

MAHJ X

RULES ILLUSTRATIONS

This document includes examples to illustrate the use of specific MAHJ-X rules. For each rule, we give a quick summary, followed by a practical example. Please refer to the **Rules Summary** document for additional information.

Flexible Charleston

In MAHJ-X, all left/right passes may be blind and across passes are negotiated (as in the Optional Pass).

Here's my rack at the end of the first Charleston.



Consecutive Run line 5a seems like an obvious choice (**FF 1111 2222 3333**). I pass the 7-crak, red dragon and 8-dot on the second left, and receive a 4-bam, 3-dot and north (as shown below).



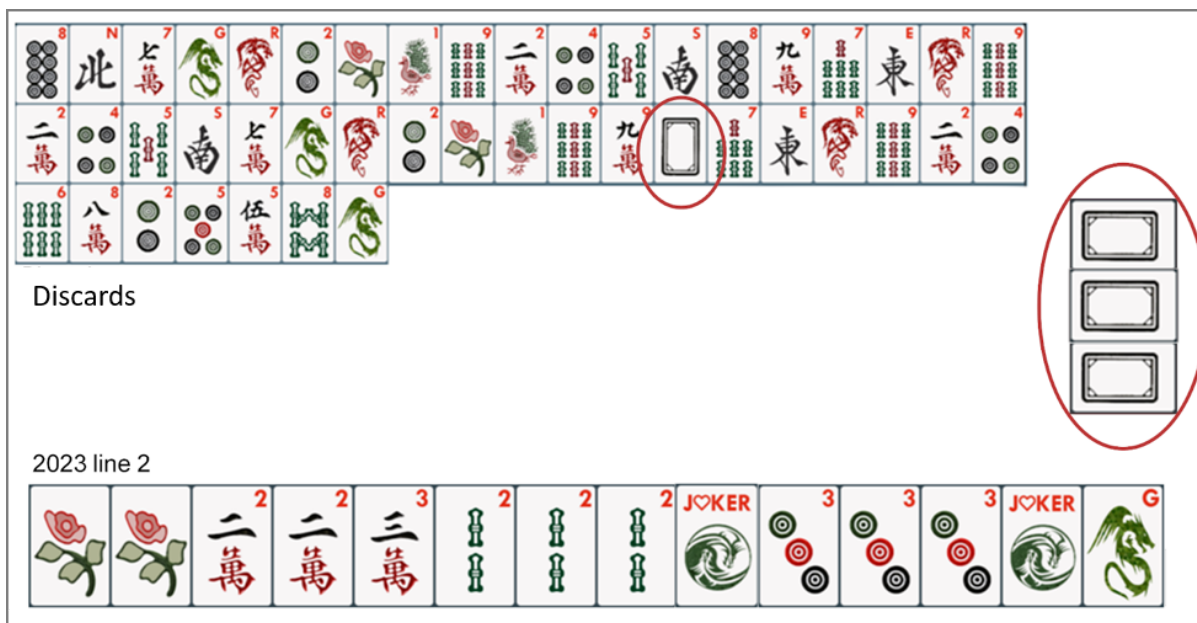
I now have only 2 tiles to pass in the second across. Ordinarily, 3 tiles would be passed, and I would have to give up a needed tile from my hand. In MAHJ-X, as the across pass is negotiated, I can choose to pass just 2 tiles: the 3-dot and North.



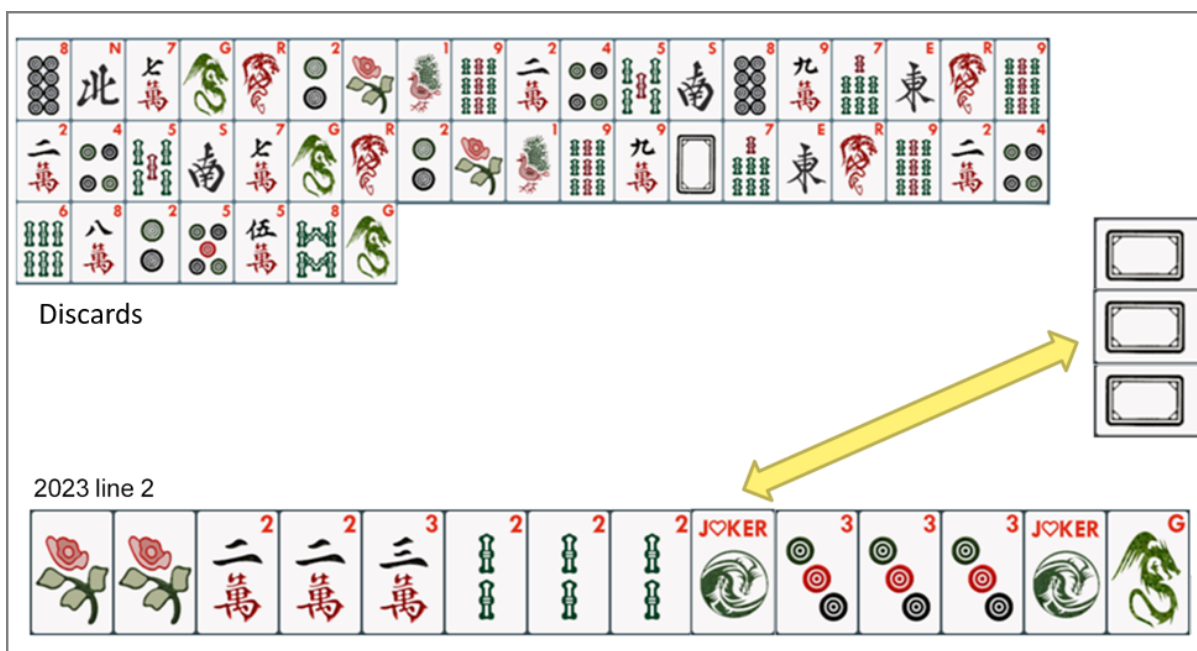
Reverse Joker Swap

MAHJ-X allows Jokers to be swapped for natural tiles (the reverse of a standard Joker swap).































In this example, I am aiming for line 2 of the 2023 section of the card (**FF 2023 2222 3333**). I have quite a few tiles towards this hand. Unfortunately, I am missing my soap, and the player to my right has just exposed a pung of soaps. Since a soap has also been discarded, this hand would be unachievable in the standard American Mah Jongg game.




Ordinarily, I would need to switch to another hand, or play defensively. However, in MAHJ-X, I can announce that I'm swapping one of my Jokers for a soap in my opponent's exposure.





Now, I have my soap for the 2023 part of the hand.


⁸	^N	⁷	^G	^R	²	¹	⁹	²	⁴	⁵	^S	⁸	⁹	⁷	^E	^R	⁹	
	北	七萬											南		九萬		東	
²	⁴	⁵	⁵	⁷	^G	^R	²	¹	⁹	⁹	⁷	^E	^R	⁹	²	⁴		
二萬			南	七萬						九萬			東		二萬			
⁶	⁸	²	⁵	⁵	⁸	^G												
	八萬			伍萬														


Discards





















































Adding Tiles to an Exposure

In MAHJ-X, players can add or remove tiles from an existing exposure, during their turn.

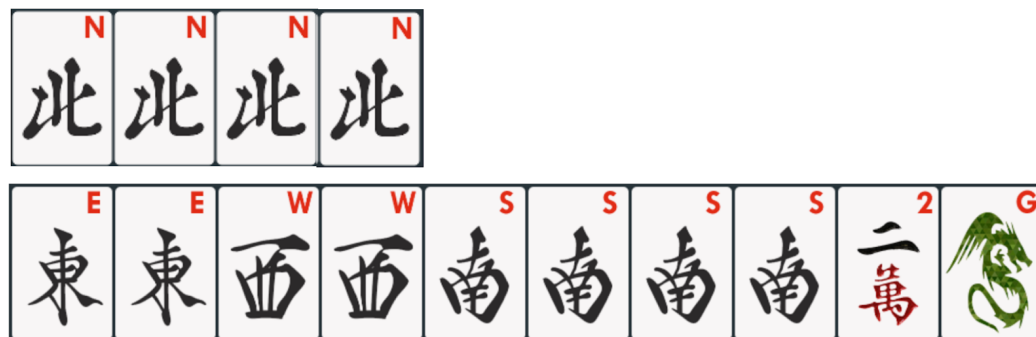
In this example, I am working towards Winds & Dragons, line 1b (**NNN EEEE WWW SSS**). I have exposed a pung of Norths and have quite a few wind tiles towards this hand. However, I now have an extra South that I don't need, and I'm struggling to get enough Easts and Wests.



I receive another North from the wall.



Ordinarily, exposures cannot be amended once a player has discarded. In MAHJ-X, I can announce that I am amending my exposure, changing my pung to a kong (I will use the North, but a Joker could also be used for this purpose). I've switched to playing Winds & Dragons, line 1a (**NNNN EEE WWW SSSS**).



I am now 2 tiles closer to Mah Jongg than I would have been. I can discard the 2-crak or the green dragon and I'm ready to call an East or a West for a pung.

Removing a Tile from an Exposure

In this example, I am playing 2468, line 1 (**FFFF 2222 4 6 8888**). I have a kong of 2-craks exposed and several additional tiles towards this hand.



As the game progresses, I am struggling to collect more flowers. I have also received more 4-craks and 6-craks, which I can't use (see below).



Since MAHJ-X allows me to amend exposures, I can announce that I am changing my exposed kong of 2-craks to a pung. I have now switched to playing 2468, line 3a (**222 4444 666 8888**).



As you can see, I am now much closer to Mah Jongg and can discard the flower, South or 2-crak. I'm ready to call a 4-crak, 6-crak or 8-crak.

Reverse Consecutive Run

MAHJ-X allows players to build consecutive runs in descending order (following the same hand pattern).

In this example, I am playing Consecutive Run, line 2 (**333 4444 555 6666**, in craks).



As the game progresses, I pick up another 3-crak and 5-crak.



Since I already have my pung of 3-craks and 5-craks, I would not be able to use these tiles. I am also behind on my 4s and 6s (I only have 2 and need 4 of each). As I'm playing MAHJ-X, I decide to reverse the run (**666 5555 444 3333**).



I am now 2 tiles closer to Mah Jongg. I discard the 8-dot or 1-bam and can call discards for the 6-craks and 4-craks.

Conclusion

We hope that these examples will help you understand some of the new MAHJ-X rules. There are, of course, an infinite number of other scenarios where these rules can be applied. Keep an eye out for them as you play!