

LESSON 3:

The Playing

In our Mahjong version, we start with Exchanging Tiles.

Exchanging Tiles is called The Charleston in American Mahjong. In the British version, the Exchanging Tiles only plays in a Goulash.

It is an exchange of tiles that gives each player a chance to improve their hand by passing unwanted tiles face down to other players. After dealing, the East is the person who can begin the Charleston or refuse to dance.

Once Each Wind decides to exchange, ALWAYS start with THREE tiles.

Direction When Exchanging Tiles

Based on EAST Wind position, the other pair follows her.

Start with EAST exchanges 3 Tiles with across(West Wind),North and South exchange 3 tiles at the same time.Then East with her RIGHT then with her LEFT(the other pair follows).This is called ONE round of exchanging. East Wind may not call for stop exchanging until the round is completed i.e. exchanging 3 times. (ACROSS, RIGHT, LEFT)

After the first round of exchanging is completed, East Wind can stop OR continue exchanging in the second round with ONE tile.

After the second round of exchanging is completed, East Wind can stop OR continue exchanging in the third round with ONE tile.

After the third round of exchanging is completed, East Wind can stop OR continue exchanging in the forth (last) round with ONE tile.

Summary :

- R.1 mandatory 3 tiles
- R.2 optional 1 tile
- R.3 optional 1 tile
- R.4 last optional 1 tile

Wind of the Round

When the game begins East Wind is always 'Wind of the Round'.

If East Wind gets Mahjong he/she keeps East Wind. This can occur 3 times before moving to the right. If any other player goes Mahjong East Wind moves round one place to the right anti-clockwise. So East moves one place to the right into South 's place originally. South moves to West, West moves to North and North moves to East.

Game Play East Wind begins by discarding a tile face up and verbally naming the tile for everyone to hear. Each player's discard is said aloud for all players to hear. As soon as the tile touches the table or the tile has been named, it is considered discarded.

Moving counterclockwise, the next player draws a tile from the wall and adds it to their rack. With each draw, players are looking to improve their hand. The player then selects and discards an unwanted tile, naming it aloud. Play continues counterclockwise. When you only need one more tile to complete your hand you let the other players know by calling "Fishing". Play continues until someone calls 'Mahjong'.