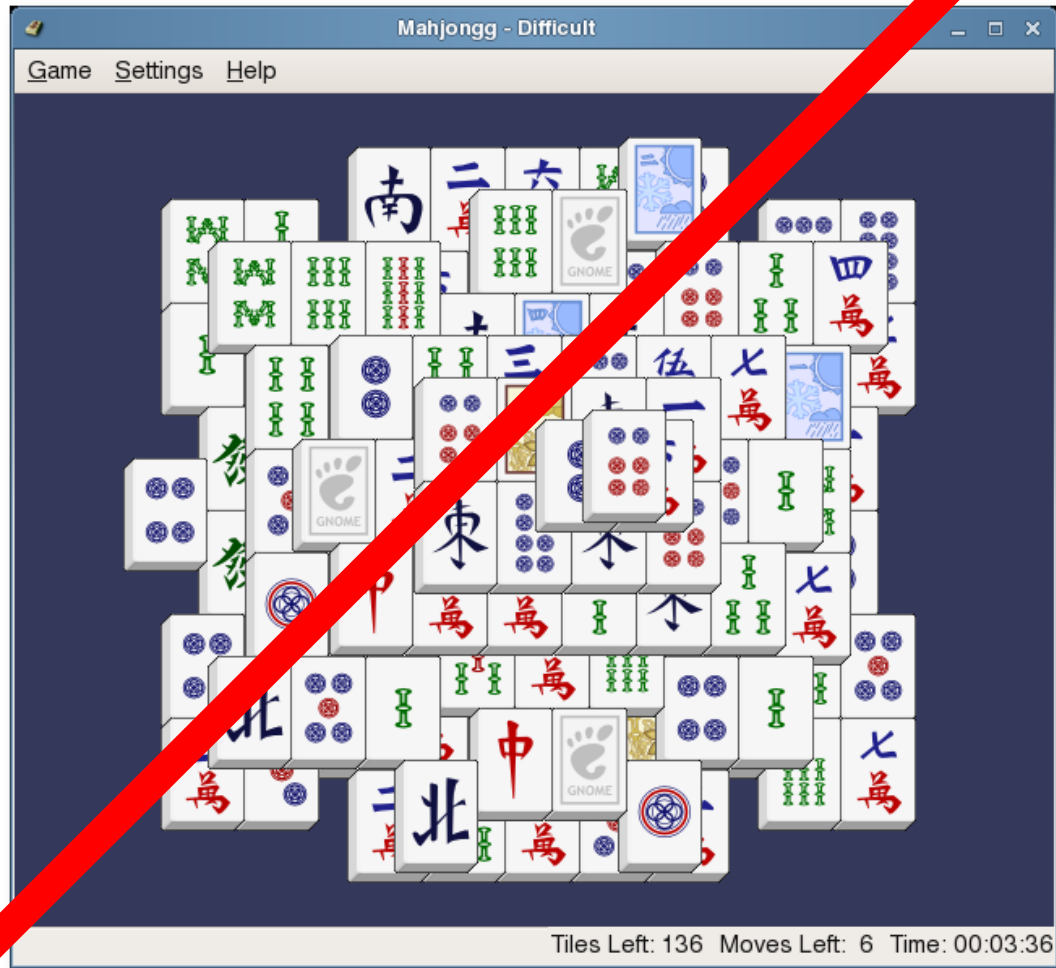


# Mahjong

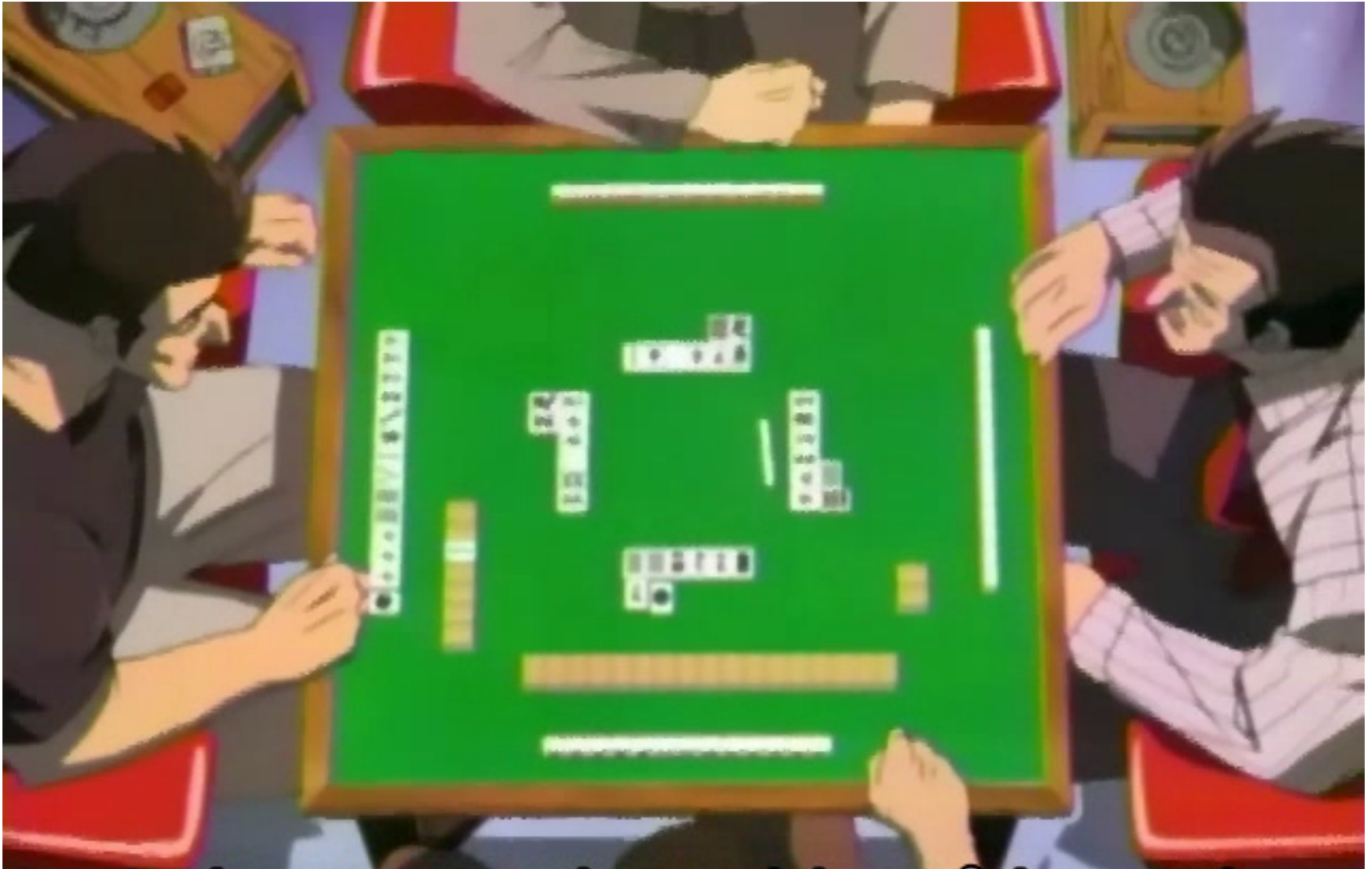


Paweł Marczewski

# Not this



# This



# Tiles



1-9 Man ("Character")



1-9 Pin ("Dot")



1-9 Sō ("Bamboo")

Winds (E, S, W, N)



Dragons (White, Green, Red)



4 copies of each - 136 tiles in total.

# Objective

Build a hand - 4 groups and a pair.



A group is either

- a triple - 3 identical tiles
- a sequence - 3 subsequent number tiles

# Gameplay

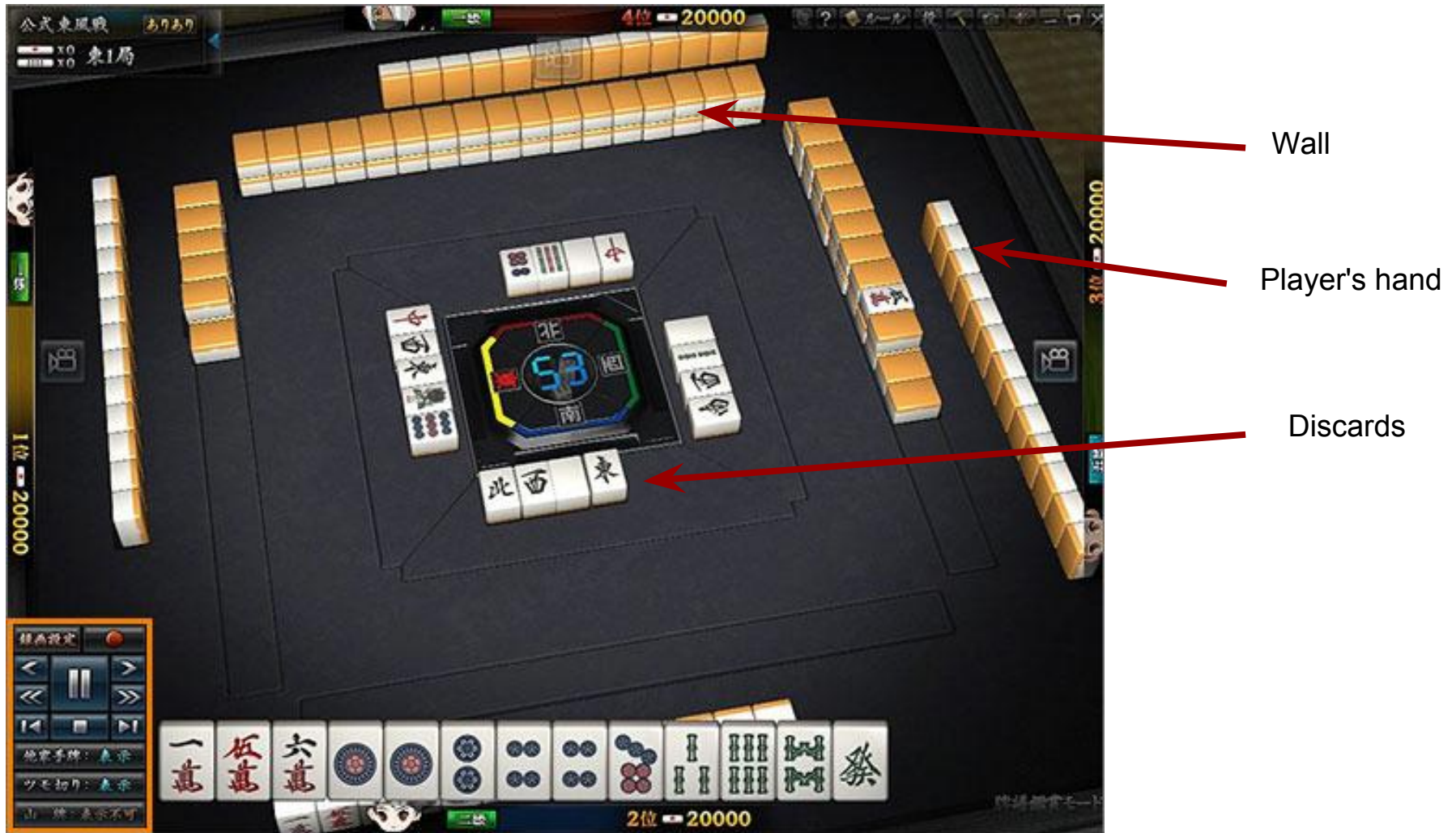
4 players at a table.



Players take turns drawing a tile from the wall, then discarding a tile.  
The round ends when someone declares victory (completion of a hand).



# Table layout



# Gameplay

You can "steal" another player's discard to make a group.



You can win on another player's discard, if it completes your hand.



# Scoring


When you win, you receive points based on scoring patterns ("yaku") in your hand.

The scoring is (more or less) exponential - combine patterns for huge winnings!

Examples follow.

# Yaku (scoring patterns)

Some patterns are easy...

- Any triple of dragons 
- Four sequences (no triples)
- No 1, 9 or honor tiles (so only 2-8 numbers)
- Fully concealed hand (no stealing or winning on someone else's discard)

# Yaku (scoring patterns)



Some - slightly harder.

- Three color straight
- Single suit
- 123-456-789 sequences in one suit
- Seven pairs (an irregular hand)



# Yaku (scoring patterns)

And some are extremely rare - and suitably high-scoring.

- "Great Three Dragons" 
- "All Green" - a hand using only 
- "Thirteen Orphans" - all possible 1, 9 and honors (an irregular hand)



# What is it like to play mahjong?

Both randomness and skill are involved.

- Even a beginner can easily win
- If you get good draws, you can build a "monster hand"...
- but only if you can capitalize on them!
- Decisions: what to keep? do I steal this or not?
- Do I go for a good hand or a quick one?



# Keep an eye on your opponents!

- Careful not to deal into another player's hand!
- Is this tile dangerous? Maybe I better keep it and play something else...
- ...or just give up on building a hand and play only safe tiles
- Figuring out opponent's hand from their discards - part logic, part psychology

# History

- Probably created around 1850 in China
  - ...but some legends date it back even to Confucius
- Based on an earlier card game
- Very popular in Warsaw in the 1920s!
  - [As described by Kornel Makuszyński](#)
- Introduced to Japan in 1925
  - At first - simplified Chinese rules, then developed
  - After WWII, connected to gambling & organized crime
  - Riichi Mahjong - the most exciting variation :)
  - "Mahjong was born in China, but grew up in Japan"
- Many competing rulesets
  - e.g. American Mahjong - a VERY different game

# Thanks for listening

# Links

[Koło Gier Japońskich UW](#)

[Polska Liga Mahjonga](#)

[Mahjong.info.pl](#)