

**Point value (pv):** is the sum of the best achieved pattern in each box.

The **minimum pv** for a valid mahjong is **3**.

*Suit:* Bamboo, Dots or Characters. Have numbers 1-9 on them.

*Pure:* from only one suit.

*Mixed:* All three suits are used.

*Shifted:* every set is **1** number higher than the last.

*Honors:* Wind and dragon tiles.

*Terminals:* 1:s and 9:s from the suits.

*Concealed:* the tiles are in your hand when you call mahjong.

### Type of sets:

**1p** *All Chows:* 4 chows and any pair.

**4p** *All Pungs:* 4 pungs and any pair.

**4p** *Seven Pairs:* any 7 pairs.

### Suits:

**1p** *Two Suits:* only tiles from two of the suits.

**2p** *All Types:* one set/pair of each suit, of winds and of dragons.

**4p** *Half Flush:* only tiles of one suit and/or honors.

**8p** *Full Flush:* only tiles of one suit.

### Similar Numbers:

**1p** *Tile Hog:* using all 4 copies of tile without making a kong.

**4p** *All Connected:* the same number in all parts of the hand.

**5p** *Three Numbers:* only tiles of 3 numbers. E.g. 222, 666, 444, 444, 66.

### Terminals and Honors:

**1p** *All Simples:* neither terminal nor honor tiles.

**3p** *Outside Hand:* an honor or a terminal in all parts of the hand.

**5p** *Terminal Hand:* a terminal in all parts of the hand.

**8p** *Terminals and Honors:* only terminal and/or honor tiles.

**20p** *Thirteen Orphans:* E, S, W, N, C, F, B, 1,9, 1,9, 1,9 + any of them.

### Going Out:

**1p** *Concealed Hand:* All tiles in the hand are concealed.

**1p** *Self-drawn:* You drew the mahjong tile yourself.

**1p** *Melded hand:* 4 sets already melded when making a mahjong.

**1p** *Last Tile:* 3 copies of the mahjong tile are already visible to all.

**1p** *After a Kong:* Mahjong on the kong replacement tile.

### Chow patterns:

**2p** *Mixed Shifted Chows:* 123, 234, 345.

**3p** *Mixed Triple Chows:* 234, 234, 234.

**3p** *Mixed Straight:* 123, 456, 789.

**4p** *Pure Straight:* 123, 456, 789.

**6p** *Pure Shifted Chows:* 123, 234, 345.

**1p** *Pure Double Chow:* 123, 123.

**3p** *Twice Pure Double Chow:* E.g. 123, 123, 234, 234.

**8p** *Pure Triple Chow:* 123, 123, 123.

### Pung patterns:

	<i>one</i>	<i>two</i>	<i>three</i>	<i>four</i>
<i>Dragon Pungs:</i>	<b>1p</b>	<b>4p</b>	<b>16p</b>	–
<i>Kongs:</i>	<b>1p</b>	<b>3p</b>	<b>12p</b>	<b>30p</b>
<i>Wind Pungs:</i>	<b>1p</b>	<b>3p</b>	<b>8p</b>	<b>20p</b>
<i>Concealed Pungs:</i>	–	<b>1p</b>	<b>4p</b>	<b>12 p</b>
<b>1p</b> <i>Double Pung:</i> 333, 333				
<b>6p</b> <i>Triple Pung:</i> 333, 333, 333				
<b>3p</b> <i>Mixed Shifted Pungs:</i> 222, 333, 444				
<b>6p</b> <i>Pure Shifted Pungs:</i> 222, 333, 444				

## Gameplay

- The game is played with standard mahjong rules but without flowers.

See: <https://www.mahjongpictureguide.com>,

*Clarifications:*

- There is no dead wall. Replacement tiles after a kong are drawn from the back of the wall.

- There is no special bonus or repeat from being East.

- A full game is 16 hands. After every 4 hands the players switch places.

<https://www.mahjongpictureguide.com/moremcr-mcrseatchanges/>

- A player's discards should be placed in front of them in rows of 6 and melds should indicate which tile was taken, from whom by rotating it 90°.

## Payment scheme

**Payment self-drawn:** 1 times *pv* from all players.

**Payment discard:** 2 times *pv* from the player who threw the mahjong tile.  $\frac{1}{2}$  *pv*, rounded up, from the other players.

**Safe tiles:** If a player does mahjong on a discarded *safe tile* the payment is shared equally as if it was self-drawn. Safe tiles are:

1) Tiles discarded by the winning player him/herself are *safe*.

2) Tiles discarded previously during the same turn are temporarily *safe*.

This updates when the winning player has discarded a tile since that may have change the wait. E.g. if you decline or miss the first discarded winning tile, another player immediately throwing that tile again does not pay extra. This rule is to makes it possible but hard to play safe and to limit the possibility to target a specific player.

**Multiple mahjongs on the same tile:** all winning players score, following the above rules. In this rare case the winning players will both pay and receive payment.

**Handicap for new players:** Start with a minimum *pv* of 0, increasing it by 1 for every mahjong that player makes.

## Scoring and different patterns

### Principles:

- *You must decide which sets/pair the hand is comprised of:* You cannot use the same tile in both a chow and a pung, for instance to score a concealed Pure Double Chow Twice and Seven Pairs.
- *Your score is the sum of the best pattern in each box:* For instance, you cannot score Half Flush and Full Flush but you may score Half Flush and Four Wind Pungs. There is no implication rule like in MCR. You may stack any scoring patterns as long as they are in different boxes.

### Patterns:

- *All Chows* is not pinfu. It may be completed with any pair/wait.
- *All Types* requires a minimum of one pair/set of each type. It can therefore be combined with Seven Pairs but not Thirteen Orphans
- *Two Suits* does not allow honor tiles.
- *Half Flush* can be made exclusively with honor tiles.
- *Tile Hog* can be scored with any combination of valid sets/pairs: for instance with two pairs in Seven Pairs.
- *All Connected:* For example 123, 234, 345, 234, 33 is valid as all parts contain the number "3".
- *Three Numbers* can be made exclusively with tiles of two numbers. It may not be made with non-number tiles.
- *Thirteen Orphans* requires one of every honor and one of every terminal tile. The last tile may any terminal or honor tile.
- *Melded Hand* can not be made with a concealed kong.
- *Last Tile* can be scored when someone improves a pung to a kong with a tile you can make a valid mahjong on.

- *Twice Pure Double Chow*: the second copy of the pattern can be in the same or in a different suit.
- *All Pung and Pung patterns*: Kongs also counts as pungs but not the other way around.
- *Wind Pungs*: There is no distinction between the winds as in seat wind or prevalent wind.

### 3-player rules

Mahjong is primarily designed as a 4-player game but sometimes you do not have the right number of players. To play with 3 players the following rules changes are suggested:

- No player may make a call of chow (to balance chow vs. pung).
- Payment on discard is: 2 times *pv* from discarder (to make it even with payment from self-drawn).
- Set aside 13 tiles from the wall at the start of the game that will not be used (Shortens the game and makes sure there about as much hidden in the endgame. It is still 28 turns instead of the normal 21).

### Design Principles

The design was inspired by playing with new players and trying to create a simpler but interesting variant of MCR for them to get into the game. I gradually added more patterns to provide more strategic depth and the rules turned into a variant of its own, not just a simplified version. My inspiration came from playing other mahjong variants (mostly Riichi, Zung Jung and new style HK mahjong). All these rule sets have aspects that I like and dislike and I wanted to pick the best patterns and ideas from all of them to fit my taste and achieve a balanced end result. When designing a scoring system there are many decisions to make. Here are the principles I followed in my design:

*Easy to count*: This is most important for new players but benefits experienced players as well. I used small numbers and addition to make it as easy as possible. Traditional ways of scoring like the fu table, multiplication and limits were rejected for being too complicated.

*Easy to memorize*: I tried to keep the number of patterns low (36) compared to MCR (81), Riichi (40), Zung Jung (39). To achieve this I avoided rare/strange hands like All Green, Nine Gates, Nagashi Mangan, Knitted Straight. I also tried to avoid overlaps. For instance, Terminals and Honors obviates All Honors and All terminals. Both of these variations still score extra (from Half Flush and Three Numbers). The one exception to this rule is Thirteen Orphans as it is an iconic hand, not too rare and fills a need: what to do with a bunch of single honor or terminal tiles.

*No special cases*: Memorizing exceptions, special cases, special hands can make mahjong unnecessarily complicated. MCR have involved implications rules with strange exceptions, like how to count concealed kongs or knitted and all chow. Riichi have differing point values for different ways of making the same hand and degrees of concealment. I handled by designing around a visual way to show categories and implication at the same time and giving points for concealment separately.

*Minimize luck*: The rules are made with competitive play in mind. To do this try to minimise the pay-off for factors outside of how the player builds their hand. This led to rejecting any major pay-off for self-draw (as in MCR), Ura-Dora or being East (as in Riichi) as well as flowers, and winning on the first/last tile of the game

*Encourage many patterns*: I like the ability to score many different patterns of MCR but wanted more diversity from the mixed chow hands that tend to dominate high level play. To do this I changed payment system and point values in favour of harder hands to make like pungs. I kept a high minimum value to give the players time to complete big hands. The low minimum value is an issue I have with Zung Jung and Riichi.

I find it elegant and rewarding when every point matters so that you try to squeeze out every extra point from your hand and try to make combos. Making it worthwhile to aim to try to score many patterns at once and not just aim for the fastest way to reach the minimum value increases variety without adding rules complexity.

*Combinatorically sound point values:* I based the point values on the number of possible ways to make hand. This value was then adjusted for:

- 1) How well it synergises with other hands, e.g. Triple Pung has a large overlap with Three Numbers meaning that the value of both of these hands is slightly lower;
- 2) If it can claim tiles, e.g. Seven Pairs is much more likely to draw than All Pungs but it is very limited by the fact that it can't claim any tiles.
- 3) How flexible it is in its sets, e.g. Outside Hand has a big tile intake (it can use 25/34 tiles) but is still much harder to make than All Simples since it can only make certain pungs and never open-ended chows which limits the hand, especially in getting the final mahjong tile.
- 4) How limited your tile intake is, e.g. Half and Full Flush is supremely flexible in how it can combine chows and pungs to many-ended waits but it is dependent on a small part of the tiles and thus easy to spot or to get stuck in.

*Balance between defense and offense:* Discarder paying most of the value and safe tiles encourages defensive play as a valid option against big hands. Discarding into someone else's mahjong is not as painful as in Riichi but the defensive options are more limited without the furiten rule. However, you will always slowly lose points unless you win so it should be less strong to play defensive in general.

*Uma versus tablepoint/minipoints:* I aimed for a system that rewards consistently good play but where every point you earn at any table matters. The difference points between the positions equals a medium size mahjong

which is smaller in relative terms than the standard Riichi Uma of (+30, +10, -10, -30) as I want every earned point to matter more. I added a small skew towards the winner to promote playing to win the table over defending a middling position.

## Competitive play

The following recommendations are suggestions by me to give a fair and fun setting for competitive play. Anyone is free to use these rules for tournaments. Please send questions, feedback to [chumchu@hotmail.com](mailto:chumchu@hotmail.com).

### *Tournament set-up*

To minimize the role of luck you should try to play as many sessions as possible and have as many as possible of the players meeting each other. Construct a schedule of sessions and tables with player numbers that maximises the above goal. When the schedule is done, draw lots to determine which player gets which number.

The schedule for all sessions should be posted clearly for all participants to see with times for the start of each session. 2 hours is recommended for a full game of 16 hands in most cases. Set a clock, visible to all, for 1 hour 55 minutes. When the time runs out players are allowed to finish the hand they are playing but not start a new one (a new hand starts when the dice are rolled by the starting player).

### *How to win*

The competition is scored through earned points + placement bonus, the player with the highest sum over all sessions being the winner. Keep a running score on paper on each table by recording the winner, the payer and the point values paid after each mahjong. After a session is finished record the final score of all players, these are the earned points for the players for that session and might be negative.

In addition, the player with the highest score on the table gets a placement bonus of 80 points. The second player gets a bonus of 50. The third player gets 30. The fourth player gets 10. If multiple players have exactly the same points in a session, they get the average placement bonus of both positions. For example, two players tied for first place gets 70 in placement bonus.

If a player does not show up for a session within 10 minutes they should be replaced by a reserve player. The missing player scores 0. The other players get their earned points + placement bonus as normal depending on the final score at the table. For example, if the reserve player comes in second at the table then the missing player gets 0 and the other players get the points they earned at the table + the placement bonuses (80/30/10).

## How to play

### *Fair play*

Players are encouraged to help each other to avoid rules errors, regardless of who benefits from it. For example, helping someone who missed a point in counting the value of a hand or reminding someone to take a replacement tile. In the interest of gameflow, if there is a rules error at a table and all the players at the table think that it was unintentional and provides no possible benefit to the erring player, they may ignore it if all agree to do so.

### *Penalties*

You may not take too many, too few or the wrong tiles, show tiles that should be hidden, discuss your hand or other's hand when playing, slow down the game unnecessarily, or purposefully cheat. Players are human so errors are unavoidable. A few small errors in a tournament should not be penalized but repeated or deliberate misplay should be. The available penalties are:

- *Dead hand*: a gameplay error that changes what happens, potentially to your advantage. You may not make a mahjong this hand.
- *Point penalty*: a major error or repeated errors. Points are subtracted

from your tournament standings, not from the score at a specific table. The first gives -10 points and it increases by 10 for each one you make.

- *Disqualification*: used for cheating, repeated and deliberate misplay or misbehavior such as violence or threats thereof.

### ***Your turn***

When you have taken a tile and looked at it you have made your move and may not change it. Touching the face side of a tile counts as looking at a tile as some players can read the tile that way. Your turn ends when you discard a tile.

- If you take a tile from the wrong place in the wall, you have to keep it and you have a dead hand.
- If you take a tile, you may not claim the last discarded tile.
- If you have too many tiles in hand for any reason you have a dead hand.
- If you forget to take a tile during your turn, you have to correct your mistake before the next player draws their tile. If you do not, you have a dead hand.

### ***Claiming***

When someone discards a tile you want you should claim it quickly by calling chow, pung, kong, mahjong or the same in the language of the tournament setting. You then show the tiles you use to claim it and then put the claimed tile next to these tiles but rotated to point towards the discarding player. You have a maximum of 3 seconds or another player's turn to do so.

- If it has been more than 3 seconds or another player has already completed their turn (taking/claiming a tile and discarding a tile) then your chance has passed. If you call while another has drawn a

tile but not discarded, your call is valid and that player should put back the drawn tile in the wall.

- If you take the wrong tile when claiming, you may correct your mistake within 3 seconds or one another player's turn. Otherwise, you get a dead hand.
- Before you have shown the tiles used to claim a tile you may rescind the claim by stating so clearly.
- If you show a combination of tiles that can't be used to make the set you claimed, for instance calling pung and revealing a 4 and a 5, the tiles are put back in your hand, and the claim is ignored.
- When you claim a mahjong, you may take the mahjong tile and put it next to your hand to show what patterns you are scoring. This is not mandatory.

### ***Showing tiles during the deal***

These rules are more lenient as mistakes often happen during the deal and it is harder to get an unfair a

- If you accidentally reveal tiles during the shuffle, flip them down and shuffle a bit more before building the walls.
- If 4 or more tiles in a wall are revealed when building it, reshuffle that wall.
- If a few tiles are revealed during the deal, put them back and continue. If 4 or more tiles of a player are revealed during the deal, reshuffle and re-start the deal.
- Players should not look at their hand until the deal is complete. If they do so, treat any mistake they make as mistakes during play.

### ***Showing tiles during play***

- If you reveal 1 or more of your tiles during play, put them back and continue. If you reveal 4 or more tiles in your hand, you have a dead

hand.

- If you knock over 1 or more tiles of another player during the game you get a point penalty. If you knock over 4 or more tiles of another player you get two point penalties.

### ***Table talk***

- Players may not use other languages than the tournament language or a language shared by all player at the table. If they do, they get a point penalty.
- Players may not in any way comment on other players hand's during play, if they do they get a point penalty.

### ***Cheating***

Any deliberate misuse of the rules to your advantage is considered cheating. If there is a suspicion of this, call the referee. Examples of cheating are:

- Deliberately playing slow to make sure that the session does not finish all its 16 hands.
- Deliberately showing tiles to cause a re-shuffle, hurt an opponent or change how other players play.
- Discussing or commenting the hand to warn other players.
- Deliberately miscalculating the score.
- Co-ordinating your play with another player at the table.

There can't be an exhaustive list of cheating so the referee will have to make a judgement call. In an unclear case, where intent can't be shown, point penalties is the recommended option. For clear and egregious cases the offending player should be disqualified.