 32 points for "The hidden four of a kind made visible" (1 and 9 of any variety.)
16 Points for "The hidden four of a kind made visible" (From 2 to 8 of any variety.)
- (f) 16 points for "The Visible four of a kind" (1 and 9 of any variety.) (See page 8 d.)
3 Points for "The visible four of a kind" (From 2 to 8 of any variety.)
- (g) 32 points for "The hidden four of a kind made visible" (Cardinal cards). Other points may be added together and doubled.
16 Points for "The visible four of a kind" (Cardinal Cards.) Other points may be added together and doubled.

The points of the Player's self "Directions cards" are to be treated as the "Cardinal cards" in the count.

That is the total number will be doubled and number or points are intentional H-2 points for a pair "Cardinal" of Player's self "Direction" card.

EXAMPLE OF POINTS CALCULATION

Suppose a player wins with the following sets cards, viz:

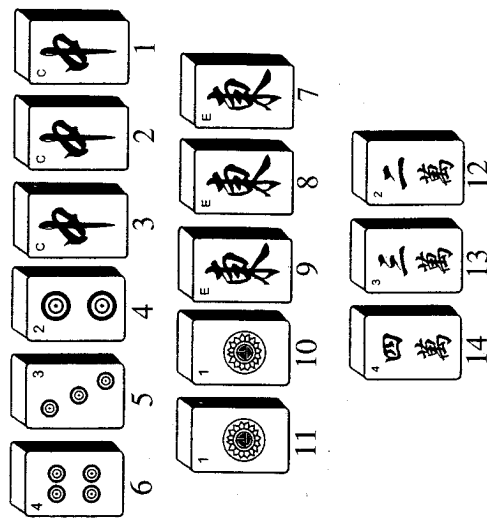


FIGURE 11

The total count of points will be as follow:

- (a) When the winner is the Banker.
4 pts for the set of "Cardinal cards" (red dragon numbered 2, 3, in figure) if the set is the "Visible 3 of a kind".

4 pts for the set of "Direction" cards (East. which is the Direction of the Banker, so that card is the player's self direction card), if the set is the "Visible 3 of a kind."

(8 pts of the set is the Hidden 3 of a kind.)

The direction cards are numbered 7, 8, 9 in the fig. Those Cards numbered 4, 5, 6 formed a set numerically combined. So are cards numbered 10, 11, 12, 13, and 14. No. points are given for such sets.

8 pts. Total

10 pts are added to the total count of every winning set or card. (See page 12 c.)

18 pts. General Total

The Grand total count is doubled once because there is a set of "Cardinal" cards (See P. 13 No.1) Doubling 18 will give.

36 pts.

The number of points is again doubled because there is a set of the player's self "Direction" cards, (See P. 13 No.1) Doubling 36 will give a total of 72 pts.

Every point won or lost by the banker will be reckoned double. So each player in this Instance will have to give him.

144 pts.

In case this is the "East Game" (See p. 6) the cards will give the privilege in doubling the total count twice. i. e. 4 fold (see P. 13 b.)

If it be a "West game" the person who sit in the "West" position is entitled to have his total count of cards "Double" twice if he has in hand a set (of 3 or 4) of "West" cards. The same case supplies to the "South" and "North" games in respect to the "South" and "North" positions.

Besides the above mentioned statements there are several kinds of extra points which may be fixed at the beginning of a game.

The are following:

(a) One more "Double" is to be added to the points in case the winning cards consist of four sets of "three of a kind" and of a pair. This is a termed "Winning by pairs" (對對和 Tui-tui-ho).

ILLUSTRATION:

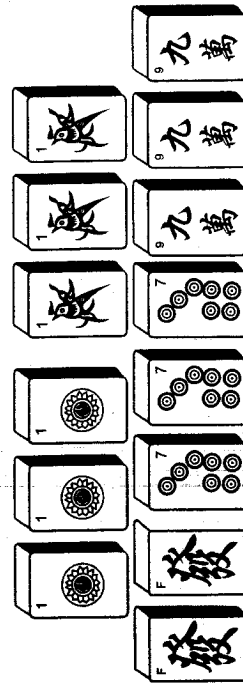
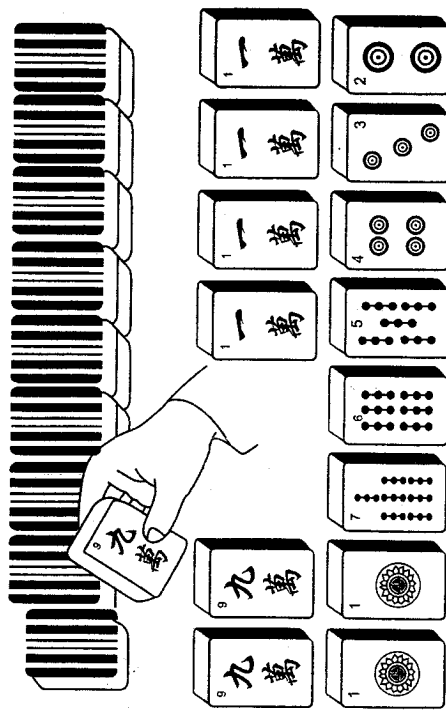


FIGURE 12

The total number of points for this set (as it stands) is 52. If the cards taken from the rear by

the player (See fig. 3 p. 7) and (d) page 8) be the one with which he wins one more "double" is to be added to the points. This is termed "four of a kind with open flowers" (槓頭開花 King-tao-hai-hwa).

ILLUSTRATION:-



FOUR OF A KIND WITH OPEN FLOWERS

FIGURE 13

(c) It is a rule that seven heaps of two cards each should be left or not taken. Should an additional card be taken is stated in (c) and (d) p. 7 one more heap is to be reserved. A game will be ended on such a condition.

If a player wins by taken the last card from which the game is to be ended one more "Double" is to be added to the points." This is termed "Catching the moon from the bottom of the sea(海底撈月 Hai-ta-yuho)."

ILLUSTRATION:-

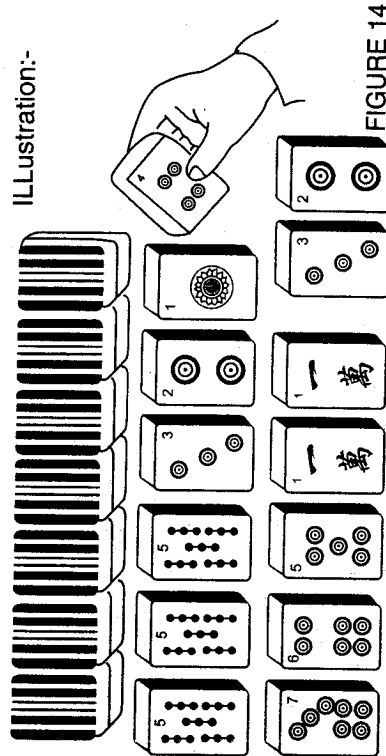
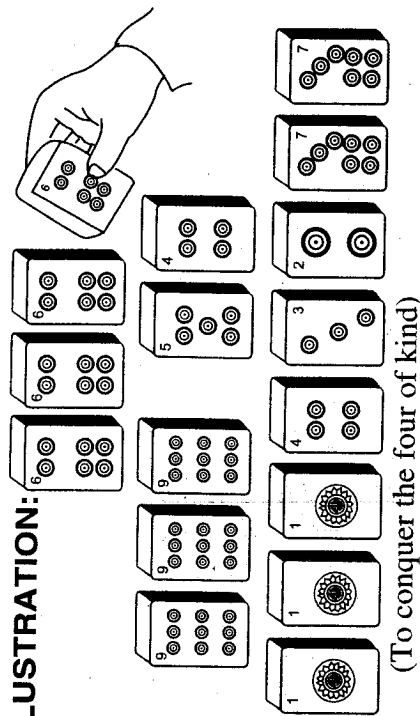


FIGURE 14

(Catching the moon from the bottom of the sea.)

(d) Should an additional card of any variety except "Cardinal Cards" and "Direction Cards" taken from the rear by player A be the winning card of player B the letter may take that card from the hands of player A and win the game. Then one more "Double" is to be added to the points. This is termed "To conquer the four of kind" (搶槓) chang kang and in only applied to "The visible four of a kind."

ILLUSTRATION:-



(To conquer the four of kind)

Used to Dotted Ivory sticks

With every set of cards, there is a number of ivory sticks used to designate the number of points.

Sticks with 2 black dots designate 2 points

"	10	"	"	10	"
"	"	1 red dots	"	100	"
"	"	5	"	500	"

Each player in the beginning of the game will have

5 sticks with 2 black dots..... 10 points.

9	"	10	"	"	 90	"
4	"	"	1 red dots	 400	"	"
1	"	"	5	"	 500	"

Total..... 1,000 points

== END ==