

Mahjong Quick-Start Cheat Sheet

Glossary

Meld	A set of 3 or 4 tiles—can be a Pung (3 of a kind), Chow (3 in a row), or Kong (4 of a kind).
Pair	Two identical tiles.
Pung	Three of a kind.
Chow	Three tiles in sequence from the same suit.
Kong	Four identical tiles.
Concealed Hand	A hand with no open melds (not revealed).
Discard	Tile placed in the center after a player's turn.

Turn Order

1. East starts the game.
2. Players take turns clockwise.
3. Each turn: Draw one tile, discard one tile.
4. Game ends when someone calls Mahjong or wall runs out.

Call Priority (Who Gets the Discarded Tile)

1. Winning Hand (Mahjong)
2. Pung or Kong (if player is next in turn order)
3. Chow (only if player is next in turn order)

Quick Scoring Reminders

American Mahjong	Use the Mah Jongg card from the National Mah Jongg League. Each hand has a fixed score.
Classic Mahjong	Points are awarded using fan/doubles. Flower tiles add bonus points.
Riichi Mahjong	Must meet one yaku. Points based on han/fu. Dora and Riichi give bonuses.

Planning a Mahjong Party? Check out our full party guide for setup, food, and beginner tips.
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