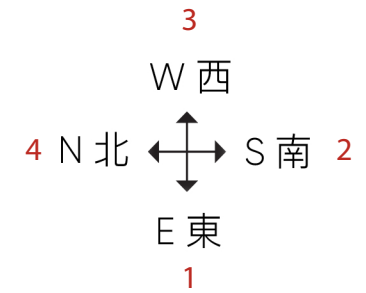
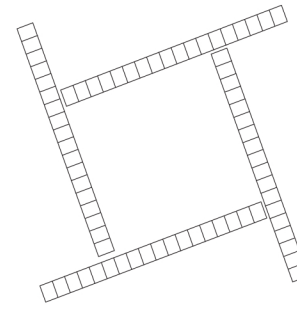


# HONG KONG MAH JONG

## STARTING

- Draw from 4 winds to determine seat, starting with EAST / S / W / N
- Build walls 18 x 2 high
- EAST rolls the dice and counts counter clockwise starting with self
- Count from inner corner to break the wall / open the gate
- Players draw 4 tiles each clockwise EAST / S / W / N until each have 12 tiles
- EAST takes two tiles by jumping the top row, each other player takes 1
- EAST begins the game by discarding a tile
- Each player picks 1 tile in the order of draw, then discards 1
- Game play runs counter clockwise



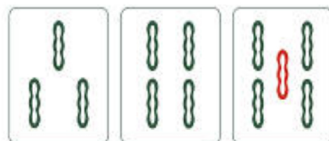
## Suits

	1	2	3	4	5	6	7	8	9
筒 (tung4) circles									
萬 (maan6) characters / 10k									
索 (sok3) bamboo									

## Honor

dragons				
	紅中 hung4 zung	發財 faat3 coi4	白板 baak6 baan2	
winds				
	east dung1	south naam4	west sai1	north bak1
flowers				
	spring	summer	autumn	winter
	plum	orchid	chrysanthemum	bamboo

### 上 SOENG



Three of a suit in a row.  
Third can be taken off  
a discard from player  
to the left.

### 碰 PUNG



Three of the exact  
same tile.  
Third can be taken off  
any discard.

### 槓 KONG



Four of the exact same tile.  
Fourth can be taken off  
any discard. Replacement tile  
is taken from back of the wall.

Flower replacement tile  
is taken from back of the wall.