

2 F 2 2 E

AMERICAN MAH JONGG • SET FOR BEGINNERS



Classic Mahjong *Set*

Mat • canvas bag • 4 cards • 2 dice • score pad



QUICK START • 10 MINUTES

SkyRealm66@outlook.com • <https://2f22e.com/>

IN THE BOX

Your set and quick-start guide.

Tiles and racks are not included — use your own American Mah Jongg set.



Mat 33" × 33" • 84 cm

Folded once so the box fits your mailbox. The crease relaxes on its own in 1–3 days.



Canvas bag • 3 pockets

Two long pockets hold four tile pushers. The top pocket holds the cards, the score pad and the dice.



4 Charleston Cards

One per player. Let's Play on the front; Pass the Tiles and the Charleston on the back. Use your own current NMJL hand card.



2 Dice

Roll both to pick East. East rolls again to break the wall.



Score Pad • 5 sheets

Printed both sides, payout chart on every sheet. Print more from the Quick Start page.



Quick Start online

Scan the cover code: rules, Charleston, score sheets, contact.

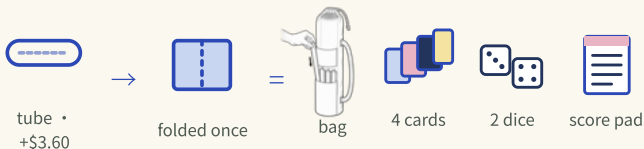
SkyRealm66@outlook.com
<https://2f22e.com/>



WHY WE FOLD

Why your mat arrived folded.

A 33-inch tube costs about \$3.60 more to ship than a flat box. We fold the mat once and put that money into the canvas bag, the four cards, two dice and the score pad instead.



WHAT TO EXPECT



Unboxing

A clear fold line down the middle.



Day 1

Faint. Most of it is already gone.



Day 3

Gone. The mat lies flat.



Do this first: unfold the mat the day it arrives and leave it flat. A few tiles on top help it along.



Between games: fold once on the same line, roll it up and slide it into the bag. Damp cloth to clean, and keep it out of the sun.



CREASE & CARE

In a hurry? Three steps.

1



Unfold and lay flat

Open it on a clean table and leave it for 24 hours.

2



Add even weight

Put heavy books along the crease and leave them overnight.

3



Warm, not hot

Fabric side only, lowest heat, a cotton cloth in between. Never iron the rubber side.



Still creased after 3 days? Message us from your Amazon order (Your Orders → Contact seller). We'll make it right.

GOOD TO KNOW



"Does it smell like rubber?"

It shouldn't. Low-odor backing with a light floral scent that fades in a few days.

"The bag is bigger than the mat."

On purpose: two long pockets for four pushers, the top pocket for cards, pad and dice.



"The colour looks a little different."

Screens vary; the print is the same on every mat. If it's really off, message us.



THE FOUR CARDS

Four cards, four players.

Same card in four colours. Front: Let's Play.

Back: Pass the Tiles and Let's Play.

The whole Charleston on one side.



To shuffle

Slide a card under the tiles, lift and let them fall.



Who deals

Roll both dice. The highest roll is East and deals first. The others sit to the right: South, West, North.



Two rules people forget. Never use a joker in a single or a pair. A discarded joker is dead. The rest of the rules are on pages 8–10.

FIRST GAME NIGHT

Teaching three friends in ten minutes.

1



Sit down, one card each

Four players, one reference card each. Use your own current NMJL hand cards.

2



Roll for East

Everyone rolls both dice. The highest is East and deals first.

3



Build walls and deal

19 stacks, two high, in front of each player. East rolls again to break the wall. East ends with 14 tiles, everyone else 13.

4



Charleston

Pass 3: Right, Across, Left. No jokers.
Second: Left, Across, Right. All must agree to start; then finish all 3 passes. Courtesy: agree on 0-3 tiles across (use the lower offer).

5



Play slow the first time

East discards first and play passes to the right. Keep the cards face up and say every discard out loud.



Score on the pad — the **payout chart** is at the bottom of every sheet. This year's guide is on the Quick Start page.



THE GAME

American Mah Jongg, in brief.

Four players use 152 tiles. Win by completing a 14-tile hand on the current NMJL card and declaring Mah Jongg. Keep spare tiles out of play.



Use the current card and NMJL rules. Check annual updates; this booklet is a beginner summary.



This booklet teaches the standard flow and the most useful beginner decisions.



For scoring or disputes, consult the current NMJL card and rules. Agree on any house rules beforehand.



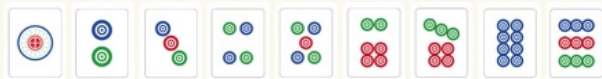
The card is not in the box. Get this year's official card from the National Mah Jongg League. Our free guide to reading it is on the Quick Start page.

TILES, PART 1 • THE THREE SUITS

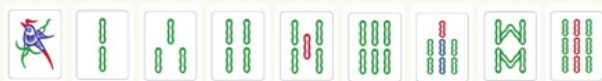
Craks, Dots and Bams run 1 to 9, four of each. The 1 Bam is a bird.



CRAKS 萬



DOTS



BAMS

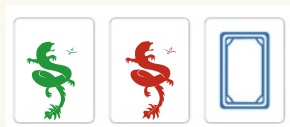


TILES, PART 2

Winds, dragons, jokers, flowers.



Winds • East 東, South 南, West 西, North 北. Four of each.



Dragons • Green, Red and White (Soap). Each belongs to a suit: Bams–Green, Craks–Red, Dots–Soap. Soap also stands for zero.



Jokers: use 8 in play. They replace tiles in groups of 3 or more identical tiles, as allowed by the card. Never use a joker in a single or a pair.



Flowers and seasons • 8 in all, 4 of each. Wherever the card shows an F, any of them works.



HOW A HAND PLAYS

Draw one, discard one.

After the Charleston, East discards first and play moves to the right, counter-clockwise.

1



Draw

Take one tile from the wall, unless you are calling a discard.

2



Check

Is your hand getting clearer or weaker? Re-read your best direction on the card.

3



Discard

Put one tile face up and say its name out loud.

4



Next

If nobody calls it, the player to your right goes.



A hand ends when someone declares Mah Jongg with a complete legal hand, or the wall runs out with no winner. That is a wall game: nobody pays.



CALLING A DISCARD

Call it, show it, then discard.

Call the latest discard before the next player racks, discards or exchanges a joker. A discarded joker is dead.



X (exposed): call for a pung, kong, quint or sextet.
Singles/pairs: call only to win. C (concealed):
no exposures; call a discard only to win.



Expose the complete group, then discard. If the
tile completes Mah Jongg, show your whole hand;
do not discard after winning.



Priority: Mah Jongg beats an exposure call.
For competing calls of the same type, the player
next in turn after the discarder has priority,
unless the other caller has already begun to
expose. Call clearly and allow time for others.



Joker exchange: on your turn, after drawing or
completing a called exposure, swap a matching tile
for a joker in a valid exposure before discarding.
Do not call a discard solely to redeem a joker.



HELP US BUILD THE APP

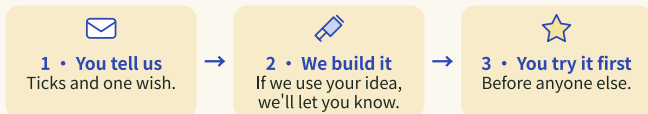
Mahjong on your phone, built with you.

Coming in 2027. You own the mat, so you decide what it does.



Seasoned teachers inside, with video lessons. Not just a rulebook.

☐  Learn the rules	☐  Practice the Charleston	☐  Play vs. the computer
☐  Play online with friends	☐  Keep score at the table	☐  Something else
One thing I wish it could do:		



SCAN HERE

Send your ticks. One minute.

Scan the cover code and tap **Help us build the app**.
The same six boxes are there.

Founding Players: the first 500 who answer get the app free for life, and their name in the credits.



SkyRealm66@outlook.com



<https://2f22e.com/>

Let's build something beautiful, together.



FROM US

Thank you for choosing our brand.

Every set is checked by a person before it ships.
Your first game night is why we make this.

A GIFT?

For _____

From _____

Game night on _____



Genuine, verified. Scan the Transparency code on the packaging with your Amazon Shopping app to confirm this mat came from us.



Questions or a problem? Amazon: Your Orders → Contact seller • SkyRealm66@outlook.com

Safety and materials • Contains small parts (two dice): not for children under 3 years.
Fabric top, rubber backing. Made in China.

Reviews are how brands get found. We read every one.

