American Mahjong Cheat Sheet

One-page beginner reference - keep it beside your rack

The Game Flow

Build walls - deal 13 tiles each (14 for East) - Charleston - draw & discard toward a card hand - declare Mah Jongg.

A Turn

- Draw 1 tile from the wall (moving clockwise).
- Optional: exchange a real tile for a joker in any exposure.
- Discard 1 tile face-up, naming it aloud. Play passes right.

Calling a Discard

Call for	Allowed?	Remember
Pung / kong / quint	Yes	Expose on top of your rack
A pair or single	Winning tile only	Otherwise your hand is dead
A joker	Never	Discarded jokers are dead
Concealed (C) hand	Winning tile only	No calls before that

Joker Rules

- Wild in pungs, kongs and quints - never in pairs.
- Never passed in the Charleston (hand is dead).
- Exchange: swap your real tile for a joker in any exposure on your turn.

The Charleston

Pass	Direction	Tiles
1	Right	3
2	Across	3
3	Left	3 - blind pass ok
4-6 (optional)	Left, Across, Right	3 - blind pass on 6
Courtesy	Across	0-3, both agree

Winning & Payment

- Your 14 tiles must match one line on the card - suits follow the card colors.
- Win on a discard: discarder pays double, others pay single.
- Win by self-pick: everyone pays double.
- Wall runs out with no win: draw, no payment, deal passes right.

mahjonghints.com - free printable for personal use - American mahjong is a social tabletop game, no gambling