

American Mahjong Cheat Sheet

The quick reference card every new player needs. Print and keep beside your set.

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THE TILES IN YOUR SET (166 TOTAL)

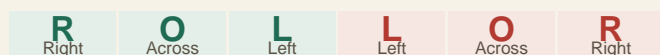
- 36 Dots — numbered 1-9 (four of each)
- 36 Bams — numbered 1-9 (four of each)
- 36 Craks — numbered 1-9 (four of each)
- 16 Winds — N, E, S, W (four of each)
- 12 Dragons — Red, Green, White (4 each)
- 8 Flowers
- 8 Jokers (wildcards)
- + a few blank spares

GROUP TYPES

- Pair — 2 identical tiles
- Pung — 3 identical tiles
- Kong — 4 identical tiles
- Quint — 5 identical tiles (jokers needed)

THE CHARLESTON (R-O-L-L-O-R)

Pass 3 tiles each, in this exact order:



First Charleston (green) is mandatory.
Second (red) is optional — all must agree.
Blind pass allowed only on the LAST pass.
Then optional courtesy pass with player opposite (0-3).

JOKER RULES — THE ESSENTIALS

✓ ALLOWED in:

- Pungs (3 of a kind)
- Kongs (4 of a kind)
- Quints (5 of a kind)

✗ NEVER in:

- Singles
- Pairs
- The Charleston (cannot pass jokers)
- Hands marked "no jokers" on the card

Joker Swap:

On your turn, if an opponent has an exposed joker and you hold the tile it represents, swap your tile for their joker.

SCORING & PAYOUTS

Each card hand shows its point value.
Winner collects from all 3 players.

Win condition	Payout
Won off discard	Discarder: 2x Others: 1x
Self-picked	All 3 players pay 2x
Jokerless hand	Double everything

EACH TURN

- Draw 1 tile from the wall
- Discard 1 tile, call it out
- Any player may CALL the discard
 - for a pung/kong/quint
- Calling = expose group on your rack