

# I. HOUSE RULES

- 1** Community guidelines are available at <https://commongroundmahjong.com/community-guidelines/>
- 2** Common Ground teaches 13-tile Hong Kong style mahjong, but you are welcome to play any house rules and/or variant your table agrees on.
- 3** Treat the space, sets, and all other materials with care, and clean up after yourself.
- 4** All players (except the winner) rotate after two games to give everyone a chance to play.
- 5** Lead with good faith and kindness, and be open to teaching others who are new to the game. People of all ages, backgrounds, and experience levels are welcome to spectate and play.
- 6** Gambling is banned, no exceptions.
- 7** Support the venue and vendors by purchasing their products and/or services, as well as following them on social media.
- 8** Have fun and play some mahjong!

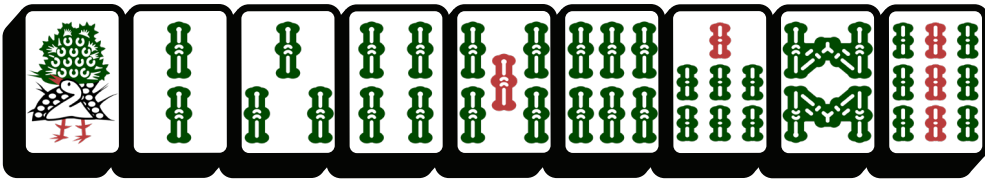
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# II. TILES & SUITS

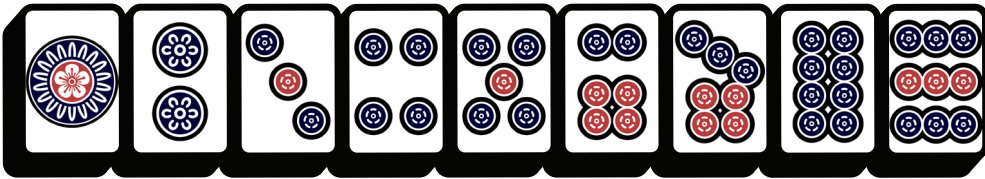


There are a total of 144 TILES, with 4 copies of each of the SUITS below \*except for the FLOWERS AND SEASONS.

## STICKS 1-9 索 SUǒ SOK<sup>3</sup>



## CIRCLES 1-9 筒 Tǒng TUNG<sup>4</sup>



## CHARACTERS 1-9 萬 Wàn MAAN<sup>6</sup>

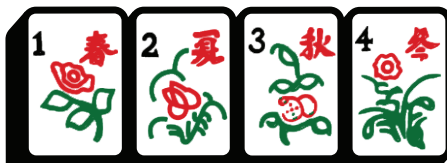


## FLOWERS\* 花牌 HUĀPÁI FAAPAAI<sup>2</sup>



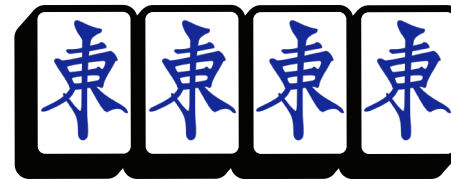
PLUM ORCHID CHRYSANTHEMUM BAMBOO

## SEASONS\* 四季 SÌJÌ SEI<sup>3</sup>GWAI<sup>3</sup>

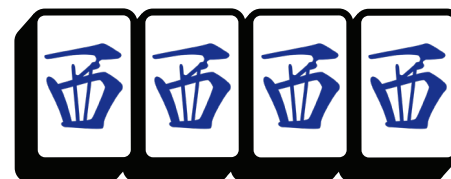


SPRING SUMMER FALL WINTER

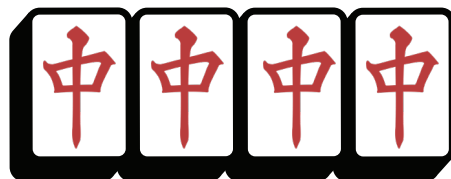
## EAST WIND 東 Dōng DUNG<sup>1</sup>



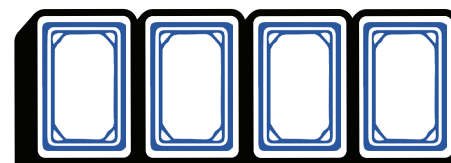
## WEST WIND 西 Xī SAI<sup>1</sup>



## RED 紅中 Hóngzhōng HUNG<sup>4</sup>ZUNG<sup>1</sup>



## WHITE 白板 BÁIBǎN BAAK<sup>6</sup>BAAN<sup>2</sup>



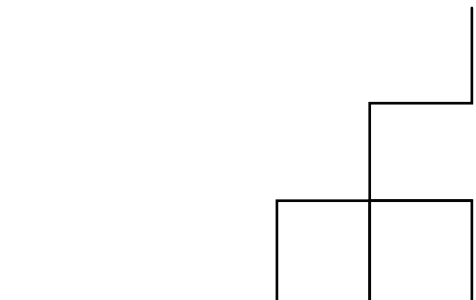
## SOUTH WIND 南 Nán NAAM<sup>4</sup>



## NORTH WIND 北 Běi BAK<sup>1</sup>



## GREEN 發財 Fācái FAAT<sup>3</sup>COI<sup>4</sup>



**1** **WASH** (shuffle) the tiles. Each player creates a **WALL** of 36 tiles (two stacked rows of 18) and pushes them together like so:

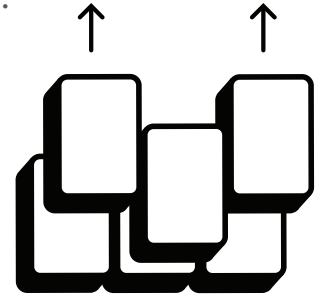
**2** All players roll 3 dice, the player with the highest roll is the **DEALER**. The dealer's seat is **EAST** and the seats counterclockwise from them are **SOUTH**, **WEST**, and **NORTH**.

**3** The **DEALER** rolls three dice to determine which **WALL** to start drawing tiles from. They count this number of **WALLS** to their right. **For this example, they rolled a 4** (If they roll higher than 4, keep counting and loop around).

**4** The player sitting behind the **WALL** that the **DEALER** lands on (in this example, **NORTH**) counts **4 TILES** (the number the **DEALER** rolled in STEP 3) from **RIGHT TO LEFT**. This is now the **BACK** of the **WALL**.

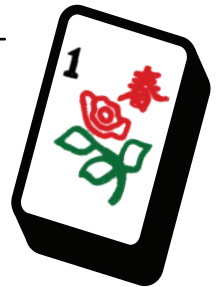
**5** Starting on the next tile, the **DEALER** draw **4 TILES** (two stacks of two). The player to their **RIGHT** does the same and so on until everyone has **12 TILES**.

**6** The **DEALER DRAWS 2 MORE TILES**, both from the top layer of the wall and skipping one.



**7** Each player, starting again on the **DEALER'S RIGHT**, **DRAWS 1 TILE**. Each player should now have a hand of **13 TILES**, except for the **DEALER** (who has 14 and will discard one soon).

**8** All players reveal their **FLOWERS** and place them to the side. Replace any flowers with tiles from the **BACK** of the **WALL** (the opposite end you began drawing from).



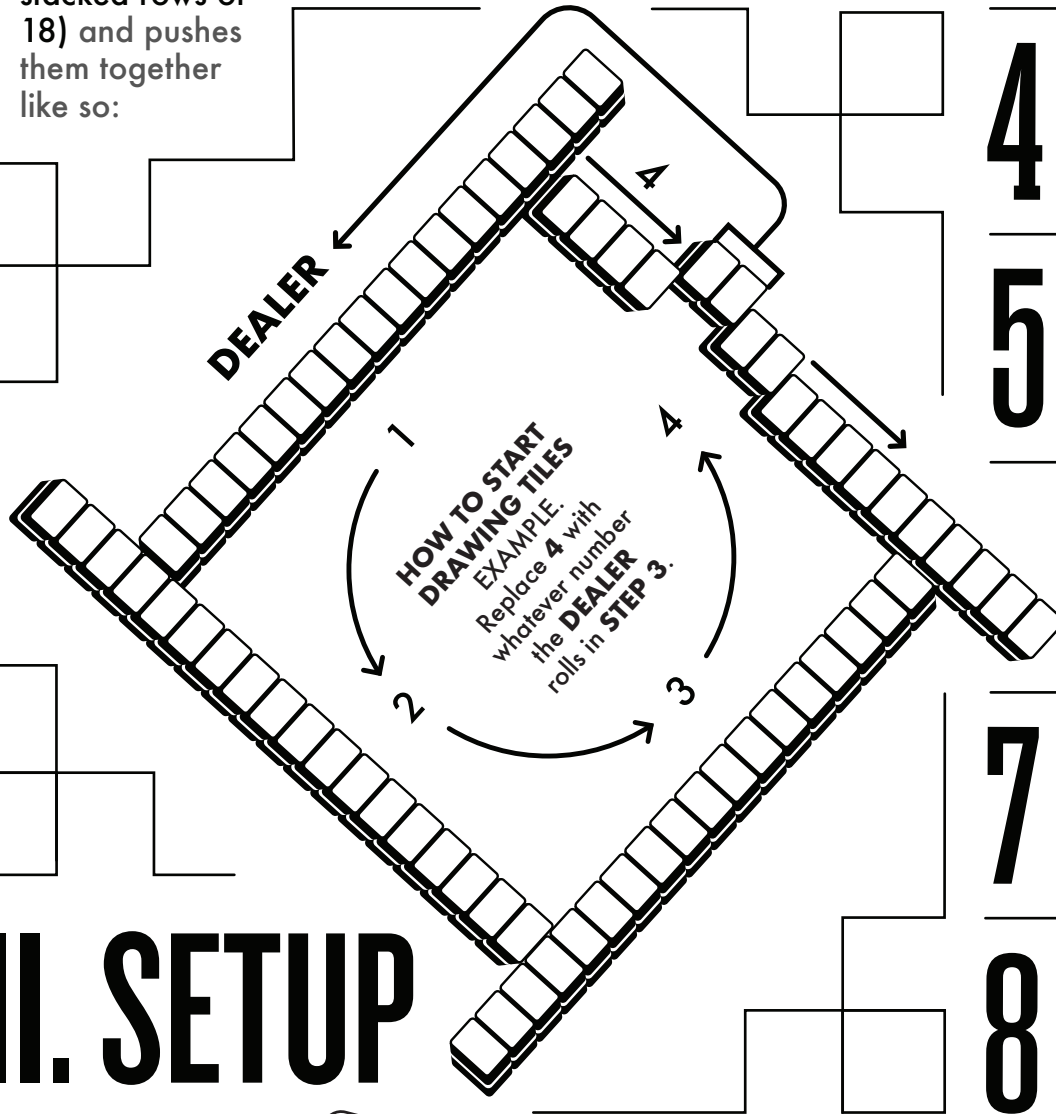
**9** The **DEALER DISCARDS 1 TILE** to start the game. The **DEALER** should now also have **13 TILES**, and it is the **NEXT PLAYER'S** turn!

## III. SETUP

COMMON



GROUND



# WINNING

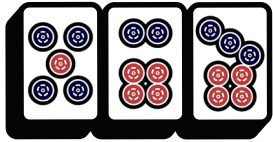
Assemble a winning hand of **14 TILES**: 4 **MELDS** of 3 and 1 pair. Your hand will have 13 tiles and your 14th tile can be claimed by any method: **DRAW**, **CHĪ**, **PÈNG**, or **GÀNG**.



To announce your victory, say "**HÚ LE!**" (胡了) or "**SIK<sup>6</sup> WU<sup>4</sup>!**" (食糊)

## TYPES OF MELDS

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### CHĪ: 3 CONSECUTIVE

If you have two of three, you can claim the third only when the player directly before you (to your left) discards it.

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### PÈNG: 3 OF THE SAME

If you have two of three, you can claim the third from anyone who discards it.

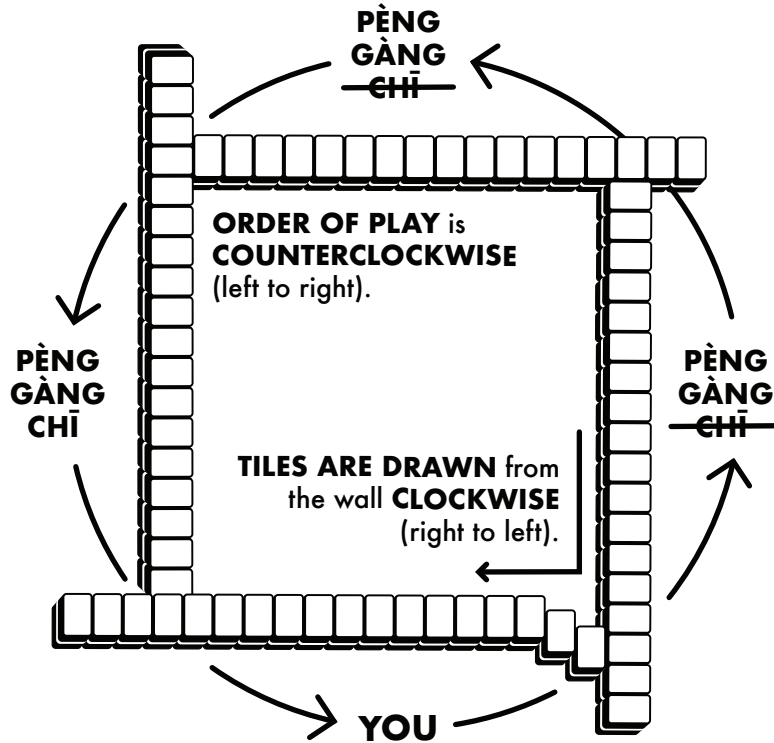
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### GÀNG: 4 OF THE SAME

If you have three of four, you can claim the fourth from anyone who discards it.

NOTE: You must place a MELD completed via discard face up for other players to see.



## DURING YOUR TURN

1) **DRAW** a tile from the front of the **WALL**, unless you started your turn by claiming a **CHĪ**, **PÈNG**, or **GÀNG** from another player.

If you draw a **FLOWER**, set it aside and replace it with a tile from the **BACK** of the **WALL**.

2) **DISCARD** a tile. You should have 13 tiles in your hand at all times (until you claim your 14th to win).

## OUTSIDE YOUR TURN

**PÈNG** or **GÀNG** any **DISCARDED** tile that completes a **MELD**. **IT IS NOW YOUR TURN TO DISCARD A TILE**. This skips any players in between you and the person who discarded the tile you claimed!

NOTE: Tiles can only be claimed on the turn they are discarded, so pay attention!

# IV. PLAY

## COMMON



## GROUND