

Playing Aid for British Mah-Jong Association (BMJA) Rules

as in Mah-Jong (Know the Game)
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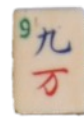
Major Tiles



Minor Tiles



Major Tiles



1 to 9 of Character suit



1 to 9 of Circle suit



1 to 9 of Bamboo suit

Preparation & Tiles

Honour Tiles



Red Dragon



East Wind South Wind West Wind North Wind



White Dragon

Bonus Tiles



Normally

- 1 Plum
- 2 Orchid
- 3 Chrysanthemum
- 4 Bamboo



Green Dragon

Flowers



- 1 Spring
- 2 Summer
- 3 Autumn
- 4 Winter

Seasons

Preparing to Play

- Distribute the tallies
- Determine who is to be East Wind
- Determine the Prevailing Wind
East Wind at the start
- Shuffle the tiles, face down
East Wind cries "Pow"
- Build four walls,
each 18 tiles long and 2 tiles high
- Break into one wall
and form the kong box
- East Wind deals out the tiles
13 tiles to South, West and North Wind
14 tiles to himself
- Select out any flower or season tiles
and replace them from the kong box

Tally Points

	Value	No. each	Total
	2 points	10	20
	10 points	8	80
	100 points	9	900
	500 points	2	1,000
10 cent / 10p coin	1,000 points	3	3,000

	Value	No. each	Total
	10 points	10	100
	100 points	8	800
	500 points	2	1,000
	1,000 points	1	1,000
10 cent / 10p coin	1,000 points	2	2,000

	Value	No. each	Total
	10 points	10	100
	100 points	8	800
	500 points	2	1,000
	1,000 points	1	1,000
10 cent / 10p coin	1,000 points	2	2,000

Breaking into one Wall

In this example, East Wind throws 6 then counts anti-clockwise to locate the wall in front of South Wind.

South Wind then throws 8. The sum of the two throws is 14. So he counts along the wall starting from his right.

