

The Playing Rules of MAC II

Number of Players: Two to Six players with Four being optimum for play .

Game Winning Objective:

The objective is for a player to “fish” the maximum number of cards from a card pool consistent with the rules of the game. The game ends when all the available cards are drawn by the players and shown for being possibly “fished” by them. The players then count up the number of cards that they have “fished” and convert them into points according to the following rule:

1. Any Feng Shui card is worth ten (10) points.
2. Any Green Dragon (GD) is worth five (5) points.
3. Any “wind” direction card, namely E1, S2, W3 and N4 is worth two (2) points.
4. Any suit card is worth one (1) point.

How to play the game

Example for four players is set forth below. Each player is dealt four cards one at a time. Four cards are then dealt face-up (open-face) at the center of the playing area. The dealer starts by drawing a card and place it face-up with the others that are already in the common area called the “fish pond”. The number value of this last drawn card by the first player determines the fishing rules for playing this game. After the first player has drawn the card to start playing, he then finds out whether he can “fish” anything. That means he tries to find out between the cards he has in his possession (the “bait”) and the cards (the “fish”) in the “fish pond”, whether any three cards exist such that the sum of the product of any two of the three cards and the third card is a number having Modulo N, where N is the number value of his last drawn card to start playing the game. Examples are given below. Note that a Feng Shui card counts as eleven (11) points.

1. If X, Y and Z are the number values of any three cards (either exist as “bait” possessed by a player or as “fish” in the pond), and if the sum of $[X \times Y + Z]$, $[Y \times Z + X]$ or $[Z \times X + Y]$ is a sum having Modulo N, where N is the number value of the last card drawn by the first player to start playing the game, then the three cards can be fished. For example, if the number value of the last drawn card is “8” or Modulo 8, then the three cards E1 (10-card), 2 and 8 can be fished. The reason is that the product of E1 and 2 is 20 and the sum of 20 and 8 is 28 which has Modulo 8.

After the first player finishes “fishing”, the turn will be passed on to the player to his right. This player will first draw a card and place it face-up at the “fish pond” . He

then tries to “fish” according to the rules established above. After that, it is the player to his right’s turn to “fish” and so on.

The game ends after all the cards are drawn and no player is able to “fish” any more cards. The players then count up their points and whosoever gets the highest point score will be declared the winner of the game.

To play a longer and more satisfying game, the scores of each player can be accumulated up to a predetermined number of games, say 3, 5 or even 10, before a winner is declared. The player with the highest sum score for the total number of games played will be declared the winner.