

Learn to play *Q Mahjongg*¹ in 15 minutes!

Note 1. *Q Mahjongg* is a reformulated version of the traditional *Mahjongg* (set of 136 tiles) using the 52-card Dragon Deck. Traditional *Mahjongg* is played with 13 tiles and *Q Mahjongg* with 7 cards.

Ever ask somebody you know whether he or she knows how to play *Mahjongg*? The most likely answer is “Are you kidding?”.

Now I am telling you that you can learn how to play *Q Mahjongg* in 15 minutes using the 52-card Dragon Deck instead of the traditional Mahjongg tiles.

- 1. Spend the first 5 minutes familiarizing with the 52-card Dragon Deck.**
- 2. Spend the next 5 minutes learning the 1-2-3 of a winning hand.**
- 3. Spend the remaining time learning a few simple rules of play.**

If you believe me, in 15 minutes you will have learned how to play *Q Mahjongg* and you can start playing it with your mate (2 players) or with friends and family members (3 or 4 Players)! I

have assumed of course that the other players you are going to play with have also spent their 15 minutes learning the same.

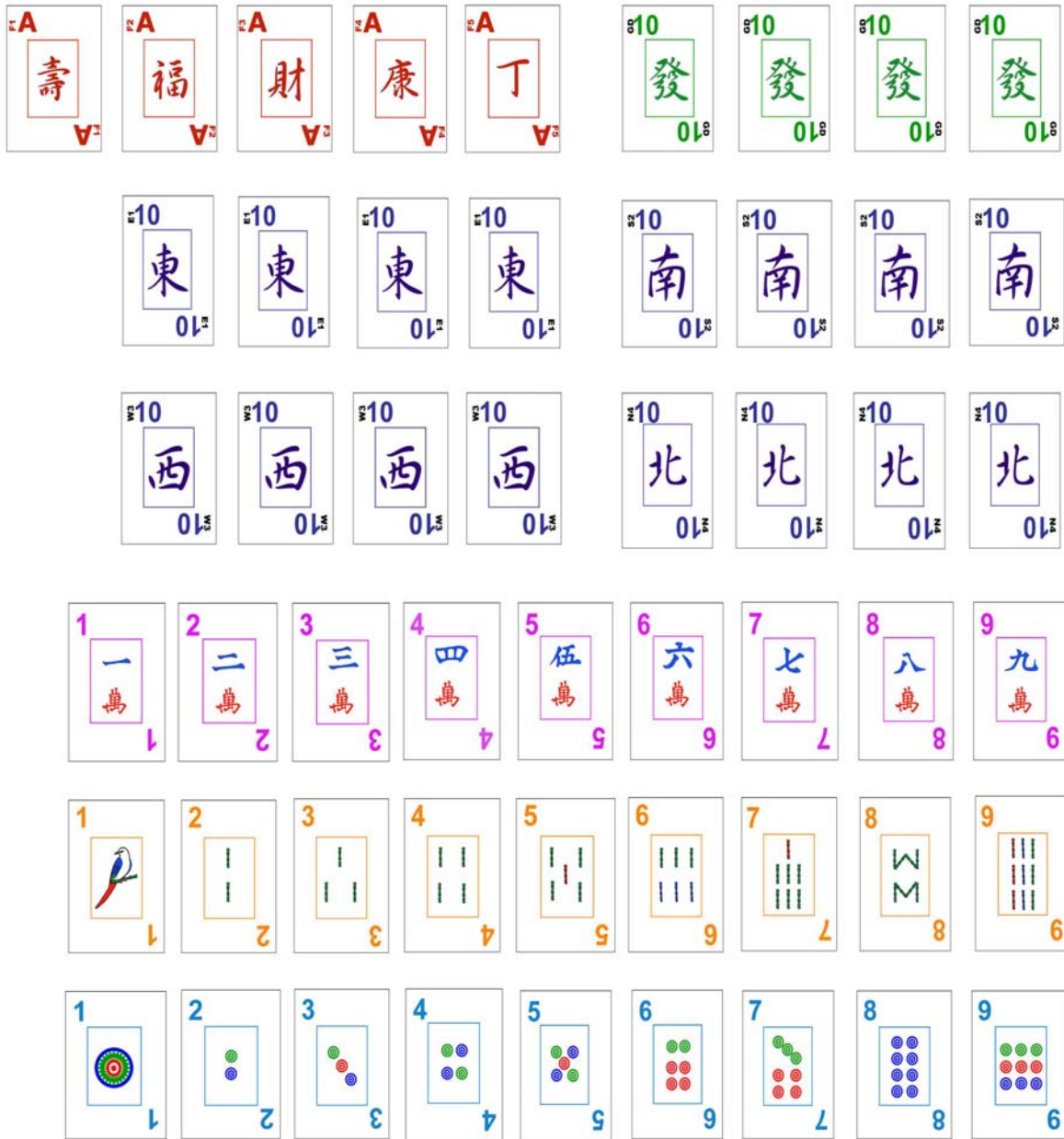
The first 5 minutes...

Familiarize yourself with the 52-card Dragon Deck (please refer to Figure 1 attached).

There are three suits comprising 27 cards in *Q Mahjongg*. See bottom three rows of Figure 1 starting from the bottom. They are:

9 suit cards of Circles (one each of numeral 1 through 9) colored coded Blue with numerals at the upper left hand corner;

Figure 1 52 Card Dragon Deck



9 suit cards of Bamboos (one each of numeral 1 through 9) colored coded Orange with numerals at the upper left hand corner;

9 suit cards of Scripts (one each of numeral 1 through 9) colored coded Pink with numerals at the upper left hand corner.

The next two rows in Figure 1 are four wind directions comprising 16 cards in *Q Mahjongg*. They are all color coded in deep Blue:

4 East wind cards labeled E1 at the upper left hand corner;

4 South wind cards labeled S2 at the upper left hand corner;

4 West wind cards labeled W3 at the upper left hand corner;

4 North wind cards labeled N4 at the upper left hand corner.

The top row of Figure 1 on the right is four Green Dragon cards color coded Green labeled GD at the upper left hand corner.

NOTE: Forget about the numeral 10 at the upper left-hand corner of all Wind and Green Dragon cards. This numeral 10 is used to play other games with the Dragon Deck and has nothing to do with the Q Mahjongg game.

Finally the top row of Figure 1 on the left are Five Feng Shui cards color coded bright Red labeled A and F1 to F5 at the upper left hand corner:

F1 = Longevity

F2 = Luck

F3 = Wealth

F4 = Health

F5 = Fertility

Feng Shui cards or F cards are used in Q Mahjongg as Wild cards. An F card can assume the identity of ANY card in the Dragon Deck.

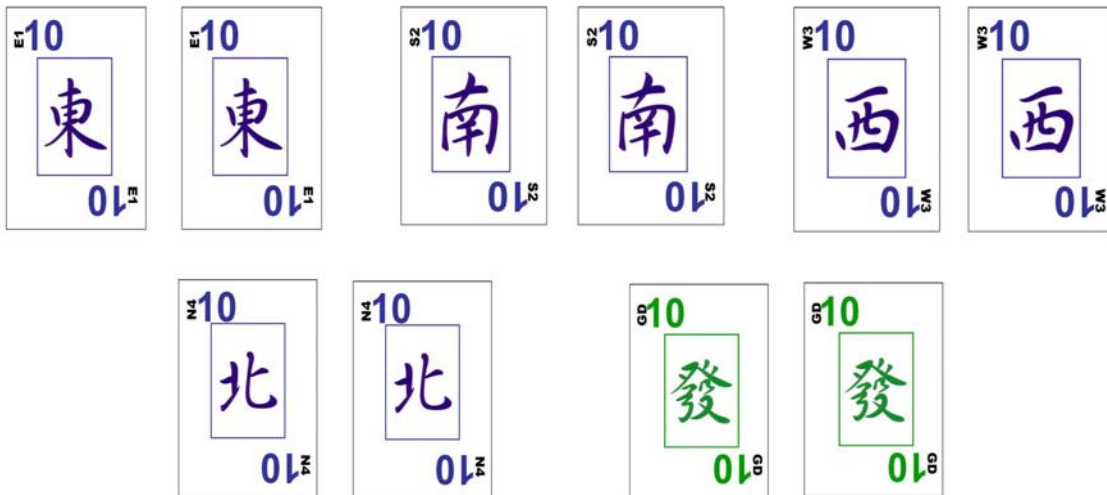
The next 5 minutes...

You will now spend the next 5 minutes in learning the 123's of winning hands. Remember a Winning Hand =

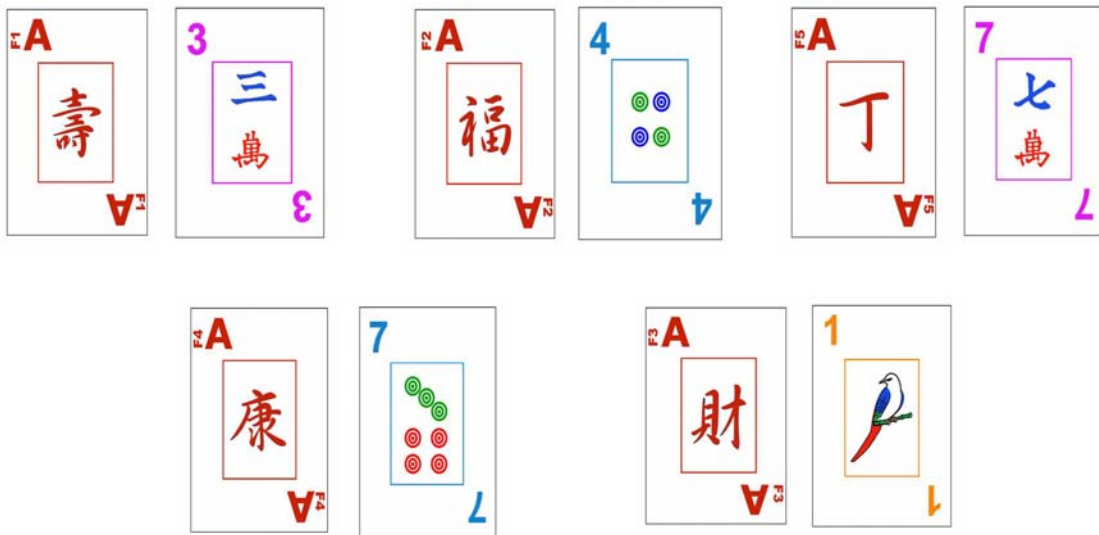
1 Pair of Eyes & **2** Groups of **3** cards

What is a Pair of Eyes?

A Pair of Eyes is simply two of the same Wind Direction or Green Dragon cards such as:



Since the suit cards have only one numeral card per suit, they cannot form a Pair of Eyes in a particular suit unless a suit card is teamed up with a Feng Shui or F card. For example:

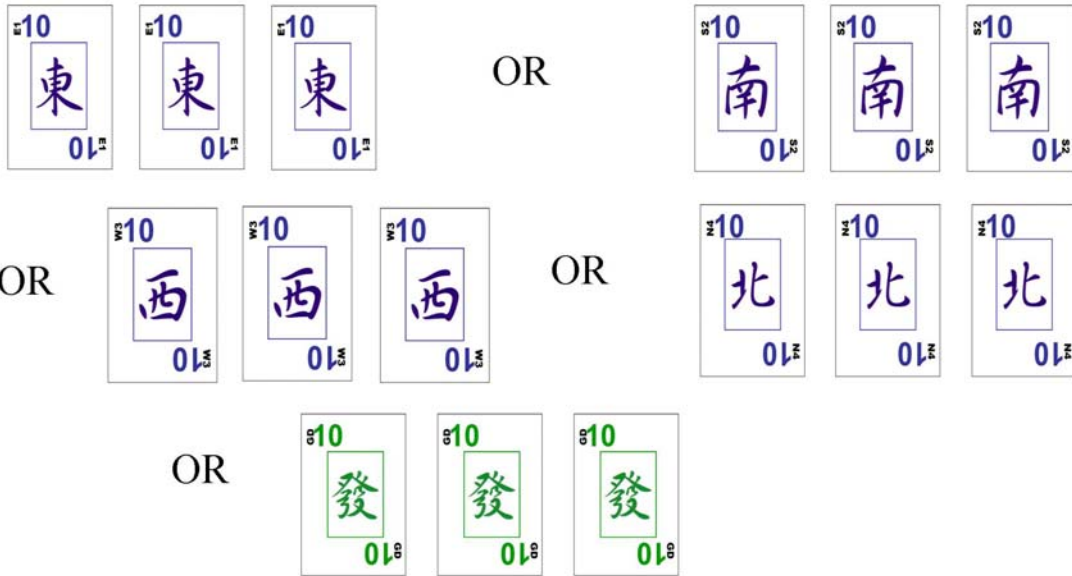


What is a Group of 3 cards?

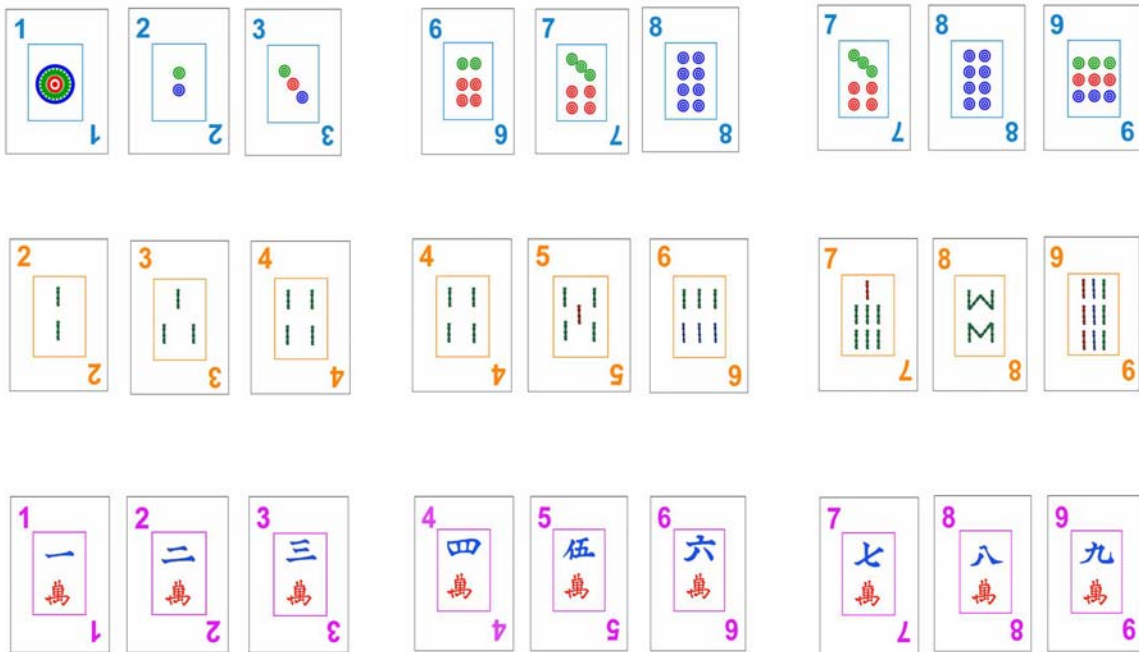
A Group of 3 cards can either be three of a kind in the Wind Direction or Green Dragon cards or any Sequence of 3 cards in any suit cards. Examples are:

A Group of Three (3) Cards

Any three (3) of a kind...

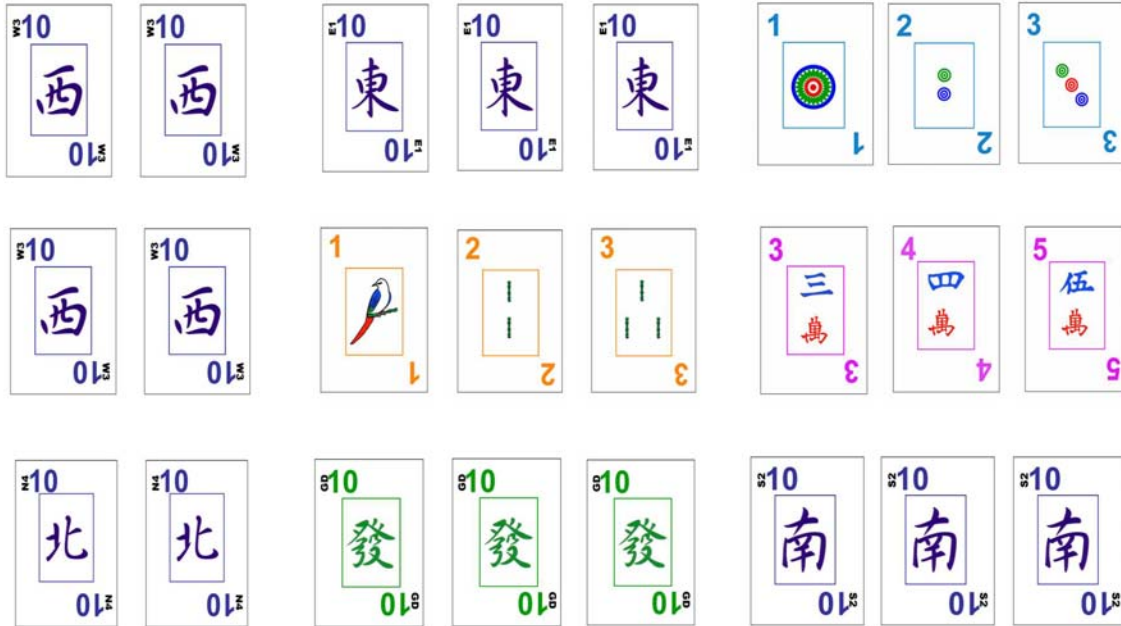


OR...any Sequence of 3 suit cards...

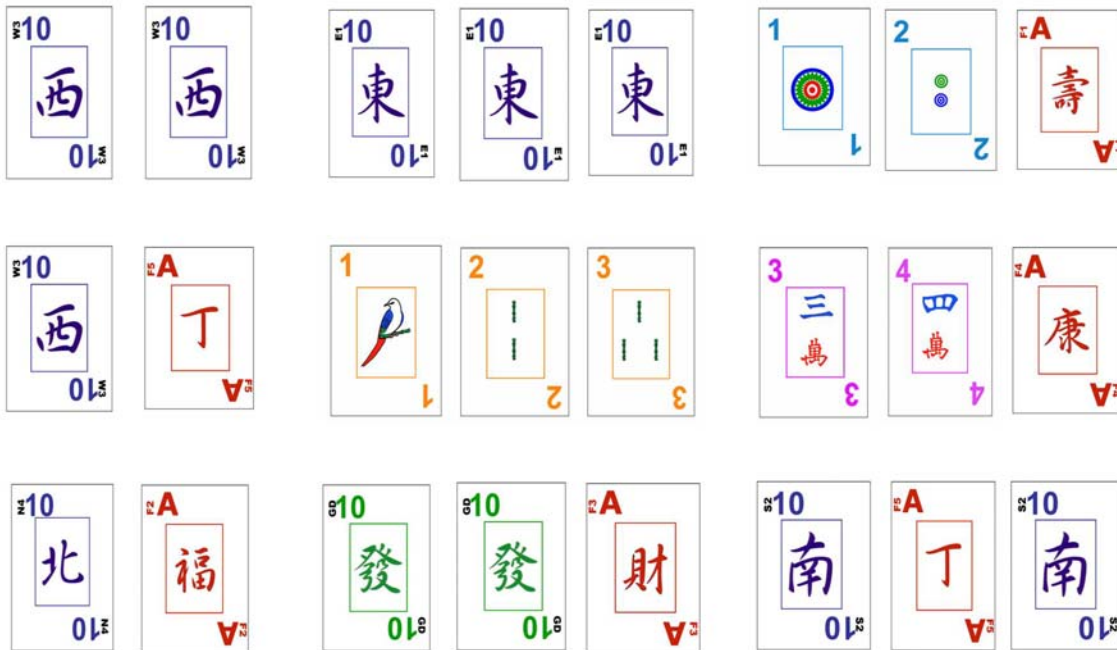


What is a Winning Hand?

Remember 1, 2, 3! Or 1 Pair of Eyes + 2 Groups of 3 cards!



Or with the help of Feng Shui Cards (wild cards).....



The remaining 5 minutes...

By using the remaining 5 minutes to learn a few basic rules of play, you will soon become a *Q Mahjongg* player.

1. Even though *Q Mahjongg* can be played by 2, 3 or 4 players, there are only two types of players in *Q Mahjong*. One “banker” and the others “players”.
2. All players assume a unique playing position. Starting with the banker (always East) and going clockwise, the other three players assume respectively South, West and North².

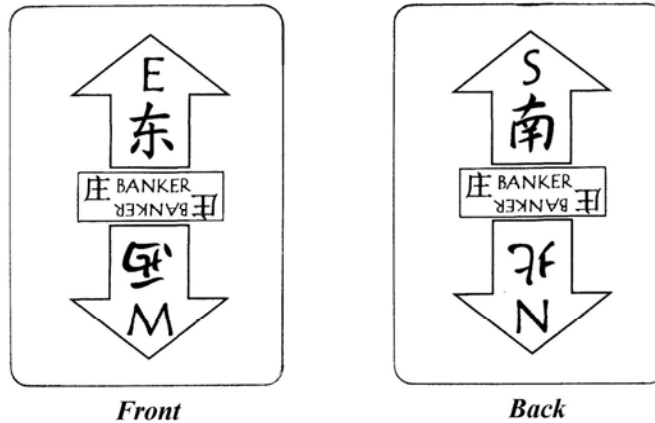
Note 2. For two players the player locations are East and South. For three players, the player locations are East, South and West.

3. Each hand of play belongs to one of four Wind rounds. Each round has four playing hands with each player rotating clockwise to be the banker after each hand of play. The first is

the East round, followed by the South, West and North³.

Note 3. For 4 players, there are 4 Wind rounds each having 4 hands of play. For three players, there are three Wind rounds, namely East, South and West and each having only 3 hands of play. For two players, there are two Wind rounds, namely East and South and each having only 2 hands of play.

NOTE: A special Wind Round/Player Location card comes with the deck. The banker displays this card to indicate his player location is East. He would also orient the card with the wind round arrow pointing outward. Thus if it is the South wind round, he would orient this card such that the S arrow points outward, similarly for the other wind rounds.



- To start the game, the banker deals four piles of seven cards face-down, one card at a time from left to right. The leftover “card deck” (face-down) is placed in the center. The banker keeps the leftmost pile to himself and distribute the remaining three piles to the other players clockwise from South (player to his left) to North respectively.**

- 5. The banker is the first to draw a card from the card deck and discard one (face-up) in order to improve his hand through card exchanging. This is followed by the other players taking their turn in a clockwise direction unless it is interrupted by one or more operational plays (see below) after which the card drawing sequence might be interrupted. But the clockwise turn of play remains unchanged.**
- 6. The goal here is for players to improve his or her hand by exchanging cards with the card deck or via operational plays until a winning hand is attained. He then scores or “sik” and that particular playing hand comes to an end.**

What are the operational plays?

Note: Players' priority to perform all operational plays follow the clockwise directional turn.

- 1. “Tsee” or simply “T” – the operation of taking in a discarded card from any players in order to form a Sequence of 3 in any suit. The Sequence of 3 formed as a result must be displayed face-up in front of player.**
- 2. “Pong” or simply “P” – the operation of taking in a discarded card from any players in order to form 3 of a kind group. The 3 of a kind group formed as a result must be displayed face-up in front of player.**

- 3. “Gong” or simply “G” – the operation of forming a 4 of a kind group by a drawn or discarded card to a 3 of a kind group in one’s hand. Or by a drawn card to augment a 3 of a kind group already formed via an earlier “pong” operation. Player performing this operation draws a card from the bottom of the card deck and then discard one of the cards in his remaining hand.**
- 4. “Sik” – a player attains a winning hand via either a drawn card or by taking in a discarded card from any player. He or she scores and terminates that particular playing hand.**
- 5. “Wongg” – A situation when no player scores as the card deck empties. In this case no players win or lose and that particular hand comes to an end. The banker**

**remains unchanged as another
playing hand starts anew.**

**Congratulations! You have just learned to play
the game of *Q Mahjongg*! Now you can refer to
the *Scoring & Settlement Booklet* to find out how
much you have won and how to settle your
winning hand with the other players.**

Q Mahjongg

Scoring and
Settlement

THE SCORING

There are several scoring conventions in mahjongg but none is universal. Different players might wish to adhere to different scoring conventions but they have to agree unanimously before starting the game. The following is recommended for playing the Q Mahjongg.

Generally speaking, the scoring is limited by a maximum of six levels or “Fang”. The game’s win-loss stake is dependent upon how many points or chips one is willing to assign per Fang of the scoring hand. For example if one Fang is assigned a value of 2 points for the player and 4 points for the banker, then

- | | | |
|----|-----------------|--|
| 1. | Half Fang..... | Banker scores 2 points; player scores 1 |
| 2. | One Fang..... | Banker scores 4 points; player scores 2 |
| 3. | Two Fang..... | Banker scores 8 points; player scores 4 |
| 4. | Three Fang..... | Banker scores 16 points; player scores 8 |
| 5. | Four Fang..... | Banker scores 32 points; player scores 16 |
| 6. | Five Fang..... | Banker scores 64 points; player scores 32 |
| 7. | Six Fang..... | Banker scores 128 points; player scores 64 |

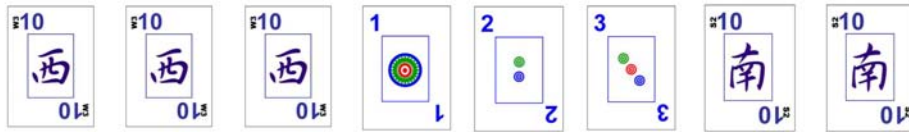
THE CLASSIFICATION OF SCORING HANDS:

Note: All scoring hands without the use of one or more wild cards are worth one more Fang from those awarded to the scoring hands below. A scoring hand is also worth one additional Fang in all scoring classifications if the winner draws the scoring card himself. A scoring hand is worth two additional Fang in all scoring classifications if the winner draws the scoring card himself after “Gong” using his own draw card.

SPECIAL SCORING OCCASIONS

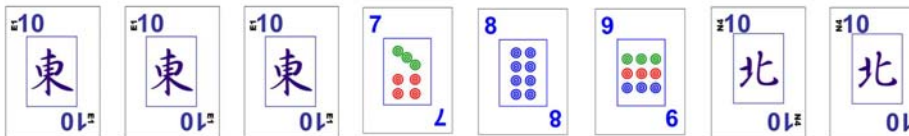
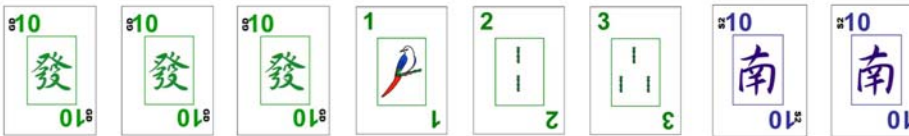
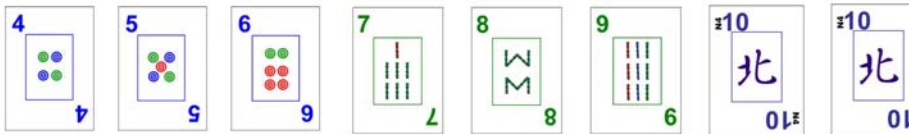
1. If a player scores as a banker before he discards his first card, then this winning hand is worth 6 Fang and considered as if he draws a card to score.
2. If a player scores with the first discarded from the banker, then the winning hand is also worth 6 Fang.

Half Fang (“Chicken Chow”):



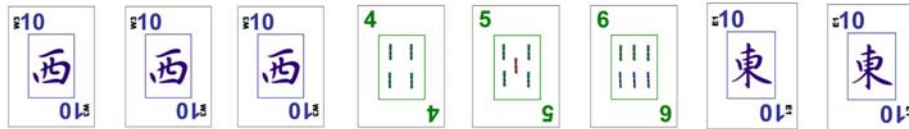
Scorer Not at “W” location AND
Not “W” wind round

One Fang:

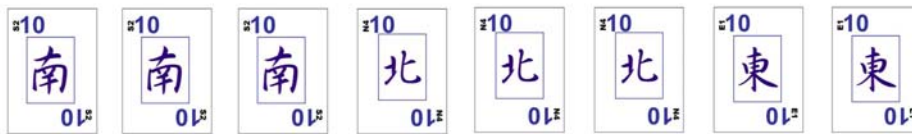


Scorer at “E” location OR
It is “E” wind round

Two Fang:



Scorer at “W” location AND
It is “W” wind round

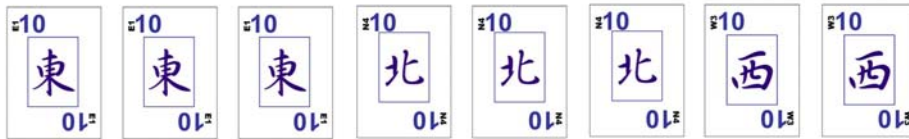


Scorer not at “S” or “N” location AND
It is not “S” or “N” wind round

Three Fang:

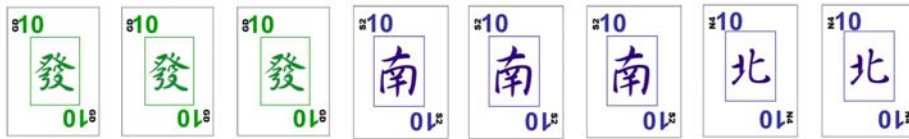


Scorer not at “S” location AND
It is not “S” wind round

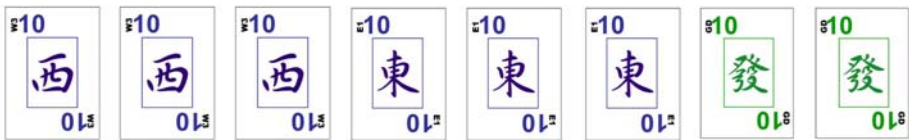


Scorer at “E” location AND
It is not “E” or “N” wind round

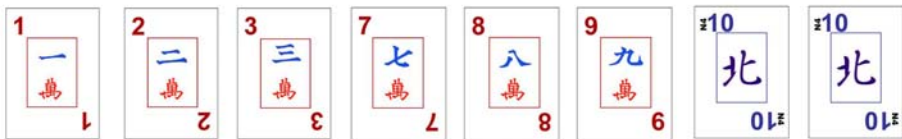
Four Fang:



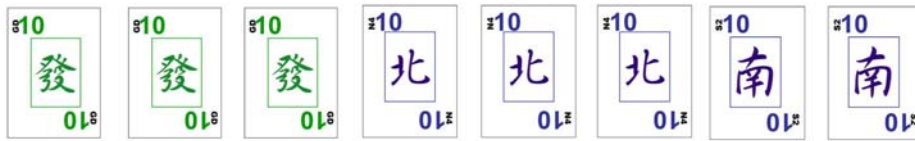
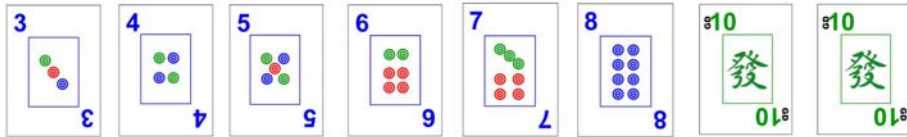
Scorer at "S" location OR
It is "S" wind round



Scorer at "W" location and it is "E" wind round
Scorer at "W" location and it is "W" wind round
Scorer at "E" location and it is "W" wind round
Scorer at "E" location and it is "E" wind round



Five Fang:



Scorer at "N" location and it is "N" wind round



3. If a player scores after “Gong” using a discarded card from another player, his winning hand will be considered as self-drawn and worth one extra Fang.
4. A hand with five wild or Fn cards scores automatically 6 Fang since the player must acquire all five wild cards himself without any assistance from other players assuming that the other players are smart enough not to discard a wild card.
5. If a player declares he scores and in fact he does not, he has to pay a penalty equal to the worth of a 6 Fang hand to the other players. If he is the banker, then the penalty is 128 points to everybody. If he is just a regular player, then the penalty is 128 points to the banker and 64 points to the other players.
6. At any time during a game play when a player is discovered by another player that he possesses less than or more than seven cards in his hand (inclusive of cards displayed in front of him), the player with the wrong number of cards in his hand cannot score during that particular hand.

THE SETTLEMENT

After a player scores at a particular hand and all players agree upon the level of scoring or Fang, the burden of loss is either shared or concentrated upon a particular player.

When the winning player draws his card to score, then all other players pay to him according to the scoring level or Fang and whether or not he is the banker. If he is the banker, he collects the same winning from everybody. If he is a player, only the banker of the other players pays twice as much as the other two non-banker players.

When the winning player scores with a discarded card from the other players, then the player that discards the scoring card pays for everybody including the other two players. The amount he pays to the winner will be totaled according to the scoring level and who is the banker or player.