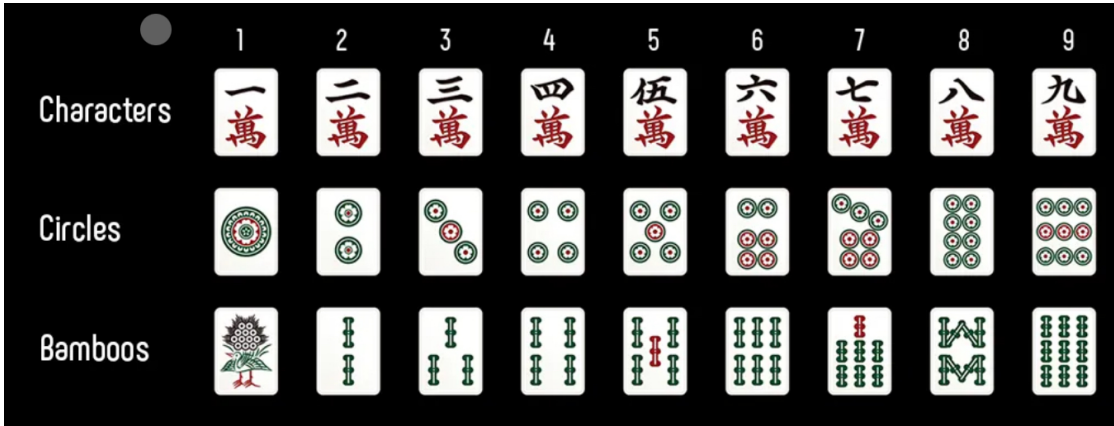


LESSON 2: Getting to Know the Tiles & Suits

There are 3 suits

Bamboo(Bams), Circles(Dots) and Characters (Cracks).

Tiles are numbered 1-9 and there are 4 of each tile.



16 Wind tiles – 4 of each wind - East, South, West, North

[ESWN - Eat Soup With Noodles -helps to remember order of play anticlockwise].These are “Honour” Tiles.



12 dragon tiles – Red, Green and White - 4 of each dragon – some White dragons have a ‘B’ or no letter. These too are ‘Honour’ Tiles.

C On red dragon tile means Chung – centre or middle

F On green dragon tile means fa means green

P On white dragon tile means Pai – white pure (can be B – Bai)

4 flower tiles – Plum Blossom, Orchid, Chrysanthemum, Bamboo

4 season tiles – Spring, Summer, Autumn, Winter

The Flower & Season tiles do not form part of the play but are used as bonuses for scoring later in the game .

Setting up - Building and Breaking The Great Wall of China

1. Play starts by throwing two dice to see who will be East Wind first. The highest score becomes East Wind. West Wind sits opposite East and South sits on the right of East Wind. The tiles are mixed up - sometimes called 'Twittering of the Sparrows' because of the noise it makes.

2. Players each proceed to place 18 tiles in front of them and build another 18 on top (total 36) – the tiles are then moved forward as shown into a square to create 'The Great Wall of China'. [No gaps to let in 'evil spirits'!]. Note - If 4 jokers are used, East and West have 19 pairs(total 38). (Note: It is usual to go in on the left and out on the right when pushing the wall into place. However, some groups just let East wind and West wind push their tiles forward and South and North move theirs to touch so as to form the 'Great Wall of China')

3. The two dice are thrown again by East Wind then adds the two scores together to decide who will break the wall and where. East Wind is No.1 and the numbering continues anti-clockwise – so South is No. 2, West is No 3 and North is No.4.(So if East Wind throws a 7 – you count round anti-clockwise until you get to 7 - East being 1 – this should be West in this case) NB East is always 1,5, 9; South 2,6,10; West 3,7,11; North 4,8,12 - To assist new players just use East to make the calculations easier.

4. The player then counts off along the tiles of his side of the wall, starting from the right end. Then, this player makes a break in the wall by pushing the 2 tiles slightly and placing them on top of the part of the wall that has just been counted.(So if the score is 7 – counts 7 from the right - pushes these two tiles out into the middle and lifts them and places them on top of the part of the wall just counted)

(The wall on the right side forms the 'Flower or Season Wall/Kong Wall' and are only used when a player picks up a Flower or Season or forms a Kong (a set of 4 tiles the same).

5. The same player starts the deal by taking the first two stacks of the tiles (i.e., four tiles) from the left of the break, pass them to East then South, West and North until the wall in front of her/him is used up.The player on the next wall continues dealing until each player has 12 tiles. Then 1 more each so they each have 13 – East Wind takes a 14th tile as he/she will be the first to discard a tile to start play. No-one looks at their tiles until all the tiles have been distributed.

