



*Use the jewel icon at the right -- pull it down to scroll down the list. Click on the chapter you want to read. Chapters that contain numerous pictures (especially the chapters marked with a double asterisk**) may take a moment to load, during which time your cursor is temporarily immobile (don't panic!).*

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***Your cursor may become momentarily immobile when loading chapters that contain many images.*

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How to View and Print This Manual

VIEWING THIS MANUAL

Use the jewel icon at the right -- pull it down to scroll down the list. Click on the underlined blue link which leads to the chapter you want to read. Chapters that contain numerous pictures may take a moment to load. For a short time your cursor is temporarily immobile, but don't panic. When the file and images are loaded, cursor control resumes. At any time, you can click the Cancel button and return to the game. Or push the jewel icon back up to the top, and click the Contents button to return to the manual's Main Index page.

HOW TO PRINT ANY PART OF THIS MANUAL (INCLUDING THE SPECIAL HANDS FOR CHINESE, JAPANESE, AND WESTERN MAH-JONGG)

It's very easy to print any chapter from the manual. The game manual is included with the game in HTML format (the language of the World Wide Web). Open the manual files with your Internet browser program and print them on your printer! Here's how.

Windows users:

- Click Start.
- Click Programs.
- Click Shanghai 2nd Dynasty.
- Click Player's Manual.
- Your browser program should open and you are looking at the table of contents of the manual. Navigate to the chapter you want to print.
- Use your browser's Print command.
- If you plan to return later to print other chapters, you might want to create a shortcut to the manual.htm file on your desktop. Right-click the manual.htm file and drag it to the desktop. In the mini-menu that appears, select "Create Shortcut(s) Here."

Macintosh users:

The file "manual.htm" is on your hard drive and also on your CD. Find the file and double-click it. Here's where to find the file on the CD:

- Double-click the CD drive icon (the CD must be in the drive, of course).
- Double-click the Setup folder.

- Double-click the Data folder.
- Double-click the "manual.htm" icon. (If double-clicking the icon does not open your browser, you can drag and drop the icon onto your browser icon on the desktop to open it.)
- Your browser program should open and you are looking at the table of contents of the manual. Navigate to the chapter you want to print.
- Use your browser's Print command.
- If you plan to return later to print other chapters, you might want to create an Alias to the manual.htm file on your desktop. Highlight the manual.htm file and hit Command-M (Apple-M) to Make an alias. Then drag the alias to your desktop.

HOW TO PRINT A CUSTOM MAH-JONGG CARD FOR AMERICAN MAH-JONGG

The card can be saved in HTML format (the language of the World Wide Web). Then open the card file with your Internet browser program and print it on your printer. Here's how.

- Start a game of American Mah-Jongg.
- From the File menu, select Custom Card Editor...
- From the File menu, select Open Card.
- In the dialog box, select your custom card file.
- From the File menu, select Save As HTML.
- In the dialog box, if you type a name for the file, Windows users must remember to make sure the file name ends with ".HTM". The program suggests the name MYCARD.HTM, so that's the name used in the steps below.
- You are done with the game now, and can close it (or leave it open, if you want to play while the file is printing).

Now you need to open the file by navigating to the location of the file on your hard drive. In the description below, we assume that you did not change the install location -- we assume that you used the default install location.

Windows users

- Double-click My Computer.
- Double-click the hard drive icon where Shanghai is installed. Usually this is C:.
- Double-click the Program Files folder.
- Double-click the Activision folder.
- Double-click the Shanghai Second Dynasty folder.
- Double-click the Cards folder.
- Locate and double-click the MYCARD.HTM file that you saved from the game.
- Your browser program should open and you are looking at the card file.
- Use your browser's Print command.

Macintosh users:

The MYCARD.HTM file is on your hard drive.

- Double-click the icon for your hard drive.
 - Double-click the folder where the game is installed (it is usually named "Shanghai Second Dynasty").
 - Double-click the Cards folder.
 - Double-click the card MYCARD.HTM file icon.
 - Your browser program should open and you are looking at the card file.
 - Use your browser's Print command.
-

Click on the underlined blue link below to proceed to the next chapter. At any time, you can click the Cancel button and return to the game. Or push the jewel icon back up to the top, and click the Contents button to return to the manual's Main Index page.

Next chapter:



[What is Shanghai?](#)

What is Shanghai?



The game Shanghai, and its sequels, use Mah-Jongg tiles in an easy-to-learn yet difficult-to-master solitaire play pattern. Shanghai has become an addiction for hundreds of thousands of players all over the world. While it's possible to play Shanghai with actual Mah-Jongg tiles, the mighty memory and computing power of personal computers provide numerous features that add enormously to the fun and the ease of playing. Shanghai was originally created in 1986 for Activision by Brodie Lockard.



上海 -- These Chinese characters spell out the name of the city of Shanghai - the name means "upper sea." This city has long evoked an aura of mystery, danger, and high adventure; that's why its name was chosen for the game.

The game of Shanghai is a game of strategy, memory, and luck. There are 144 tiles, arranged in one of several layouts. There are four of each tile, which can be removed as two matching pairs.

To remove a pair of tiles during the game, simply select the two tiles you want. To select a tile, click on it with the mouse. **If it's free to be removed**, it will become highlighted. Selecting a matching free tile removes the pair.

When you clear all the tiles from the screen, you have won - and a special reward sequence occurs. It's that simple. But wait - because there are four of each tile, you may well find yourself stuck, with unmatchable tiles blocking other key tiles so you can't clear the screen. As you play, you form winning strategies. And because of the magic of computers, you can undo previous matches and try to find any mistakes, shuffle the remaining tiles, put them all back to the way they were at the beginning so you can try again, and other abilities not available with real Mah-Jongg tiles.

The game of Mah-Jongg has very interesting roots, and many legends about the game abound. It is said that the game evolved from other games played in ancient China. These games were played with cards somewhat similar in appearance to the tiles used in Mah-Jongg today. In 1920, Mah-Jongg was introduced to the Western world by Joseph P. Babcock. Babcock brought the game to the United States by writing a printed list of simplified rules and by adding Arabic numerals to the tiles, allowing them to be more easily read by those unfamiliar with Chinese characters. Today, Mah-Jongg's popularity continues stronger than ever.

What's New?

Shanghai: Second Dynasty introduces several new aspects to the game of Shanghai. An old favorite has been brought back with an added dimension. Power Tiles have been added to create Power Dragon's Eye. Dragon's Eye is a classic for the Shanghai player. We've added an entirely new dimension to the game by adding Power Tiles. When two Jokers are matched by the Dragon Slayer in Power Dragon's Eye, one of a number of unexpected twists will occur. A player who was sorely losing and ready to give up can suddenly have the upper hand. An over-confident player can suddenly be thrust into a difficult and challenging game.

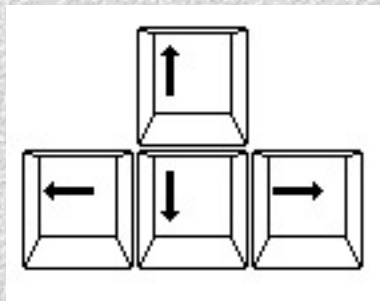
An exciting new version of the classic Shanghai tile-matching game is called Windstorm. Traditionally, tiles are only available for matching in Shanghai if they can slide freely left or right. In Windstorm, tiles are free to be matched depending on the prevailing wind. If the prevailing wind is East/West, tiles can only be matched if they can slide left or right. If the prevailing wind is North/South, tiles can only be matched if they can slide freely up or down. Or a windstorm might occur, and tiles can be matched if they can slide freely left/right or up/down. The prevailing wind or a windstorm changes depending on the tiles matched.

Arcade Mode is another new addition to *Shanghai: Second Dynasty*. Arcade Mode consists of a series of 25 games. A time limit is imposed to clear the classic Shanghai layout in each game. The time gauge

visibly decreases, and is visibly increased when a pair is removed. Speedier game play further impacts the time gauge. In addition, there is a scoring system which rewards speedy play. Matching Winds, Dragons, Flowers, and Terminals earn more points than matching Simples.

There are several new Shanghai tile sets and layouts in *Shanghai: Second Dynasty* that are made especially for kids. The Kids' game in *Shanghai: Second Dynasty* provides an opportunity for fun and learning for the whole family. One of the tile sets made especially for kids helps children to perfect their arithmetic. Other sets require a logical matching of similar objects. The Kids' layouts are smaller, consisting of 72 or fewer tiles, which are easier for young children.

Shanghai: Second Dynasty now includes American Mah-Jongg as well as the standard Chinese, Western and modern Japanese versions. Mah-Jongg is a game of four players, similar to Rummy. The first player to build a complete valid hand of fourteen tiles wins. It may seem like a very complicated game at first, but playing a few games of Mah-Jongg against computer opponents will get you hooked. *Shanghai: Second Dynasty's* Mah-Jongg game now includes the new ability to manually sort the tiles in your hand. You can view the tiles from four different camera angles in *Shanghai: Second Dynasty*. Press the arrow keys on your keyboard to change the camera angle - now you can look down into all of the nooks and crannies of the layout.



A feature included in *Shanghai: Second Dynasty* is the Right-Click (Macintosh users: Ctrl-Click) Help: you instantly get information on a tile when you right-click on it (you'll see the name of the tile and its status - what you can do with it). This feature will not only help you to learn the names of the dinosaurs in the Prehistoric tile set, for example, but it can also give you extra help by telling you if that tile is free or not.

We've added Internet play to *Shanghai*, not only for *Dynasty* and *Pandamonium*, but also for *Power Dragon's Eye* and the four Mah-Jongg games. Gamers with an Internet connection can connect with other folks around the world for challenging play (Windows 95 version only). And the Custom Tiles feature allows you to import your own custom tile sets.

Next chapter:



[Classic Shanghai](#)

Classic Shanghai

上海

Rules

Classic Shanghai is a game of strategy, memory, and luck. Each game begins with 144 tiles, arranged in one of over a hundred different layouts.



The object is to remove all the tiles from the layout, one pair at a time. To remove a pair, the tiles must both match and be "free" at the same time. A tile is considered free if no other tile is on top of it and if it can slide out to the left, to the right, or in both directions. If a tile can only slide toward the top or the

bottom of the layout, it is not free to be removed.

Classic Shanghai will challenge you for hours at a time. And you can make this even more challenging by turning on the timer option and playing against the clock, or by making your own tile set and layouts (see [Customizing Layouts](#) and [Customizing Tile Sets](#)).

There are two boxes on the screen that contain useful information: one shows you the name of the current game mode and the number of tiles left in the layout, and the other gives you useful hints and prompts and information about playing the game. If the timer option is on, you will see the clock ticking in the prompts box (instead of hints and information). While no score is kept in one-player Classic Shanghai, the screen will show you how many tiles still remain in the layout as you remove tile pairs. So, if you see Tiles: 32 on the screen, you'll know that there are still 32 tiles (sixteen pairs) to be removed.

If you reach a point when there are no more moves available, you're stuck (which can happen to even the most skillful player). The computer will let you know when this occurs and automatically offer you four options:

- Shuffle the remaining tiles.

- Go Back One Move.

- Start Over from the beginning of the same game.

- Start a New Game with the tiles in a different arrangement.

Note: In some cases shuffling will not be available.

To Start Classic Shanghai

- Click the **Shanghai** button on the Title screen.

- To start from within another game, go to the Menu Bar, pull down the Games menu, and select **Classic Shanghai**.

- To change layouts or tile sets, go to the Menu Bar, or use keyboard shortcuts.

- To access another game, go to the Game menu and click on the game of your choice.

- For more explanation of Menu options, see Using the Menus.

Definition of Shanghai Terms

- Tile: One playing piece, modeled after an actual Mah-Jongg tile.

- Tile set: A full set of Mah-Jongg tiles, as used in Shanghai, comprises 144 tiles (not all Mah-Jongg players use this exact number of tiles when playing Mah-Jongg).

- Suits: As in playing cards, Mah-Jongg tiles can be broken down into four suits: Craks (Chinese characters) - numbered from 1 to 9; Dots - numbered from 1 to 9; Bams (Bamboo) - numbered from 1 to 9; and Honors - this broad category includes the four Winds, the Dragons, the Seasons, and Flowers.

- Special group: The Seasons and Flowers tiles are not identical to one another. There are four Seasons tiles (for the four seasons) and they are all considered to match one another in Shanghai gameplay,

although they do not look identical.



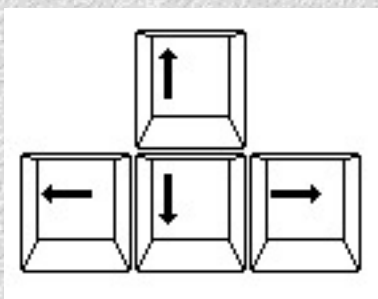
Seasons from the mah-jongg tile sets.

Likewise there are four Flowers tiles which do not look identical, yet match one another in gameplay.



Flowers from the mah-jongg tile sets.

- Layout: A layout is the structure in which the tiles are laid out on screen. You can take actual Mah-Jongg tiles and lay them out on a table to build a layout.
- Arrangement: This term is used to describe the placement of the tiles within the layout.
- Camera Angle: There are four different points of view from which the layout can be viewed. Press the **arrow keys** on your keyboard to view the layout from four different vantage points.



Strategy and Hints

- Remember that there are four of each tile. When removing a pair, remember that an identical pair exists in the layout. Is it trapped by your removal of the first pair? Choose wisely.
- Concentrate your efforts on long rows and tall stacks.
- Plan ahead as many moves as you can.
- If all four of a tile are available, remove them all to unclutter the field.
- Don't count on the computer to show you the best possible move; the computer only shows the first

move it finds.

- Identify as many matching pairs as possible. Check for tiles that need to be unblocked.
- Beware of triples (three matching free tiles); choose carefully which pair you remove. Leave the one that's blocking the least important tiles.
- Concentrate on removing pairs that will unblock the most tiles.

Next chapter:



[Shanghai For Kids](#)

How To Make Your Own Layouts for the Shanghai Games

You can create your own layouts for the Shanghai games (Classic Shanghai, Kids, 2-Player, Pandamonium, and Dynasty). Press Ctrl-E (for "Edit") anytime you are playing Shanghai: Second Dynasty offline, or select Create Custom Layouts... from the Layouts menu (this menu is only visible in the Shanghai modes, not when playing the Dragon's Eye or Mah-Jongg).



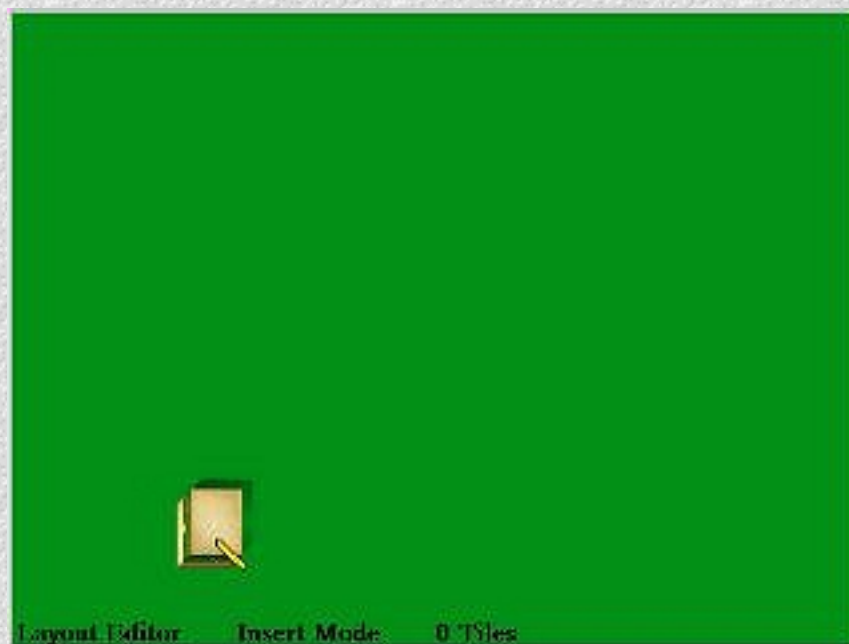
There are three types of layouts used in Shanghai: Second Dynasty. "Shanghai" layouts are used in Classic Shanghai, Pandamonium, 2-Player, Timer, and Arcade. "Dynasty" layouts are used only in the Dynasty game. "Kids" layouts are intended only for use in Kids' mode, but can be used in other modes. There are folders for these three types of layouts, and there is also a fourth folder, named "Custom." Layouts which you create should go into the Custom folder.

Shanghai layouts ideally should have two text boxes. If you fill the screen with tiles and there is no place for boxes, then the resulting layout will not be useful for a game of 2-Player, Pandamonium, Arcade, or Timer.

While playing these modes, it is very important to see the onscreen status information (players' status, timer reading, tile count, etc.). If you create a layout without any boxes, you can nevertheless enjoy the layout in Classic Shanghai mode - once you've mastered the game, you don't need the Prompts box, and you can get by without the Tile Count. There are several such "box-less" layouts in the Custom folder for

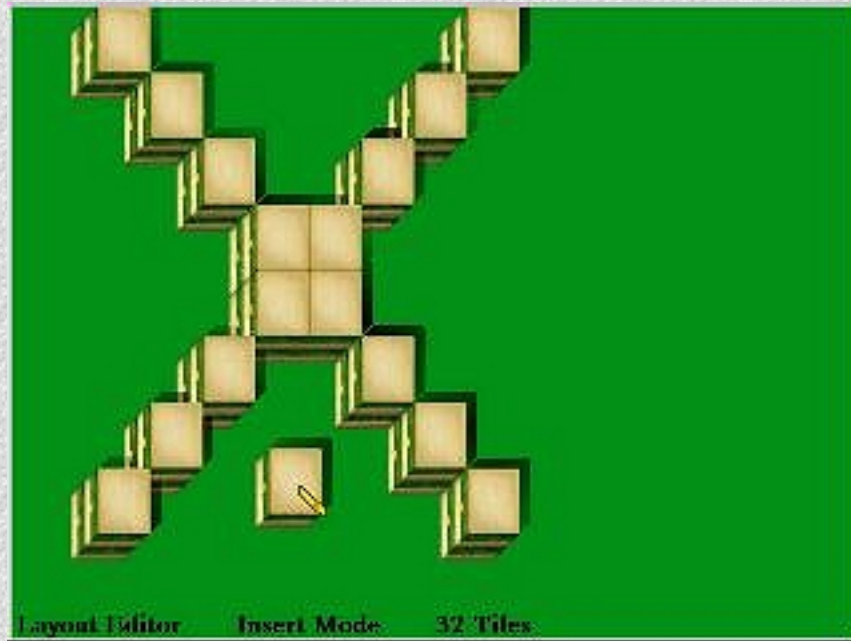
you to enjoy in ("untimed") Classic Shanghai. You can make layouts of less than 144 tiles if you wish - but the number of tiles must always be a multiple of four, and must be no fewer than 28 tiles. It is possible for tiles stacked high at the edge of the screen to go off the side of the screen. Make sure you test any layout you create before sharing it with friends.

Dynasty layouts must be no wider than 7 tiles, otherwise the layouts will not be able to fit on screen. Do not place any boxes in Dynasty layouts (they won't be used by the program). Dynasty layouts must be comprised of 72 tiles only.



If you create a custom Dynasty layout, you should probably label it in a manner to make it recognizable as a Dynasty layout when navigating to it in the "Open" dialog box. Or make a separate folder within the Layouts folder. All of the layouts provided in the Custom folder are 144-tile layouts suitable for Classic Shanghai, Pandamonium, 2-Player, or Arcade-144-tile layouts are not suitable for Dynasty games.

Kid layouts should be less than 72 tiles, and must have four info boxes (not just two). The theory is that once a young player has mastered layouts of 68 tiles or less, and desires layouts comprised of more than 68 tiles, then that player is most likely ready to graduate to Classic Shanghai (with 144 tiles, without the voice, and without the extra onscreen buttons).

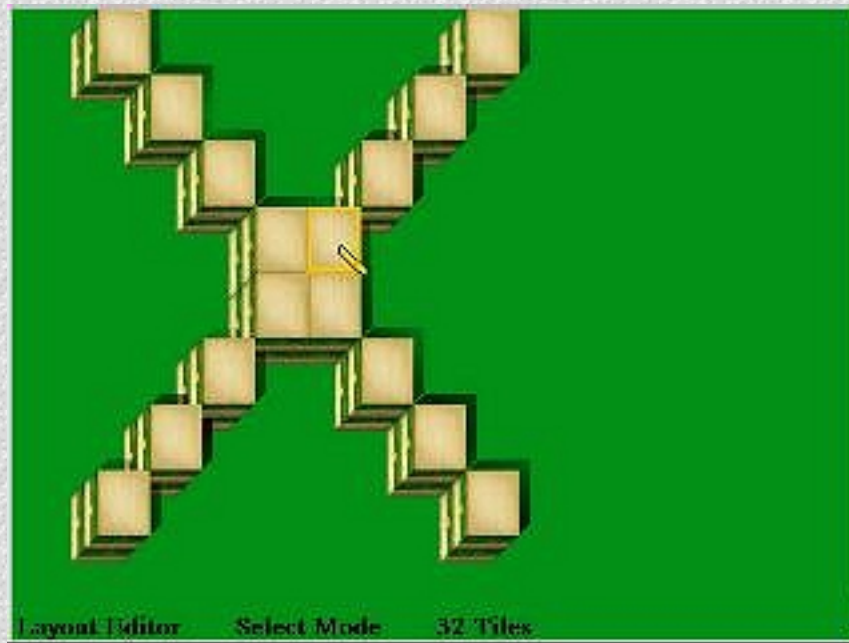


While in the layout editor, you can use the Layouts menu to change edit modes, or you can use Ctrl + key combinations.

- Change to Insert Mode - +
- Change to Select Mode - -
- Change to Insert Boxes Mode - \
- Delete Highlighted Tile or Box - Delete
- Cancel Layout and Return to Game - Ctrl-C
- Save Layout (Layout must meet requirements) - Ctrl-S
- Open Layout to edit - Ctrl-O
- Play This Layout - Ctrl-P
- Clear the Layout - Ctrl-X

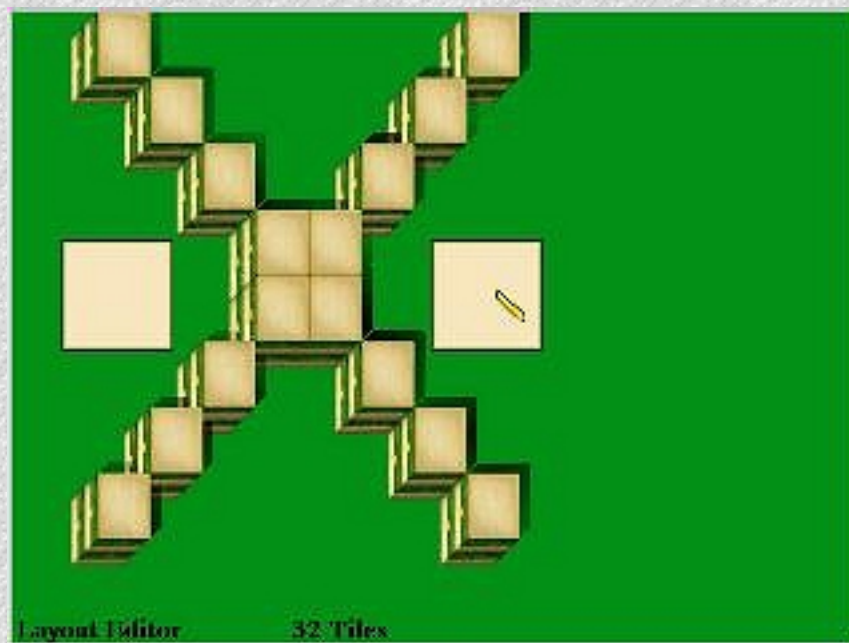
When you enter the Editor, the program immediately puts you in Insert Mode. There are no tiles present. Just put a tile where you want it, and click to leave one there.

To delete a tile, press the - key to switch to Select Mode. Then click on the tile you want to delete (it will become highlighted) and press the Delete key. Use the same procedure to delete a box.



To place a box, press the \ key to switch to the Insert Boxes Mode. Move the mouse cursor to the spot where you wish to place a box. If you cannot see a box there, then that spot is too small. You'll either have to delete some tiles to make room or put the box in another spot.

While in Insert mode, your cursor is used to place tiles and build a layout. Just click when you see the tile in the desired location to place a tile there. To remove a tile, switch to Select mode. When the cursor is over a tile you wish to remove, click to highlight it, then press the Delete key.



The info boxes (Game Name/Tile Count box and the Prompts box) need to be located as part of the layout you create, unless you are creating a 72-tile Dynasty layout (otherwise the game does not know where to place these boxes). Use Insert Boxes mode to place these boxes. The first box you place is the Game Name/Tile Count box; the second box is the Prompts box. If you do not define locations for these

boxes, your layout will not include these boxes.

After you have created your layout, you need to save it from the File menu before you can play on it. Make sure that you give the layout a unique and logical name.

If you are going to share the layout with your friends or post it on the Internet, keep in mind that somebody else might use the same layout name you do if you don't make a good effort to come up with a truly unique layout name.

The game will not allow you to save the layout if it does not meet the following three criteria:

1. There must be at least 28 tiles in the layout.
2. There must be no more than 144 tiles in the layout.
3. The total number of tiles in the layout must be evenly divisible by four (the number of tiles in the layout must be a multiple of four).

Windows users: If you cannot tell how many tiles you have in your layout, you need to hide your Taskbar. Go into Settings from the Start menu and choose Taskbar & Start Menu and then make sure the Autohide box is checked. You will then be able to see the information at the bottom of the screen in the Custom Layout window.

Macintosh users: When importing custom layouts created by Windows users or by users of *Shanghai: Mah-Jongg Essentials*, you have to add or alter the filetyping information to the layout file before the game will be able to recognize and open it.

Creator: ShD2

File Type: patt

Contents

How To Make Your Own Tile Sets for the Shanghai Games

Make Your Own Tile Sets!

You can create and play with your own custom tiles! Paint your own Flowers or Dragons. Or cut and paste faces of your family and pets onto the tiles, and match them up! Share your special tile sets with your family and friends!

All the Shanghai game modes in Shanghai: Second Dynasty support the use of custom tile sets. To clarify, the custom tiles only work in the Shanghai tile-matching modes -- the Mah-Jongg game, of course, can only be played with regular Mah-Jongg tiles. There isn't a special "tile editor" built into the game, but everything you need is available either on your computer or on the CD, or just a few clicks away on the Internet.

What's on the CD

On the CD are the tiles used in the game, as well as example custom tile files and template files.

Windows users:

- Double-click My Computer.
- Single-click the CD drive icon to highlight it.
- From the File menu, select Open.
- In the window that opens, double-click the Setup folder.
- Double-click the Data folder.
- Double-click the Custom Tilesets folder.

Everything you need is right there! If you know how, it would be a good idea to create a shortcut to this folder on your desktop so you can return to this folder easily again.

Macintosh users:

- Double-click the Dynasty2 icon (that's the icon for the Shanghai: Second Dynasty CD).
- Double-click the Data folder.

- Double-click the Custom Tilesets folder.

Everything you need is right there! If you know how, it would be a good idea to create an alias to this folder on your desktop so you can return to this folder easily again.

Inside the Custom Tilesets folder, there are some example tiles (you can play with these tiles in the game), and some very important files:

L-Template.bmp
S-Template.bmp

Large and Small Tiles

The files in the Custom Tileset all begin with an "L-" or an "S-." L- files are Large tiles, for monitor resolutions of 1024x768 and above. The S-files are for Small tiles, for monitor resolutions of 800x600 or 640x480. When you installed Shanghai: Second Dynasty, you chose one size to be installed. One size was installed to your hard drive.

Both sizes are included on the CD. The game you installed on your hard drive can only use the tile size appropriate to your monitor resolution.

What's on Your Hard Drive

On your hard drive is the installed game and a copy of the Custom Tilesets folder you can use while you work. You can save your custom tile set files in this folder. When you open a custom tile set from within Shanghai, this folder is where the program looks.

Here's how to find the folder. In these instructions, we assume that you did not change the install path when installing the game. If you did change the install path, navigate to the folder where you installed the game, or Find the Custom Tilesets folder.

Windows users:

- Double-click My Computer.
- Double-click the C: drive icon.
- Double-click the Program Files folder.
- Double-click the Activision folder.
- Double-click the Shanghai Second Dynasty folder.
- Double-click the Custom Tilesets folder.

If you know how, it would be a good idea to create an alias to this folder on your desktop so you can return to this folder easily again.

Macintosh users:

- Double-click the icon for your main hard drive.
- Double-click the Shanghai Second Dynasty folder.
- Double-click the Custom Tilesets folder.

If you know how, it would be a good idea to create an alias to this folder on your desktop so you can return to this folder easily again.

Using Files From the CD

The files on the CD are there for you to use. You can open the files from the CD, but any changes you make cannot be saved on the CD (CDs are "read-only" -- you cannot change data on a CD). Save those changes to the installed Custom Tilesets on your hard drive. If you copy a file from the CD to your hard drive, it is "locked," so you need to "unlock" it.

Here's a little exercise designed to get you familiar with how to use files from the CD. It's a good idea to have both the L-Template.bmp and the S-Template.bmp files on your hard drive. The game's installer only installed one of them on your hard drive. Here's how to get the other one.

- Open the Custom Tilesets folder from the CD, using the steps outlined above.
- Open the Custom Tilesets folder on your hard drive, using steps from above also. You should now have two folder windows open. Note that both L-* files and S-* files are visible in the CD folder, while the folder on your hard drive has only one type.
- If you installed Small tiles, click on L-Template.bmp in the CD folder and drag it to the hard drive folder. If you installed Large tiles, click on S-template.bmp instead, and drag it to your hard drive folder.
- Now we're going to unlock the file, or at least check to make sure that it's unlocked.

Windows users:

- Right-click the file icon.
- Select Properties from the pop-up menu.
- Click on the little box labeled Read-only to make sure the box is empty. (When there's an X in the box, you cannot edit and save the file.) If clicking the box puts a checkmark there when there wasn't one before, just click it again to clear it.

Now the file is "writeable." You can edit it and save it at will.

Macintosh users:

- Single-click the file icon.
- From the File menu, select Info.
- Click on the little box labeled Locked to make sure the box is empty. (When there's a checkmark in the box, you cannot edit and save the file.) If clicking the box puts a checkmark there when there wasn't one before, just click it again to clear it.

Now the file is "writeable." You can edit it and save it at will.

There are a lot of useful files on the CD, and now you know how to get them.

Tools You Need

1. A PAINT PROGRAM

To make your own tiles you need a simple paint program with which you can cut and paste your own photos into the spaces in the template, or just paint right into the template.

Windows users:

You should already have Paint (MSPaint.exe), the paint program included with Windows 95 and Windows 98. Here's how to find it:

- Click the Start button.
- Put the cursor on Programs.
- In the popup menu, put the cursor on Accessories.
- In the new popup menu, put the cursor on Paint.
- Click that icon to open the Paint program.

Macintosh users:

Depending on what model you own, you may or may not have a paint program on your computer. If you do not have one, you can go on the Internet and do a search.

Features you'll want:

- Cut and Paste.
- Resize.
- Ability to work with BMP files.
- Paint tools (pen, paintbrush, spraycan, paint bucket, etc.).
- Palette controls (optional; see section on Palettes).

Some paint programs also incorporate the functions of a graphics conversion program -- if not, you also need the features of that kind of program.

2. A GRAPHICS CONVERSION UTILITY

Depending on what paint program you have, your paint program may not have the ability to open picture files you want to use for your tiles. You may need an additional program that can open BMP, JPG, and GIF pictures at least, and convert them to those other formats. You also need the ability to resize images. Advanced users may also want to be able to manipulate palettes. That's what we mean when we say you might need a "graphics conversion utility" in addition to a "paint program."

Windows 98 users:

The version of Paint that came with your version of Windows may be all that you need! You can search and download other utilities or demo programs as well, that may have advanced capabilities beyond those in Paint.

Windows 95 users:

The version of Paint that came with your version of Windows handles BMP files but not JPG or GIF files. You may need to have a conversion utility so that you can cut and paste into the BMP files from JPG and GIF files. You can search the Internet to find such a program that you can download.

Macintosh users:

Search and download a graphics utility that handles not only BMP, JPG, and GIF picture formats but PICT files as well. Your paint program probably requires that you work and save in PICT format. You can search the Internet to find such a program that you can download.

Features you'll want:

- Ability to open files in BMP, JPG, and GIF formats. (for Mac owners: add PICT format.)
- Ability to convert from any above file format to any other above file format.

There are numerous programs available. We're sorry that we can't list them all or make recommendations. Talk to your computer-knowledgeable friends, try downloading some programs, and learn.

How Custom Tile Sets Work

The Shanghai games get the tile face graphics from BMP files installed on your hard drive. When you tell Shanghai to change tile sets, it opens the appropriate BMP file and takes the graphics from the file and puts them on the faces of the tiles in the game. In the case of the tiles provided with the game, it also loads an animation file and a background picture, but let's only consider the tiles themselves.

Large tile sets

Tile size - 60x75 pixels
Picture size - 720x525 pixels
Colors - 256
Format - BMP (required)

Small tile sets

Tile size - 40x50 pixels
Picture size - 480x350 pixels

Colors - 256
Format - BMP (required)

For this discussion, let's consider the Small tile sets template file (S-TEMPLATE.BMP).

01A	01B	02A	02B	03A	03B	04A	04B	05A	05B	06A	06B
07A	07B	08A	08B	09A	09B	10A	10B	11A	11B	12A	12B
13A	13B	14A	14B	15A	15B	16A	16B	17A	17B	18A	18B
19A	19B	20A	20B	21A	21B	22A	22B	23A	23B	24A	24B
25A	25B	26A	26B	27A	27B	28A	28B	29A	29B	30A	30B
31A	31B	32A	32B	33A	33B	34A	34B	35A	35B	35C	35D
BACK	JOKER							36A	36B	36C	36D

As you can see in this template file, a tile set file is composed of 34 pairs of tiles and two sets of four tiles. And lest we forget, also a Back and a Joker.

The pairs can either be made up of different-looking (yet logically matching) tiles, or of two identical tiles. Each of the four tiles in the two groups-of-four can be unique and can be matched with any one of the tiles in that group. The total maximum number of tiles you can have in a tile set is 144 tiles.

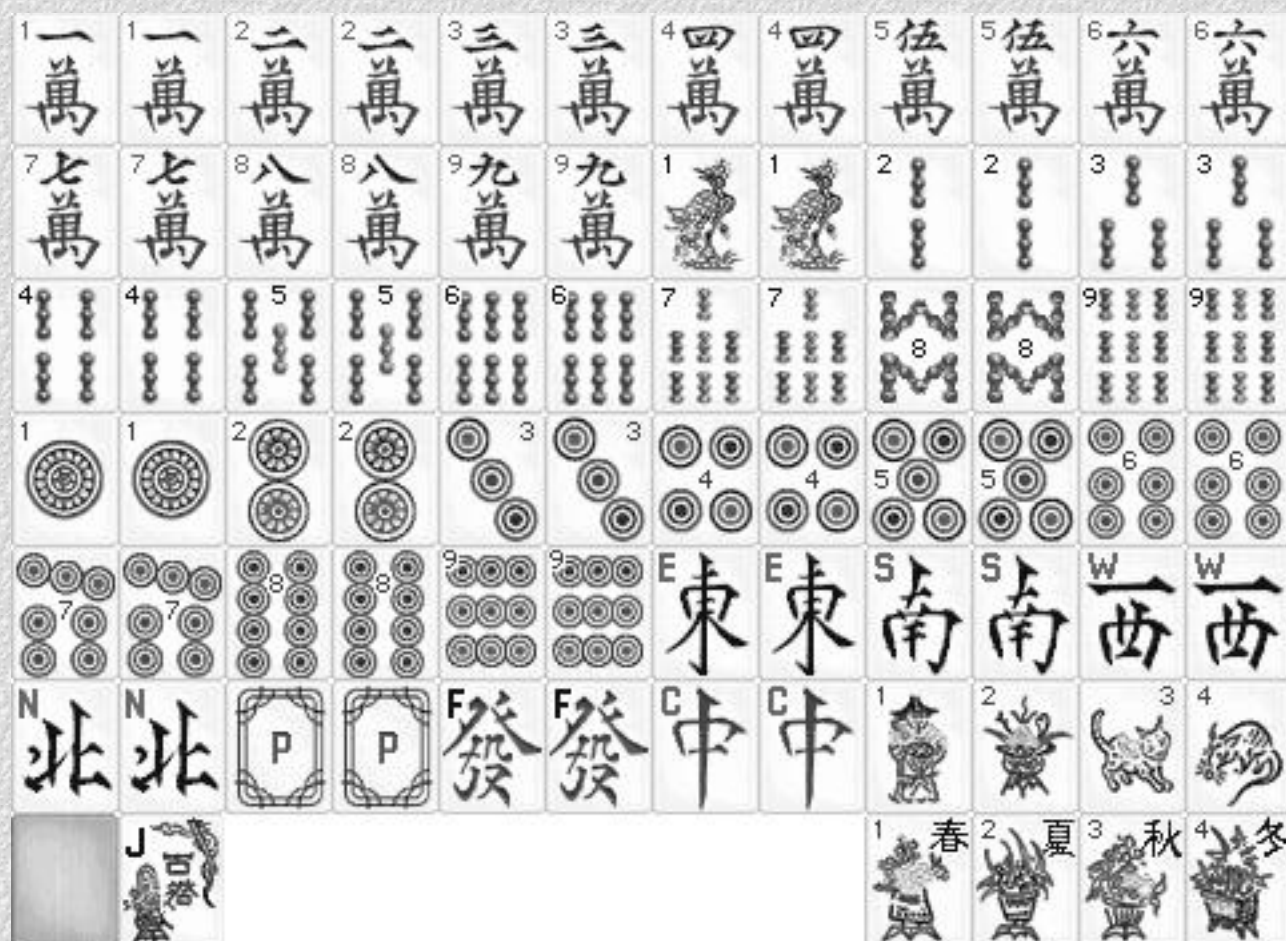
In the template file, the number determines which tiles match one another, while the letter indicates the variety that is possible within a tile number.

Take a look at some examples. Look in the Custom Tilesets folder, just the way we described before.

A MAH-JONGG tile set:

Look at the file MJCTSETS.BMP (or MJCTSETL.BMP, depending on which resolution you installed).

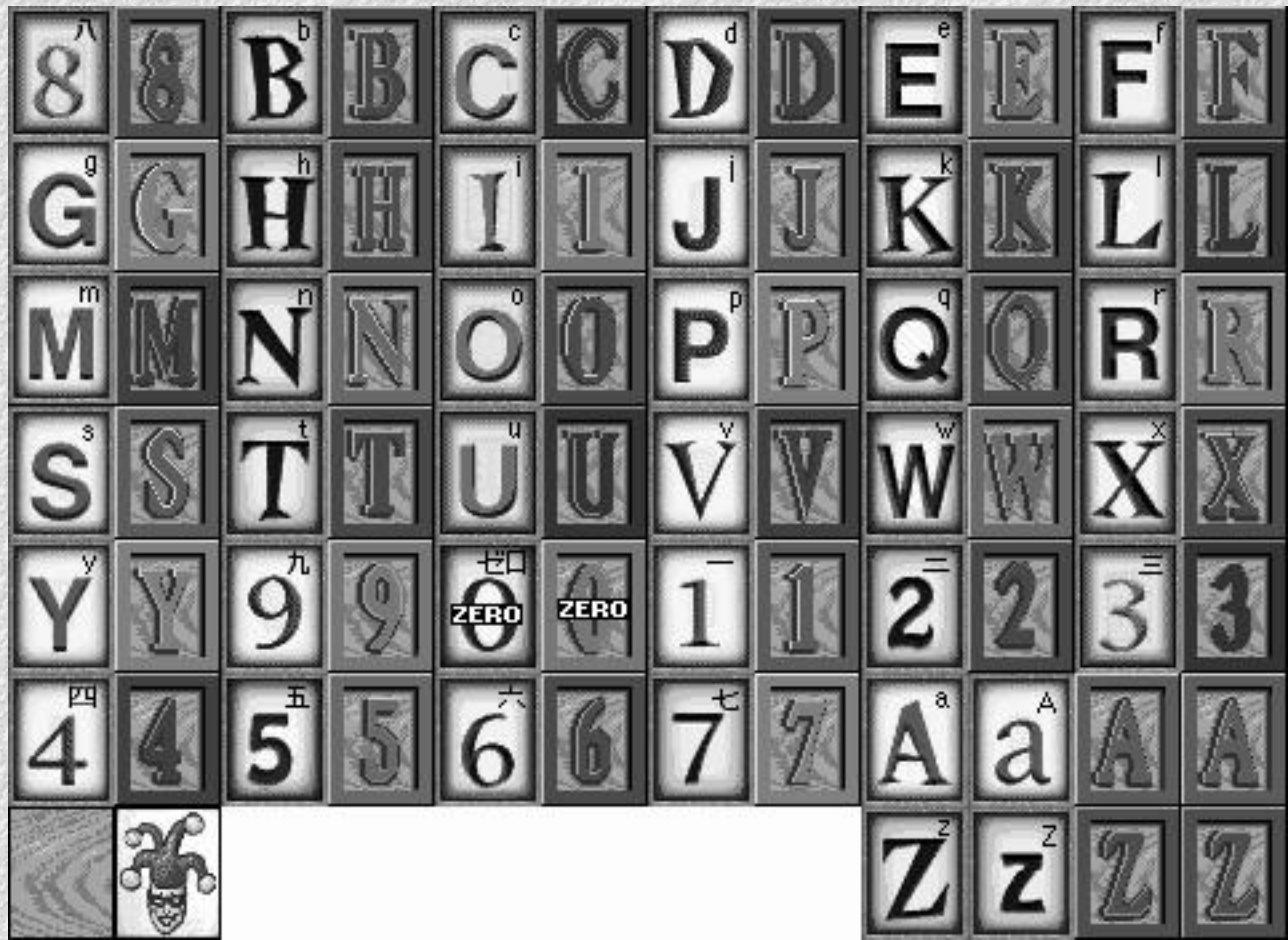
This file is not in your Custom Tilesets folder but rather in your BMP folder.



Notice how there are two One Crak tiles at the upper left corner. Looking right from there, notice how there are two of each tile. Look down at the lower left corner to see the back and the Joker. Look at the lower right corner and notice the special groups -- the Flowers and Seasons. The four Seasons all match one another even though they're not identical. Same for the four Flower tiles.

An ALPHABET tile set:

Look at the file S-ALPHAOLDNEW.BMP (or L-ALPHAOLDNEW.BMP).



Look at the "Eight" tiles at the upper left corner -- both are number eights, but they look different. Notice how every tile pair is treated the same way, except at the bottom right. At the bottom right of the picture, you see there are four pictures for the letters A and Z. All four of these tiles match one another, even though they're not all identical. At the lower left is the back and the joker.

Now look again at the template file.

Tile 01a and tile 01b match each other. They don't need to look identical, but they need to relate logically to each other. For instance, they could be mirror images of one another, or one could be a negative image of the other, or one could be upside-down.

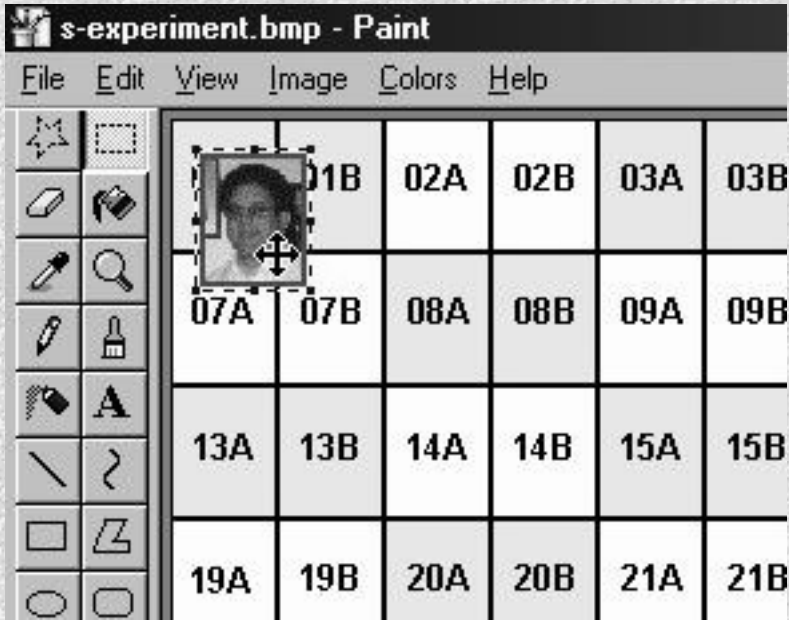
Similarly, tile 02a and 02b match each other, and so on. In the case of tiles 35a, 35b, 35c, and 35d, all four tiles will match one another in the game. It's okay if they look identical or don't look identical (either way), but it's best if they relate logically to each other (just like four different flower pictures, assuming none of your other tiles are flowers). Same with 36a, 36b, 36c, and 36d. We call these tiles the "special groups".

How to Make Your Own Tile Set

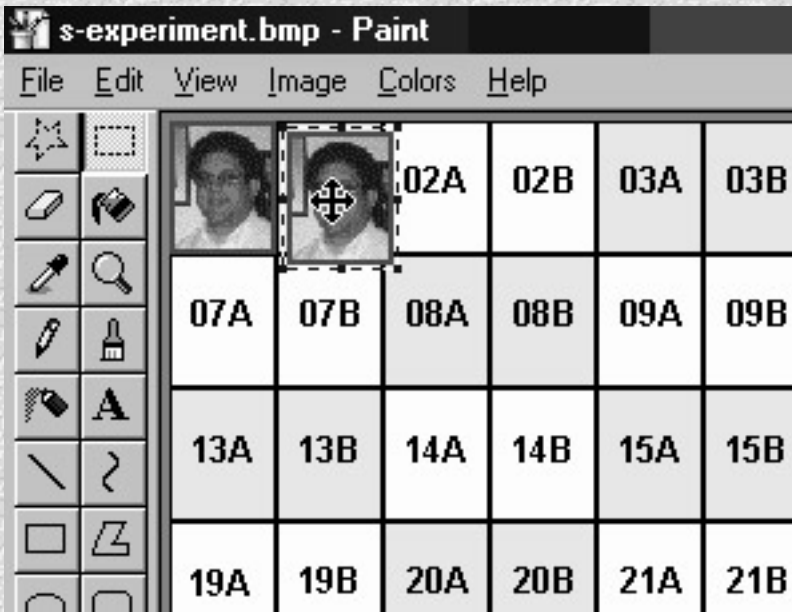
Let's jump right in and make a quick experiment with tile #1.

If you use Small tiles:

Open the file S-Template.bmp with your paint program. Save the file under a new name starting with "S-," such as for instance "S-experiment.bmp." Take a picture file you have handy (any kind of picture file) and copy a 40x50 portion of it, and paste that into the upper left corner -- paste it onto tile 01A and then paste it again onto tile 01B. Skip down to where it says Now close the file.



First, paste the picture into tile 01A. Move it into position.



Then, paste the picture again, and place it on tile 01B.

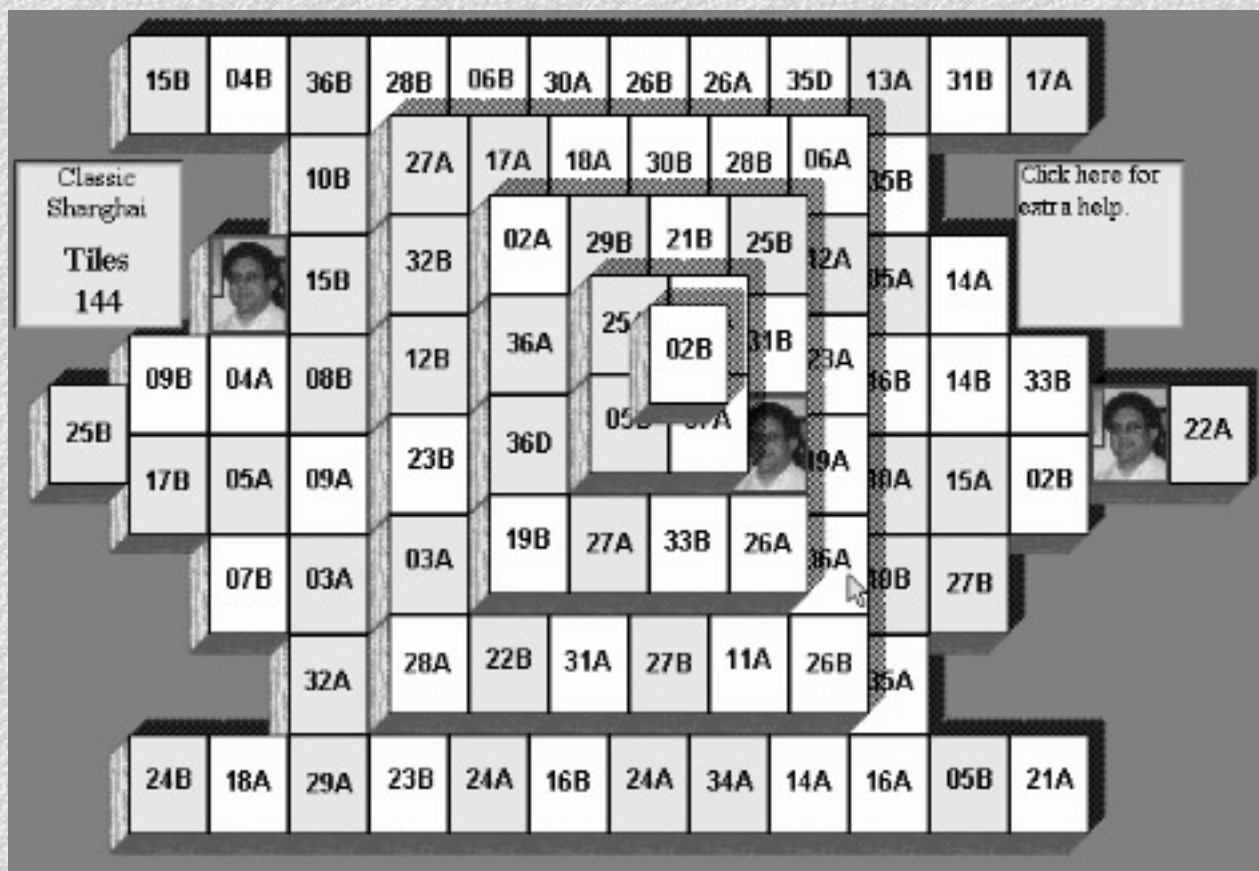
If you use Large tiles:

Open the file L-Template.bmp with your paint program. Save the file under a new name starting with "L-," such as for instance "L-my tiles.bmp." Take a picture file you have handy (any kind of picture file) and copy a 60x75 portion of it, and paste that into the upper left corner -- paste it onto tile 01A and then paste it again onto tile 01B.

Now close the file. Make sure the file is in your Custom Tilesets folder, on your hard drive, in the folder where the game is installed.

Start Shanghai: Second Dynasty. Go into the Classic Shanghai game. Go to the Tiles menu. Select "Custom Tiles..." In the window that pops up, select the file you just made.

The game screen will fade to black, then it will fade up and you can see your tiles.



You should now see a lot of tiles saying things like 16B, 21A, 35D, and so on, and you should see at least one tile with the picture you just put on it.

If you see the template faces (02A, 22B, etc.) but you don't see any of your new tiles, just shuffle the tiles a few times, and one or more of them ought to surface eventually. Some layouts may need several shuffles, and some may not need any, depending on how many tile faces are visible at one time in that layout. Kids' layouts especially may not show your special tile, since those layouts don't show all 144 tiles.

If you get an error message instead, you may have done something wrong (perhaps the palette had the wrong number of colors in it, or perhaps the file you saved was the wrong pixel size). If you got an error message, see the section SAVING YOUR CUSTOM FILE (below), and try again.

There, that wasn't too hard, was it? It can be a lot of fun to paste your own images onto the tiles and then use them in a game. Keep reading for even more tips about how to do it.

Starting With Your Own Pictures

If you have a digital camera or a scanner, you already have a good idea how to get your own pictures onto the computer so you can cut and paste from them into the tile set template. If you don't have a digital camera or a scanner, maybe you know someone who does. If you want to have your own pictures on your computer, in a format usable by your graphics programs, it's not too hard to find reasonably-priced scanners these days.

You can also create your own tile graphics, if you're artistically inclined. Or you can download some public domain images from the Internet or you can use some public domain clip art from some other source.

Cut and Paste

Using the paint program, open the picture file you want to use for a tile in your custom tile set. Different paint programs work differently, so we can't give you detailed instructions about how to select a 40x50 or 60x75 image, but hopefully you can figure that out with some help from your paint program. You may have to resize the picture if a person's face is larger than the tile in the template.

Drag a 40x50 or 60x75 rectangle around the portion of the image you want on the tile, and select the Copy function (usually from the Edit menu of your paint program).

Now open your custom tile set file, and select the Paste function. You will see your picture in the image on the screen. You probably have to move the image until it's located exactly on the tile's location in the template.

Now Paste again to put the second tile in place. Paste two copies of each picture on the tile locations (both copies should go on the same number -- 05A and 05B, for instance). The exception to this is tiles 35 and 36 (you need four copies of each of those tiles). We call tiles 35 and 36 the "special group" tiles.

Let's say you want your special groups to represent "airplanes" and "birds." You could draw four different airplanes in boxes 35A through 35D, and four different birds in boxes 36A through 36D.

You can create a custom Back and Joker, too, if you want (they'll be used in the Dragon's Eye and Dynasty games).

If you see color problems (if your picture looked OK in the original file but it looks bad after you paste it into the template), read the section on Palettes, below.

Saving Your Custom File

You can try out your custom file anytime -- you don't have to wait until it's finished and perfect.

Just a few things to keep in mind:

- The filename.
- The size of the picture.
- The palette.

Filename

Your filename should begin with an L- or a S- depending on whether it has Large or Small tiles.

Save your new tile set with a logical and unique name. If you are going to share the tile set with your friends or post it on the Internet, keep in mind that somebody else might use the same tile set name you do, if you don't make a good effort to come up with a truly unique tile set name. If you name the file "L-mypix.bmp" maybe somebody else is using the same name.

You shouldn't save it with the name "L-Template.bmp" because that name is already used for a blank template file for Large tiles. If you do save it with that name, your existing template file will be overwritten and you'll have to get a new one from the CD (see the section GETTING A CLEAN BLANK TEMPLATE FILE, below).

The size of the picture.

The game will not be able to open a picture file smaller than 480x350 pixels (Small tiles) or 720x525 pixels (Large tiles). If your picture is smaller or larger than the required size, resize it or crop it and it should work.

The palette.

The game can only open files with two types of palettes: 256 colors (8-bit) or 64,000 colors (24-bit). The game will not be able to open a picture file using any other kind of palette. When you save your game, if the paint program offers a "Save as type" choice, make sure that it isn't saving the game with some other

number of colors. See the section on Palettes, below.

Getting a Clean Blank Template File

"Help! I messed up my template file, where can I get a clean blank one?"

Don't worry, if the blank template file on your hard drive is filled with graphics, you can always get a fresh blank template file from the CD. That's why we told you where it is on the CD too (not just on your hard drive)! Aren't we smart? (^_^) See the section entitled "USING FILES FROM THE CD." You can never mess up the template file on the CD because it's read-only ("locked"). When you copy a file from the CD, don't forget to change its properties so it's not read-only or "locked," like we mentioned before.

Using Your Custom Tile Sets in the Game

Importing Custom Tile Sets

Ideally, you are working on your custom set in the Custom Tilesets folder, but if you aren't, you can either move the file there before starting the game, or when you are in the game's Open dialog box, you can navigate to where the file is located to open it. It's better for the file to be in the Custom Tilesets folder. Putting the file in a different folder might make it hard for the game to read the file, or might cause other problems.

Start Shanghai: Second Dynasty. From the Title screen, select Shanghai. Go to the Tiles menu and select Custom Tiles.... The Open dialog box appears, listing the contents of the Custom Tilesets folder. Highlight your file, and click on Open.

Your tile set will be loaded and displayed on game tiles. If the colors are not right, something happened to the palette. Not to worry, it can be fixed. See About Palettes, below.

You can click on matching tiles and they will be removed, just like with regular Shanghai tiles. When you use a custom tile set in Shanghai, the tiles do not animate when removing a pair. Only the in-game tile sets (those provided with Shanghai, and listed in the Tiles menu in the game) are animated.

About Palettes

Shanghai: Second Dynasty can accept tile set files that use palettes of 256 colors (8 bits) or 64,000 colors (24 bits). Here's a guide to palette terms:

1. **1 bit: 2 colors** -- Black and White only (no shades of gray). Shanghai: Second Dynasty cannot handle

files of this color setting. You need to "Save As" a 256-color file or a 24-bit file.

2. **4 bits: 16 colors** -- Shanghai: Second Dynasty cannot handle files of this color setting. Save As a 256-color file or a 24-bit file.

3. **8 bits: 256 colors** -- Shanghai: Second Dynasty's minimum required palette setting. If the 256 colors used in your tile set file do not match the 256 colors required by Shanghai: Second Dynasty, the game will convert the colors to the nearest possible supported colors.

4. **15 bits: 32,000 colors** -- Shanghai: Second Dynasty cannot handle files of this color setting. "Save As" a 256-color file or a 24-bit file.

5. **16 bits (High Color): 64,000 colors** -- Shanghai: Second Dynasty cannot handle files of this color setting. "Save As" a 256-color file or a 24-bit file.

6. **24 bits: 16 million colors** -- Shanghai: Second Dynasty will convert colors down to the nearest possible colors in the game's 256-color palette.

7. **32 bits (True Color): 4 billion colors** -- Shanghai: Second Dynasty cannot handle files of this color setting. "Save As" a 256-color file or a 24-bit file.

Shanghai: Second Dynasty uses a specific 256-color palette for the custom tile sets. If your tile set uses a 256-color palette different from the specific custom tile set palette, or if your tile set uses a 24-bit palette, the game will automatically convert your file's colors to the nearest colors in the Custom Tilesset palette. This conversion is a straight color conversion, without any dithering. This may result in blotches of flat color where you had seen smooth gradations of color in your original picture. There is a way around this, but it requires a more advanced set of tools, and requires you to work a little harder.

Advanced Palette Tricks

If the game's palette converter has made blotchy colors on your image, you can try some advanced palette tricks, if you have tools (programs) that allow you to customize or edit your palette, or to import palettes. The best thing to do in this case is to create your tile set in 24-bit mode. Then Load or "stash" or "import" the 256-color palette from one of the custom tile sets from the CD. Then repalettize your image, using the "dither" option for the best possible result. Dithering causes little pixels of different colors to be displayed -- the eye sees the different colored pixels and blends them together into a mixed color. We apologize that we are unable to explain this process in greater detail -- hopefully your custom tile set looks good enough after the game's palette converter has done its thing.

Under some circumstances, if you use the exact same palette as certain custom tile sets provided with the game, you may see transparency where you meant to see white, when playing your custom tile set in the

game. There are two things you can try to fix this. You may need an advanced graphic utility (such as Paint Shop Pro [TM]) to do these.

- a. Modify the palette. Change all your white to nearly-white, and make any other change (a color swap, for instance) to the palette. Then the automatic palette converter in the game should fix the problem.
- b. If you use the exact 256-color palette of some of our custom tile sets (thus bypassing the automatic palette converter), you must not use the first ten colors or the last ten colors in the palette. Repalettize your tile set image, disallowing the use of any of those twenty colors, and your transparency problem should be fixed.

Check the manual or online help file of your graphics program if you need more information about palettes.

Sharing Your Custom Tile Sets With Others

After creating and enjoying your custom tile set, you can share it with others by Email or posting on the Internet. You are encouraged to create original tile sets using your fully-owned imagery and to share these sets freely with others. You should be aware of the Software License Agreement that governs the use of custom tile sets in Shanghai. It's in the back of this manual, or you can open the file "SLA.txt" on your CD. Look for the section entitled "CONSTRUCTION KIT."

BMP files are not compressed, so they can be very large. A 24-bit custom tile set BMP file can be very large, so you should not just E-mail or post the files just as they are. Consider:

1. A Large 24-bit tile set file is more than a megabyte -- much too large to send by E-mail!
2. A Small 24-bit tile set file is about half a megabyte large -- still too large to E-mail.
3. A Large 256-color tile set file is almost 400K -- still quite large.
4. A Small 256-color tile set file is over 150K -- still pretty large for E-mail.

So, before you send a custom tile set file to a friend, it needs to be compressed. The most popular compression format is "Zip" format. There are a variety of compression programs available for downloading on the Internet, if you do not already have a program that can compress files for you. There are even programs for the Macintosh that support the "Zip" format.

Here's a little about compressed files.

.ZIP -- The most common compression format. Many programs available for download, for both

Windows and Mac.

.SIT -- The most common format for Macintosh users. Look for "Stuffit." Windows users will have difficulty finding tools to decompress SIT files (there may not be any, or they may be difficult to find).

.ARC -- A less common compression format, but Windows users should be able to find a program that can handle it.

.LZH -- This format is mostly used in Japan, but you should be able to find a program that can handle LZH files.

The need to compress your files doesn't apply only to E-mail. It also applies to posting your files for others to download (either at a website or a bulletin board or a newsgroup). It would be best to ZIP the file before posting. If you want to post your files at a newsgroup, make sure you are sure that the newsgroup is one that allows the posting of "binaries." It would not be a good idea to post anything other than text at a non-binaries newsgroup. If you want to know more about restrictions on what can be posted at newsgroups, read the announcements at news:news.announce.newusers.

Enlarging or Reducing Sets to Share With Others

This section is about Large tiles vs. Small tiles, not file size. It may be that you use only the Small tiles, so you would probably make your custom set in Small size only. If you want to share your original tile set with others, you ought to consider that those others might want to play with your tile graphics in Large size. So it's best if you make not only Small, but also Large versions of your custom sets. You can either construct a Large set the same way you constructed your Small set (starting from scratch), or you can use your graphic utility's Resize function (if it has such a function, it may exist under a different name).

To enlarge Small tiles

Enlarge the Small tiles 150%, or enlarge the picture to 720x525 pixels. Then save with a name beginning with "L-". The game requires the Small tiles file to be 720x525 pixels exactly.

To reduce Large tiles

Reduce Large tiles 66.6%, or reduce the picture to 480x350 pixels. Then save with a name beginning with "S-". The game requires the Small tiles file to be 480x350 pixels exactly.

The Team Tile Set!

In the Custom Tilesets folder is a special tile set containing faces of many of the folks who contributed to this game. If you are in low-res mode, look for "S-TEAM.BMP" -- if you're in high-res mode, look for "L-TEAM.BMP."



Here are the names to go with the faces:

1. Alexander Mialo (Creat)
2. Andrey Kaliukin (Creat)
3. Anton Lomakin (Creat)
4. Avenir Sniatkov (Creat)
5. Dmitry Kholodov (Creat)
6. Fidail Guilmoutdinov (Creat)
7. Natasha Kholiavko (Creat)
8. Vladimir Tchernych (Creat)
9. Chris Thacker (Presage)
10. Garrick Damir (Presage)
11. Kenny Harris (Presage)

12. Mike Terpstra (Presage)
 13. Nina Gentile (Presage)
 14. Paul Gorman (Presage)
 15. Steve Snyder (Presage)
 16. Bill Fisher (Quicksilver) -- 2 images (green border)
 17. Otmar Schlunk (Quicksilver) -- 2 images (white border)
 18. Michael "mig" Gerard (Quicksilver)
 19. Dan "babyboy" Clarke (Quicksilver)
 20. Gary Graeper (Quicksilver)
 21. Redmond Urbino (Quicksilver) -- 2 images (red border)
 22. Tim Hume (Quicksilver)
 23. Brian MacDonald (Quicksilver) -- 2 images
 24. Sarah McKinley Oakes (Quicksilver) -- 2 images (purple border)
 25. Steve Roney (Quicksilver)
 26. Eveline Cureteu (Activision) -- 2 images (orange border)
 27. Heather Maxwell (Activision)
 28. Oussama Akiki (Activision)
 29. Chris Owens (Activision)
 30. Bill Black (Big Fat Kitty)
 31. Ed Clune (Activision)
 32. Jeff Spierer (Activision)
 33. Jeremy Gage (Activision)
 34. Marietta Pashayan (Activision)
 35. Tom Sloper (Activision) -- 4 images (yellow border)
 36. Scott Lahman (Activision) -- 4 images (light blue border)
- Back: The Activision "V"
- Joker: Bob Sloper (Tom's cat)

We all sincerely hope you enjoy playing the game we worked so hard to create!

Contents

Shanghai For Kids

In Kids' mode, layouts are always comprised of 72 or fewer tiles. In Kids' mode, you can hear a voice telling you how to play, and giving friendly encouragement. Additional voice instructions are given by clicking on the Prompts box. Five tile sets were created especially for kids: the Spelling, Pets, Alphabet, Math, and Household Items sets. Kids will also enjoy the Prehistoric, Outer Space, Soccer Flags, Monsters, and Fantasy tile sets. There are also three buttons on screen which let you change tile sets and layouts, and switch between 1-player and 2-player games, without having to navigate the menus.



To Start Kids' Mode

- To start playing from the Title screen, click on the Kids button. This will take you to a layout with fewer than 72 tiles.
- To start Kids' Mode from Classic Shanghai or another game, go to the Games menu in the Menu bar and click on Kids' Mode.
- To change layouts in Kids' mode, click on the Layouts button on the screen, or use the Layouts menu. (If you want to play a custom layout, you'll need to use the Layouts menu.)
- To switch to the 2-player game from the 1-player game, click the 2-Player button on the screen, or use the Games menu.
- To change tile sets in Kids' mode, click on the Tiles button on the screen, or use the Tiles menu. For custom tile sets, use the Tiles menu.
- Listen to the audio cues for hints when playing the game. If you need additional help, click on the Prompts box.
- To look down into all the nooks and crannies of the layout, press the arrow keys to change camera angles.
- For more explanation of menu options, see Using the Menus.

Strategy and Hints

- Start with as small a layout as possible (with the smallest number of tiles), and build your way up.
- Listen to the audio cues.
- Concentrate first on long rows and tall stacks and remove pairs that will unblock as many tiles as possible so you can see what's under them.
- Plan ahead as many moves as you can.
- If you no longer need the voice prompts, you can play Classic Shanghai using Kids' layouts buttons onscreen). Or you can remain in Kids' mode and turn off the voices. Under the Preferences menu, select Sounds And Music to do this.

Next chapter:

 [Two-Player Shanghai](#)

Two-Player Shanghai

Two-player Shanghai allows two people to play against each other on the same computer, taking turns using the same mouse. Each player's cursor is a different color. A computer voice announces the beginning of each player's turn and a buzzer signals the end of the player's turn.

There are three ways to play a two-player game of Classic Shanghai:

- **Most Tiles** (Count Down Timer)
- **Best Time** (Count Up Timer)
- **Competition**

In the **Most Tiles** (Count Down Timer) game, the object is to have the highest score (tile count) at the end of the game. A turn ends when the player's timer (counting the seconds down from the 30-second default setting) runs out, or the player makes a match, whichever occurs first. Then the second player takes his/her turn and tries to match a pair within the set time limit, and so on. The player gets two points for finding a match within the time limit, and 0 points if s/he's unsuccessful.

In the **Best Time** (Count Up Timer) game, the object is to have the lowest total time at the end of the game. An endless timer runs (counting seconds upwards) during each player's turn. The first player's turn ends only when the player has matched one pair of tiles. Then the second player takes his/her turn at finding a match within the shortest possible amount of time. To Pause the game, you can select **Pause** from the File menu, or press **Ctrl-P**.

Competition is a two-player game in which one player clears a layout, then next player clears same layout (using same exact arrangement of tiles). A timer keeps track of how long it takes each player to clear the layout; and the game also keeps track of the number of times layout has to be shuffled before it's cleared.

To Start Two-Player Shanghai

- On the Title screen put the cursor on **Shanghai**, and when the popup menu appears on the screen, select

2-Player.

- To start a two-player game from within another game mode, go to the Games menu in the Menu bar and select **2-Player**.
- When the Two-Player setup screen appears, select your options, then click **OK** to begin playing.
- To change layouts, go to the Layout menu in the Menu bar and click on the layout of your choice.
- To change tile sets, go to the Tiles menu in the Menu bar and click on the tile set of your choice.
- To change two-player games, go to the Games menu and select **2-Player**. Make your selection on the dialog box.
- To turn off tile animations, click on **Tile Animation** in the Preferences menu.
- To return to Classic Shanghai or another game from Two-Player mode, just pull down the Games menu and select the game of your choice.

Strategy and Hints

- Plan your next move during your opponent's turn.
- When the clock is running, you might want to turn off the tile animations.
- When sharing a mouse, make sure you don't click after your turn ends, or you'll score points for your opponent!
- Listen for audible cues, especially in the Most Tiles game, and watch the cursor -- if it changes color, your turn has ended.
- If you get a draw game and the Wall Of Fame comes up, type in both names on the same line -- you should both share the limelight equally.

Next chapter:

 [Windstorm](#)

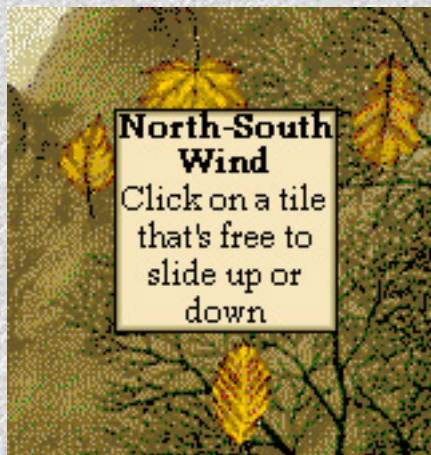
Windstorm

Windstorm adds a whole new dimension to playing Shanghai. Instead of just matching tiles that are free to slide left or right, in Windstorm, tiles are matched according to the prevailing wind.



When the prevailing wind is East-West, tiles can be matched when they are at a left or right edge. The prevailing wind changes to East-West when East or West Wind tiles are matched.

If the prevailing wind is East-West, tiles can only be matched the regular way: those that can be imagined to slide right or left. If the prevailing wind is North-South, tiles can only be matched that can slide up or down.



When the prevailing wind is North-South, tiles can be matched when they are at a top or bottom edge. The prevailing wind changes to North-South when North or South Wind tiles are matched.

And when there's a whirlwind, you've got it easy! Tiles can then be matched that can be imagined to slide

either left/right or up/down.



When a whirlwind is in effect, tiles can be matched at any edge. Whirlwind occurs when a pair of Dragons are matched.

The prevailing wind changes when Wind tiles (EWSN) are matched that differ from the current prevailing wind. A windstorm occurs when two Dragon tiles are matched.

A whole new strategy for winning the game must be employed when the winds change. Once you have mastered the strategy, it is recommended that you use the Advanced or Master layouts when playing Windstorm.

You can tell what the prevailing wind is at any time during the game by the Prompts box and by the blowing leaves behind the layout.

Windstorm is best played with a tile set that contains Winds and Dragons. All of the Mah-Jongg tile sets, and all of the new Shanghai: Second Dynasty tile sets, work well for this game. If you choose to use a tile set that does not contain Winds or Dragons, the winds will seem to change randomly as you match tiles. The new non-Mah-Jongg tile sets included with Shanghai: Second Dynasty (India, Tarot, Soccer, Monsters, Pets, Spelling) have special tiles for the Windstorm game.



Example Winds and Dragons. Winds change the tile-matching direction from East-West to North-South, or vice versa. Dragons cause a "Whirlwind," in which tiles can be matched in any direction.

If you play Windstorm with a tile set other than a Mah-Jongg set (or with a non-Mah-Jongg tile set that was included in Shanghai: Dynasty, such as Astrology, Egypt, Prehistoric, Outer Space, Alphabet, Household) you will in time learn which tiles in those other sets correspond to the Winds and Dragons in the Mah-Jongg sets.

To Start Windstorm

- On the Title screen put the cursor on Shanghai, and when the popup menu appears on the screen, select Windstorm.
- To start a Windstorm game from within another game mode, go to the Games menu in the Menu bar and select Windstorm.
- To change layouts, go to the Layout menu in the Menu bar and click on the layout of your choice.
- To change tile sets, go to the Tiles menu in the Menu bar and click on the tile set of your choice.
- To turn off tile animations, click on Tile Animation in the Preferences menu.
- To return to Classic Shanghai or another game from Windstorm mode, just pull down the Games menu and select the game of your choice.

Strategy and Hints

- Learn to watch the prevailing wind to make sure you are looking for the currently available tile matches.
- Choose Winds matches wisely. Sometimes it may be better to wait a few moves before changing the prevailing wind. Other times, changing the prevailing wind as soon as you see the match will open up several other matches.
- Take advantage of a whirlwind. You can open up space for a greater number of matches by using your whirlwind dragons (or other whirlwind tiles) wisely.

Next chapter:

 [Arcade Mode](#)

Arcade Mode

Arcade Mode pits you against the clock. The game will present you with a series of 25 Shanghai layouts. You may use any tile set while playing Arcade Mode, and you may change tile sets at any time. At the end of the series, your score is a result of how fast you have cleared each layout.



The screenshot shows the 'Arcade Mode Game Setup' dialog box. It has a title bar with the text 'Arcade Mode Game Setup'. Inside, there is a section for 'PlayerName:' with a dropdown menu currently showing 'Player 1'. Below this is a 'Rules:' section containing a paragraph of text: 'Play a series of 25 Shanghai layouts. You are scored by how fast you succeed in clearing each layout. Earn more Moves & Backs in the Bonus Round, every 5th level.' To the right of the rules, there are two settings: 'Timer' set to '3:00' and 'Difficulty' set to '2 Medium', both with up/down arrow buttons. Below these is a checkbox labeled 'Moves & Back' which is checked. At the bottom right are 'Cancel' and 'OK' buttons, with a yellow pencil icon pointing at the 'OK' button.

Arcade Mode Game Setup

PlayerName:

Player 1

Rules:

Play a series of 25 Shanghai layouts. You are scored by how fast you succeed in clearing each layout. Earn more Moves & Backs in the Bonus Round, every 5th level.

Timer 3:00

Difficulty 2 Medium

☒ Moves & Back

Cancel OK

When the Arcade Game Setup dialog appears, you can type in your name, and you can configure the options to vary the challenge.

TIMER - You can set the timer from one to six minutes, or you can choose No Timer. When the timer is set to one minute, the clock will run out in one minute if you don't remove any pairs.

DIFFICULTY - You can set the difficulty from Easy, Medium, Advanced, and Master. The difficulty setting determines the amount of time added back to your timer when you remove a pair of tiles. At the Easy setting, 5 seconds are added to the timer when you remove a pair. At the Master setting, only 2 seconds are added.

MOVES & BACK - When this option is on, you begin the game with three "Show All Moves" and three "Back One Move." You can ask the computer to Show All Moves by hitting Ctrl-M (Macintosh: Command-M) or by clicking the Moves button at the bottom right corner. You can ask the computer to put Back One Move by hitting Ctrl-B (Macintosh: Command-B) or by clicking the Back button at the bottom left corner. For the greatest challenge, turn this option off.

SCORING - Speed is essential in Arcade Mode. You are scored purely by how fast you remove pairs. In Arcade Mode, there are two types of tiles for scoring purposes: Simple and Non-Simple. A Simple is a numbered suit tile between Two and Eight. Non-simples are Ones, Nines, Winds, Dragons, Flowers, and Seasons. *Note: If you use a non-mah-jongg tile set (a tile set that does not actually have Simple and Non-simple), the tiles are still scored as Simple and Non-simple, even though you can't see a direct correlation with those mah-jongg tiles.*

	<u>Non-simple</u>	<u>Simple</u>
Removal of pair within 2 seconds:	300	200
Removal of pair within 3rd second:	290	190
Removal of pair within 4th second:	280	180
Removal of pair within 5th second:	270	170
Removal of pair within 6th second:	260	160
Removal of pair within 7th second:	250	150
Removal of pair within 8th second:	240	140
Removal of pair within 9th second:	230	130
Removal of pair within 10th second:	220	120
Removal of pair after 10th second:	210	110
Kong (4 of a kind)	500	
Clearing the stage	500	
Virtual Coin *	Score divider	

*What is a Virtual Coin:

In an arcade game when you lose, you have to put in another coin. So in Arcade Shanghai, you have to put in a "virtual" coin when one of the following happens:

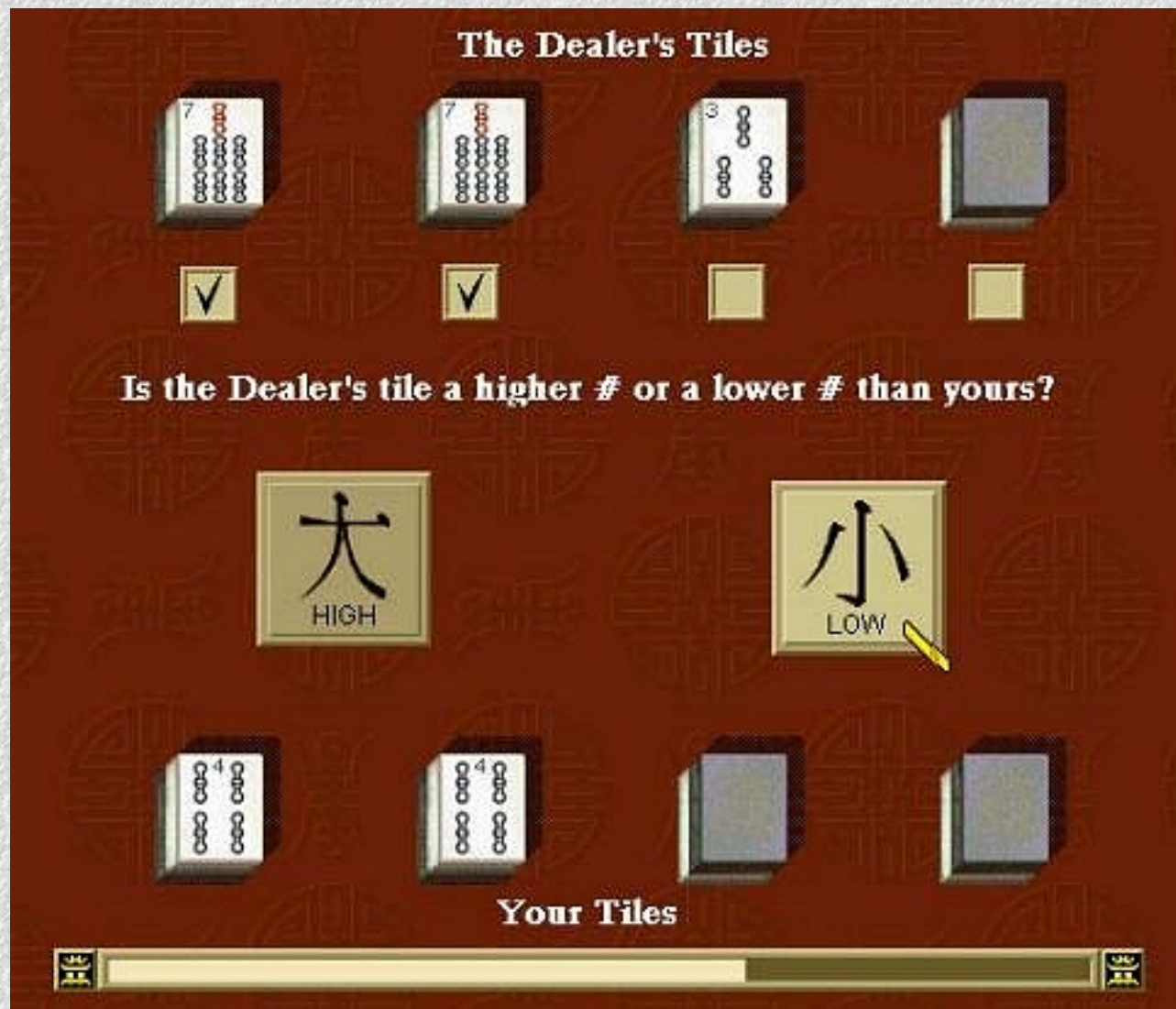
1. Shuffling after No More Moves ("Deadlock")
2. Continuing after No More Time ("Time Out")

Whenever you Shuffle the tiles after getting into a deadlock, or whenever you Continue after running out of time, it costs you a "virtual coin." At the end of the game, the final score is divided by the number of virtual coins you have put into the Shanghai Arcade machine. In actuality, you get one free coin! Consider: if you only use one virtual coin, the final score is divided by one, which does not reduce your score at all.

KONG - When you remove two identical pairs in a row (for instance, a pair of Three Dots and then the other pair of Three Dots), you earn a special 500-point bonus. In mah-jongg, four of a kind is called a "kong," so a little man bangs the "kong gong" whenever you remove four of a kind.

While you are playing Arcade Shanghai, you need to move quickly! Keep removing pairs to keep putting time back on the timer. If the timer gets too low (when it gets down to 1/5 of its full length), you will hear a warning sound. When the timer is set to one minute, the warning sound begins when there are only 12 seconds left on the timer. When the timer is set to six minutes, the warning sound begins when there are 72 seconds left on the timer.

Every fifth level you get to play a Bonus Round where you can earn extra points and **Moves** and **Backs**.



In "High or Low" you just click the "High" or "Low" button depending on whether you think the dealer's tile is a higher or lower number than your tile. Don't take too long!

BONUS ROUND!

Follow the tile



In "Follow The Tile" observe which tile is highlighted. Be quick, because then they get turned face-down...



...then they get shuffled! Follow your tile and click it.

To Start Arcade Mode

- On the Title screen put the cursor on Shanghai, and when the popup menu appears on the screen, select Arcade Mode.
- To start an Arcade Mode game from within another game mode, go to the Games menu in the Menu bar and select Arcade Mode.
- When the Arcade Mode setup screen appears, select your options, then click OK to begin playing.
- To change tile sets, go to the Tiles menu in the Menu bar and click on the tile set of your choice.
- To turn off tile animations, click on Tile Animation in the Preferences menu.
- To return to Classic Shanghai or another game from Arcade Mode mode, just pull down the Games menu and select the game of your choice.

Strategy and Hints

- Turn off tile animations so that you can get the best time.

- Winds, Dragons, Flowers, and terminals earn extra points, so be sure to match those before time runs out.
 - Watch the timer gauge at the bottom of the screen. When you still have a lot of time left on the clock, take an extra moment to plan your strategy a few moves in advance. It'll help to keep you from getting stuck in a No More Moves situation.
 - Use your Backs & Moves sparingly - you only get a limited number.
-

Next chapter:

 [Dynasty](#)

Dynasty

Dynasty matches your Shanghai skills against one to four opponents. (Your opponents can be computerized or human.) To play against real people over the Internet (Windows 95 only), see [Playing the Multiplayer Games Online](#). In Dynasty, the goal is to be the first to clear your layout. The game is played according to normal Shanghai rules - remove pairs of tiles which match, and which are free to slide left or right. Each player has his own 72-tile layout. The first player to clear the layout is declared the winner of the round.



In the 2-player version, you can see the faces of your opponent's tiles.



In the 5-player version, your opponents' tiles are smaller. You can still monitor progress.

You can only click on tiles in your own layout - you cannot click on tiles in opponents' layouts. Your layout is always the one on the left. When you play against one opponent, the opponent's layout and tiles (on the right side of the screen) are as large as yours - but when you play against multiple opponents, your opponents' layouts and tiles are half the size of yours (and you can't see tile designs on half-sized tiles).

Dynasty Scoring: The first player to clear his layout wins. The player is awarded one point for each tile remaining on all opponent layouts. The first player to win two rounds wins the game.

At any time during a Dynasty game, you can change your tile set or your preferences without affecting the game in progress. Most of the Help menu options (i.e., Show all moves, Suggest a Move) are not available in Dynasty.

Power Tiles

Power Tiles bring even more fun to the game of Dynasty. They can either help you gain an edge on your

opponents, or do nasty things to them and slow them down. To play with Power Tiles, select the **Power Tiles** option in the dialog box that appears when you select **Dynasty** from the Games menu. The Power Tiles look like Jokers.



The number of Power Tiles is the same in all the players' layouts, but their powers may be different. When a pair of Joker tiles is matched, one of these seven Powers (selected randomly) is unleashed upon the game.

- **Shuffle** - When this Power is activated, your opponents' remaining tiles are shuffled within the layout. Your opponents will have to adjust their strategies!
- **Scramble** - When this Power is activated, your opponents' remaining tiles are not only shuffled, but they are also reorganized into a different structure.
- **Back Three Pairs** - When this Power is activated, three pairs (six tiles) which had been removed from your opponents' layouts are put back - your opponents will have to play those moves over again!
- **Show All Moves** - When this Power is activated, all available matches on your layout are highlighted for you. Take a quick moment to memorize their location, then start removing them!
- **Take Three Pairs** - When this Power is activated, three pairs of tiles are automatically removed from your layout, giving you a jump on the competition!
- **Face Down** - When this Power is activated, all your opponents' tiles are turned face down for a limited period of time (a gauge indicates how much time is remaining for this Power). A player whose tiles are turned face down must play contemplation-style by clicking on tiles, turning them temporarily face up, and trying to remember where matching tiles lie.
- **Reverse** - When this Power is activated, all your opponents' mouse controls are reversed (up becomes down, left becomes right, etc.) for a limited period of time (a gauge indicates how much time is remaining for this Power). This Power is especially effective and confusing when used against a human player. When used against an A.I. opponent, this Power causes that opponent's movements to slow down.

With the addition of Power Tiles, if you get stuck during a game of Dynasty, you are not necessarily out of the game! An opponent might get a Power which would let you continue playing by changing your tiles around: your tiles might get shuffled and/or scrambled in a different order, or you might get three pairs back that may allow you to rethink your strategy.

To Start Dynasty

- From the Title Screen: Point the cursor at the **Shanghai** button. On the pop-up menu, select Dynasty. Or you can click the **Shanghai** button and start a game of Classic Shanghai. Then, when the layout appears on the screen, go to the Games Menu in the Menu bar, and select **Dynasty**.

- A dialog box appears on screen where you can select one to four Artificial Intelligence ("A.I.") opponents - simply check as many as you want.
- You can also change the difficulty setting for each opponent.
- Also in this dialog box you can decide whether you want to play Dynasty with Power Tiles or not by clicking on the box. When you're playing, the area at the bottom of your layout will give you Power Tile information.
- When you've finished making your selections, click **OK** to begin playing Dynasty.
- Most of the Help menu options are not available in Dynasty.
- To Play Dynasty against people (over the Internet) see [Playing the Multiplayer Games Online](#).
- When a Player finishes his layout, the game stops and a dialog box will ask you if you want to continue playing. (A complete game is won when a player wins two rounds.)
- To change the current Dynasty settings, go to the Games menu and click on **Dynasty Options**. This will bring up the Dynasty dialog box. If you want to return to the current game, click **Cancel**. To reset game settings to their default ("factory") settings, go to the Preferences menu and click on **Reset to Default**.

Strategies and Hints

- Concentrate on removing pairs that will unblock the most tiles.
- Plan ahead as many moves as you can.
- If all four of a tile are available, remove them all to unclutter the field.
- Identify as many matching pairs as possible. Check for tiles that need to be unblocked.
- If there are three matching free tiles, choose carefully, and leave the one that's blocking the least important tiles.
- You might consider turning the animations off (go to the Preferences menu and click on **Tile Animations** to remove the check mark and de-select).
- If you are playing with Power Tiles, use them as early as possible, to take full advantage of their "power." Watch the area at the bottom of the screen for information on Power Tiles.
- Pay attention to the layout and placement of the tiles in case a Power Tile sent by another player turns your tiles Face Down.

Next chapter:

 [Power Dragon's Eye](#)

Playing the Multi-Player Games on the Internet

(Windows Users Only)

The multi-player features described below are only available on the Windows version at this time. Multi-player internet play is not available for Macintosh.

Dragon's Eye, Dynasty, Pandamonium, and Mah-Jongg were designed to be played against other people - the ultimate opponents. In order to play these games against other people, your computer must be connected to other computers via the Internet. It's recommended that you first familiarize yourself with these games by playing against the A.I. opponents. That way you don't have to learn on the spot how to use the games' interfaces - and other players don't have to wait while you learn.

Starting a Multi-player Game on the Internet

First, your computer must be connected to the Internet. If you have to manually connect to your Internet Service Provider, do that before going on to the next step. Players who are always connected (for instance, via a LAN or via a cable modem) need not do anything, and can skip to the next step.

Next, there are two ways you can start a Multi-Player game on the Internet:

1. From the game's title screen, click the button labeled Multi-Player Connect.
2. From the Games menu in the game, select the Multi-Player Connect option.

After taking either of those actions, you need to fill in information about yourself on the Net Player Information dialog box.



Then you will be presented with a list of game servers. Choose a server in your country, or not too far from it. The farther the server, the poorer the lag time you will experience. If you can't tell where the servers are located, just pick any one with a low ping time on it (preferably under 500), and/or one with

lots of players listed on it.

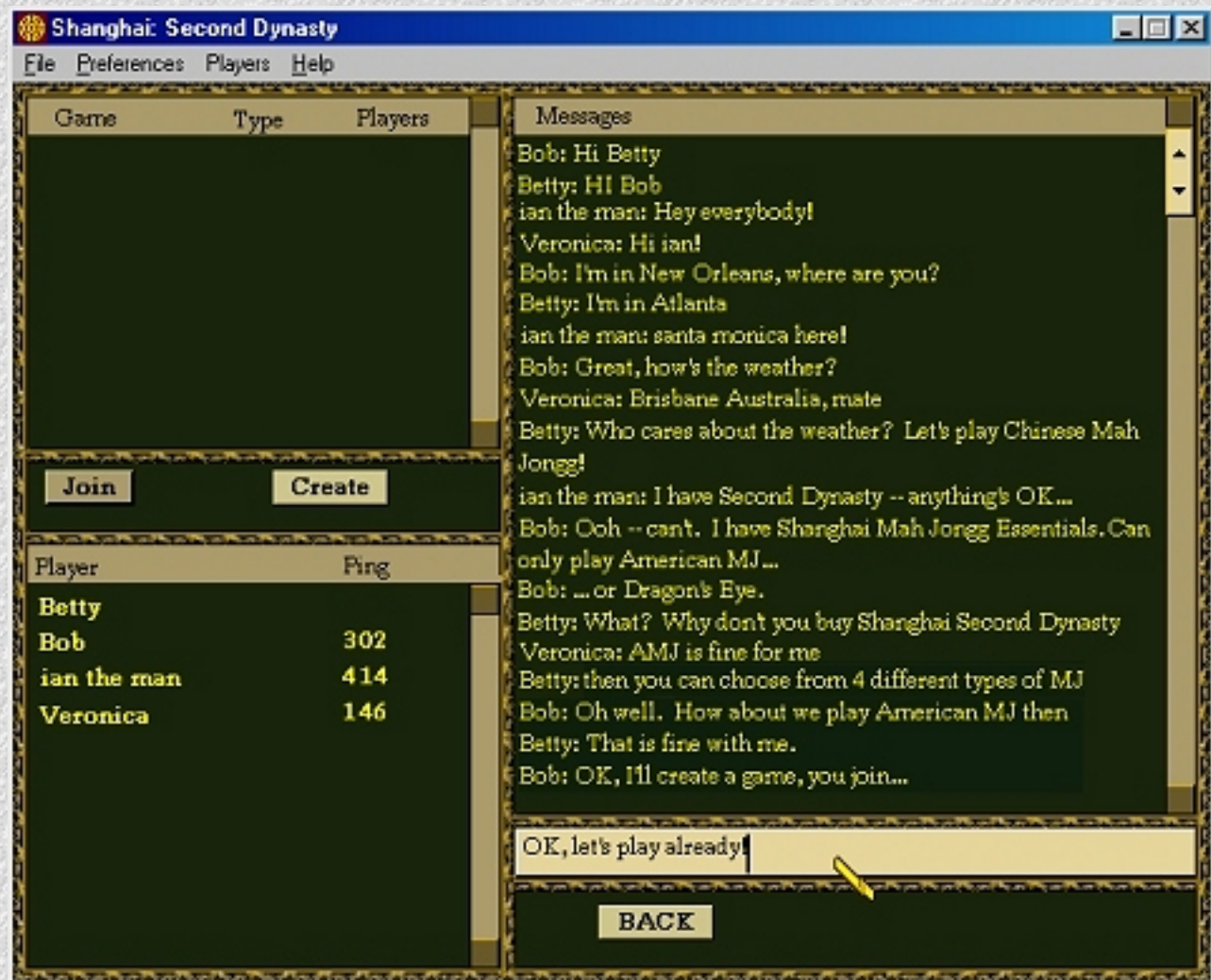


A screenshot of a game server selection window. The window has a dark background with a gold border. At the top, there are three columns: 'Server', 'Ping', and 'Players'. Below the columns is a list of servers. The first server, 'california12.activision.com', is highlighted in yellow. At the bottom of the window, there are two buttons: 'Cancel' and 'Connect'. A yellow pencil icon is pointing at the 'Connect' button.

Server	Ping	Players
california12.activision.com	10	3
us1.alink.activision.com	14	2
us3.alink.activision.com	25	4
us2.alink.activision.com	26	2
ags.ionet.net	114	0
uk1.activision.co.uk	167	0
nl.alink.gamepoint.net	181	0
germany.alink.kdt.de	202	0
stockholm.alink.fragzone.se	214	0
games.igateway.net	346	0
australia1.activision.com	461	0
activision.ciudad.com.ar	519	0
delta.coliseo.cl	837	0

Don't select one with a high ping number! If you play on a server with a high ping number (about 700 or above), you will experience lag problems. If you don't get a list of game servers, there is a problem with your Internet connection, and you need to fix it.

Select the Connect button to enter the Chat area. Hopefully you will find people there. Did you post challenges beforehand at the mahjong newsgroup or via the Gamegirlz Shanghai mailing list or via America Online? More about how to post challenges and find players below. For the moment, it's assumed that you have arranged to meet players, and there are players in the chat area when you arrive.



Type and press the Enter key on your keyboard to send messages to the other people you see listed there.

NOTE: You can play with players who are using Shanghai: Mah-Jongg Essentials. Those players do not have access to some game modes (they are not included in Shanghai: Mah-Jongg Essentials). Those players can not play the Dynasty, Pandamonium, Chinese Mah-Jongg, Japanese Mah-Jongg, or Western Mah-Jongg games with you. Make the most of it -- you can invite them to play American Mah-Jongg or Dragon's Eye with you.

If you don't see anyone, or if there are high ping times everywhere, go Back to the Servers List and try another server. Use the File menu and select Back.

To play a game, someone will need to "create" a game (by pressing the Create button). That player is called the host. Other players who want to play in that game need to join it (by highlighting the created game after it appears in the Games frame, then pressing the Join button).

Creating (Hosting) a Game

1. To create a game, press the Create button. That will create a new Game Lobby and the Host (you) will be the first person to show up there.



2. Select what kind of game it is that you'll play.

3. On the pop-up dialog box that appears, select the game options. Chat with the other players and make sure that they agree with the options you've selected.



4. Add computer players as needed.

- For Dynasty and Pandamonium, you can have from 2 to 5 players in all (including computer players).
- For Dragon's Eye, only 2 can play (if someone is going to play Dragon's Eye with you, you don't need computer players too -- if nobody is playing Dragon's Eye with you, then you don't need to be on the Internet, you can just play against a computer player without going online).
- For Mah-Jongg, 4 players are required. The computer will fill in any empty seats.

5. Adjust the difficulty of computer Artificial Intelligence players as desired.

- Highlight the A.I. player.
- From the Players menu, select A.I. Player Difficulty.
- Select desired difficulty setting.

6. When you're ready, ask all players to press Launch to go play.

7. Press Launch. It wouldn't be any fun if everybody else goes to play and you're not there!

Joining a Game Created (Hosted) by Someone Else

1. To join a game created by someone else, first highlight a game from the list, then click the Join button. (Note: after highlighting the game, you will see the names of the players appear in the Players list below the Join and Create buttons. If you decide not to join the game, you can deselect the game by clicking the Create button.)



2. After pressing Join, you go into the game lobby. Here you can view the options of the game, and chat about them, but only the Host (the person who created the game) can change the options.

3. When everyone is ready to launch, press the Launch button. You shouldn't be the last one to Launch.

Finding Players to Play With

When you decide to take the plunge and play Shanghai: Second Dynasty online, you may go to the servers and not find anyone. Here's some information on how to find opponents to play with.

First, when you go online, give the server list a moment to poll all the servers and find out how many players are online everywhere. Then make sure to look in all the servers. There are Shanghai players all over the world. But because of time zone differences, you are most likely to be online at the same time as others in your own time zone. Shanghai players tend to play weekends more often than other times. Most Shanghai players play solo -- so you should not expect to come to the game server(s) and find a horde of other players gathering there, unless you are aware of a pre-arranged meeting.

Many online players use ICQ (a free downloadable program that allows you to see if other players are online when you are) in order to connect up -- if you see that another player is online when you are, you can send that player a challenge to meet you at a specific Activision server. You can do an Internet search for ICQ and find it and download it for free (it is not provided by Activision). If you're using ICQ, you can send instant messages to each other even if there are game server problems. Contact www.icq.com for help with ICQ.

But the best thing to do is to pre-arrange play sessions in advance. You can post announcements looking for other players at news:rec.games.mahjong, or if you're an AOLer, at the AOL\Activision\General Discussions\Shanghai Dynasty bulletin board. Perhaps the best way is to join the GameGirlz Shanghai: Dynasty Gathering. Visit the GameGirlz web site: <http://www.gamegirlz.com>. To subscribe to the Shanghai list, send a message to shanghai-request@gamegirlz.com with the word "subscribe" in the body of the message. When posting an announcement, state what time you want to play (and what time zone you live in) and which game server you will use.

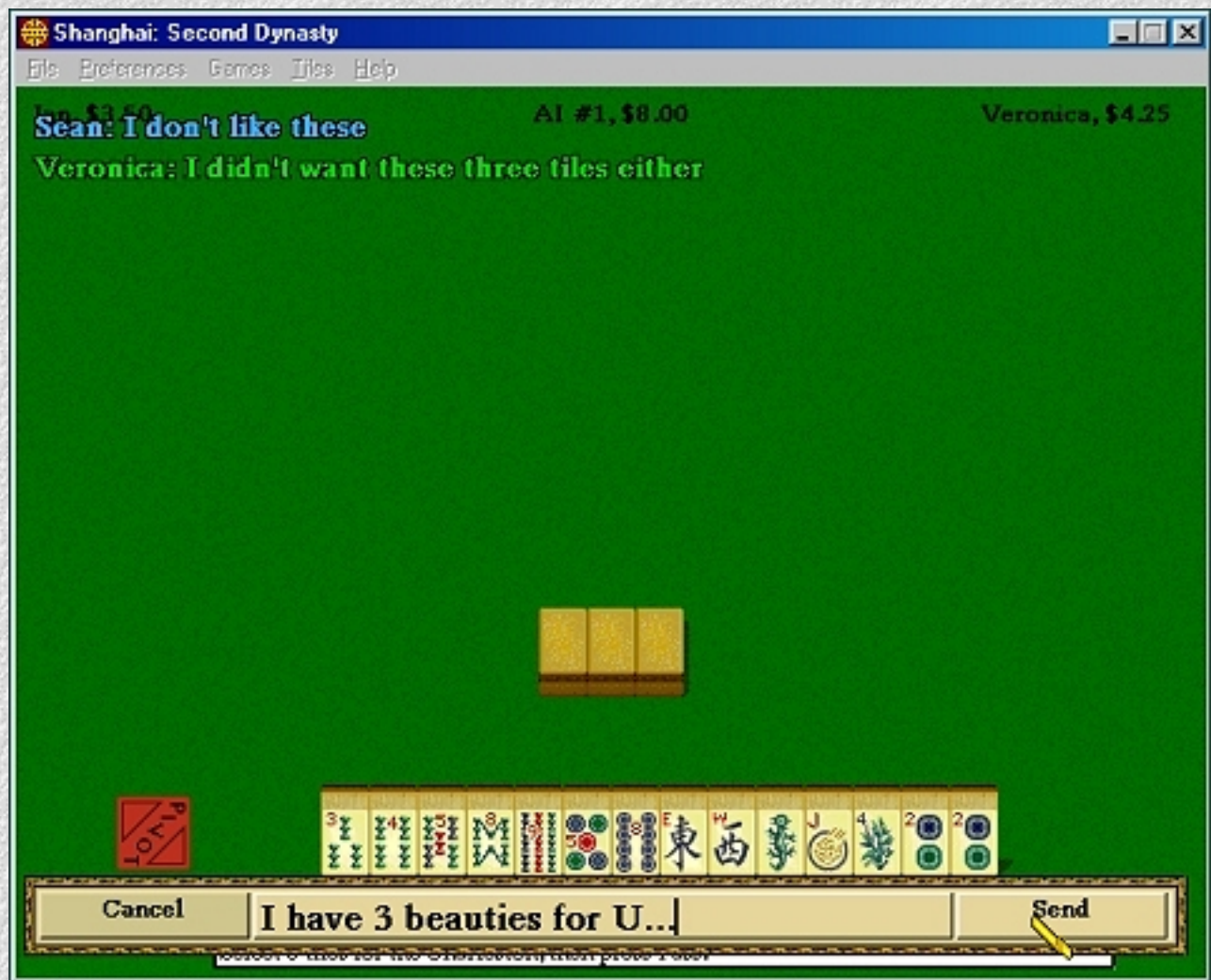
Online Etiquette

Be nice to others and others will be nice to you. Vulgar language and harsh words will not win you any friends (and may get you kicked out of the game server).

Use the Shift key to start sentences and names with capital letters, typing mostly in lower-case letters (the way you see it here in this guide). Typing in all upper-case letters is considered "shouting." And (e. e. cummings aside) typing in all lower-case letters is considered strange.

Chatting With Other Players During a Game

While playing online with other players (either in Mah-Jongg or in one of the Shanghai games), it is nice to be able to discuss rules and things with the other players. Not that you'll have a lot of time for chat! To type a message to the other players, first press the spacebar. This will open a window in which you can type a message. To send the message, you can press the Enter key the Send button. You can close the message-entry window by pressing the Escape key or the Cancel button.



If your only intention is to urge the next player to take their turn if they're lingering too long over their tiles, there's a button for that. The Urge button will gently remind the next player that other players are waiting. However, if any player has the sound on their computer turned off, they will not hear the Urge signal.

Setting Up a Power Dragon's Eye Game

If you have not yet read the section on Creating (Hosting) a game above, please do so.

Before you can play:

1. Set the game type as "Dragon's Eye."
2. Set the options.
 - a. Which of you will be the Slayer, and which the Master?
 - b. Which layout do you want?
 - c. Do you want the Power Tiles or not?

3. Chat with the other players and make sure they agree with the options you've selected.
4. Let the connection stabilize by chatting before you launch. You don't want to try to play if someone shows high ping numbers -- high numbers (above about 700) are very bad, and there will probably be bad lag, and the game will probably be very slow.
5. Ask the other players to launch when ready. You should be the last one to launch.

During the game:

Many menu items that were available when playing offline are no longer available when playing online. See also [Chatting With Other Players During A Game](#) and [Troubleshooting Internet Play](#), below.

When one player wins, you will see an Endgame Results dialog box. You can choose to play a new game or exit. If both players select New Game, a new game will begin. If you select Exit, you will be returned to the chat area. You can also exit at any time by clicking the X button at the upper right corner ,or by selecting Exit from the File menu, or by selecting Multi-Player Connect from the Games menu.

See also [Chatting With Other Players During A Game](#), and [Troubleshooting Internet Play](#), below.

Setting Up a Dynasty Game

Set the Game type as Dynasty.

Set the options.

As Host, you can select whether Power Tiles will be used or not, and you can select the Dynasty layout upon which the game will be played. You can select a layout supplied with Shanghai: Second Dynasty, or a custom Shanghai layout that you have created or acquired by clicking the Browse button and selecting the custom layout file from your hard drive. (The other players do not have to have that custom layout on their hard drives - the game will provide the layout and the arrangement of the tiles to the other players. Note: after the game is done, the custom layout will not be present on other players' hard drives if it was not present before the game.)

Set the A.I. players -- how many do you want, and what difficulty level?

Dynasty can be played by a maximum of five players. The other players can be any combination of human and A.I. players. All human players' names automatically appear when those players have joined the game; all A.I. players (as defined by the Host) are simply called "A.I. #3" or "A.I. #4," etc.

Playing Dynasty Online

No More Moves

When Power Tiles are used online, your game is not necessarily over when you hit a No More Moves situation - since there are real people playing (not just artificial beings inside your computer), somebody cares who wins - and somebody might get a Power Tile that gives you another chance to continue playing. So if you see the No More Moves box, hang in there - you still have a chance!

Ending the game

The player who clears his/her layout first is declared the winner of the round. The first player to win two rounds wins the game. You are returned to the chat area after a game winner is declared. There is no Wall of Fame when playing online.

Tile sets

All players can be playing with their favorite tile sets - the game does not care if Player 1 is using the Mah-Jongg tiles, and Player 2 is using the Fantasy tiles, and Player 3 is using a custom tile set, for example. It is strongly recommended that you only use a tile set that is installed on your hard drive; playing online with a tile set that requires frequent accessing of the CD will likely cause delays while playing.

If there are problems:

If any player's computer is disconnected (intentionally or accidentally) from the game during play, that player is automatically out of the game. His/her layout is marked as though it had reached a No More Moves situation, and s/he is ineligible for a win.

Setting Up a Pandamonium Game

Set the game type as Pandamonium

Set the options

As Host, you can select the Shanghai layout upon which the game will be played. You can select a layout supplied with Shanghai: Second Dynasty, or a custom Shanghai layout that you have created or acquired by clicking the Browse button and selecting the custom layout file from your hard drive. (The other players do not have to have that custom layout on their hard drives - the game will provide the layout (and the arrangement of the tiles) to the other players. Note: after the game is done, the custom layout will not be present on other players' hard drives if it was not present before the game.)

Set the A.I. players -- how many do you want, and what difficulty level? Pandamonium online can be played by a maximum of five players. The other players can be any combination of human and A.I.

players. All human players' names automatically appear when those players have joined the game; all A.I. players (as defined by the Host) are simply called "A.I. #3" or "A.I. #4," etc.

Playing Pandamonium

Many menu items that were available when playing offline are no longer available when playing online. See also [Chatting With Other Players During A Game](#) and [Troubleshooting Internet Play](#), below.

No More Moves:

When a No More Moves situation occurs (as it is bound to do, with so many people playing simultaneously on one layout), the game automatically shuffles the tiles.

Ending the game:

The game ends when all the tiles are gone or the game is unplayable. The winner is the player who removed the most tiles. In the case of a Draw Game, you'll just have to play again (and ain't that just a shame)! When the game ends, you are returned to the chat area. You can start a new game if you want to play again.

Tile sets:

All players can be playing with their favorite tile sets - the game does not care if Player 1 is using the Mah-Jongg tiles, and Player 2 is using the Fantasy tiles, and Player 3 is using a custom tile set, for example.

If there are problems:

If any player's computer is disconnected (intentionally or accidentally) from the game during play, that player is automatically out of the game. His/her tile count ceases being added to, and s/he is ineligible for a win.

See also [Chatting With Other Players During A Game](#) and [Troubleshooting Internet Play](#), below.

Setting Up a Mah-Jongg Game

Select the options. Make sure you discuss the options with the other players. They might get mad at you later if you don't. Some Mah-Jongg players have strong opinions about optional table rules.

Set the A.I. players -- what difficulty level do you want them at? Mah-Jongg requires four players. If you cannot find three other people to play with, the computer will fill in the remaining seats with A.I. players.

All human players' names automatically appear when those players have joined the game; A.I. players are simply called "A.I. #3" or "A.I. #4," as appropriate.

During the game:

Many menu items that were available when playing offline are no longer available when playing online. See also [Chatting With Other Players During A Game](#) and [Troubleshooting Internet Play](#), below.

Urge

When playing online, an Urge button is displayed in the interface button array. This button can be used to "urge" a slow player into hurrying up and making his/her move.

Autopass

The Autopass feature is important when playing online. If all players have Autopass turned on, the game will move quickly. But if a player needs a full opportunity to consider whether to take discarded tiles or not, that player could turn Autopass off. However, then the player would need to be considerate of other players, and quickly press the Pass button after each discard.

Ending the game:

1. American Mah-Jongg never ends until the players decide to stop. When you decide to stop, there are four ways to go:

- On the score dialog, press the Exit button.
- In the File menu, select Exit.
- Press the X button at the upper right corner.
- In the Games menu, select Multi-Player Connect.

2. Chinese and Western Mah-Jongg end after four rounds. The game will let you know who won. If you press the OK button, a new game will start. To exit the game, press the X button at the upper right corner, or select Exit from the File menu.

3. Japanese Mah-Jongg ends after two rounds. The game will let you know who won. If you press the OK button, a new game will start. To exit the game, press the X button at the upper right corner, or select Exit from the File menu.

When you exit the game, you will then be returned to the Internet chat area.

If there are problems:

See [Chatting With Other Players During A Game](#) and [Troubleshooting Internet Play](#), below.

While playing online with other players (either in Mah-Jongg or in one of the Shanghai games), it is nice to be able to discuss rules and things with the other players. Not that you'll have a lot of time for chat! To type a message to the other players, first press the spacebar. This will open a window in which you can type a message. To send the message, you can press the Enter key the Send button. You can close the message-entry window by pressing the Escape key or the Cancel button.

If your only intention is to urge the next player to take their turn if they're lingering too long over their tiles, there's a button for that. The Urge button will gently remind the next player that other players are waiting. However, if any player has the sound on their computer turned off, they will not hear the Urge signal.

Troubleshooting Internet Play

If you think there is a problem, try to chat with your opponent by pressing the spacebar on your keyboard. Type your message, then press Enter. If you can't chat (if pressing the spacebar doesn't open a chat window), click on the game's title bar to make sure that the game window is the active window, and try again. If you can chat, discuss the problem with your opponent. If your opponent doesn't respond, there may be a problem.

If a player drops out of the game, the computer takes over for that player. The remaining players can continue playing, or you can return to the chat area to try to meet up with that player again. Note that there may be a 40-second delay before a player whose game was exited "abnormally" can be detected by the server.

If you have an instant messaging program like ICQ, you can send messages to that player to see where the player is. If the connection was severed, you may both be playing against computer opponents.

Most problems are caused by Internet lag. If you are playing with someone far away, or who has a poor Internet connection, or if your Internet connection is poor, or it's raining somewhere, you might experience lag problems. The best thing is to just quit the game (either from the File menu or by clicking the X button at the upper right corner of the game window) and try a new game, at a different server.

Ending Internet Play

When you exit a multiplayer game by clicking the Exit button, you return to the chat area. If you click the X button at the upper right corner of the game window, you return to Windows. From the chat area, clicking the Back button returns you to the Shanghai: Second Dynasty title screen.

Power Dragon's Eye


There are several ways to play Power Dragon's Eye. You can play as either the Dragon Slayer or the Dragon Master, and you can play against an A.I. (Artificial Intelligence) opponent or against a friend (both of you sitting at one computer and sharing one mouse), or against a friend over the Internet (Windows users only; see [Playing the Multiplayer Games Online](#)).

Getting Started

On the *Shanghai: Second Dynasty* title screen, click on Shanghai. Choose Dragon's Eye from the pop-up menu, or...

To start a Power Dragon's Eye game from within another game mode, go to the Games menu in the menu bar and select Power Dragon's Eye.

Dragon's Eye Game Setup

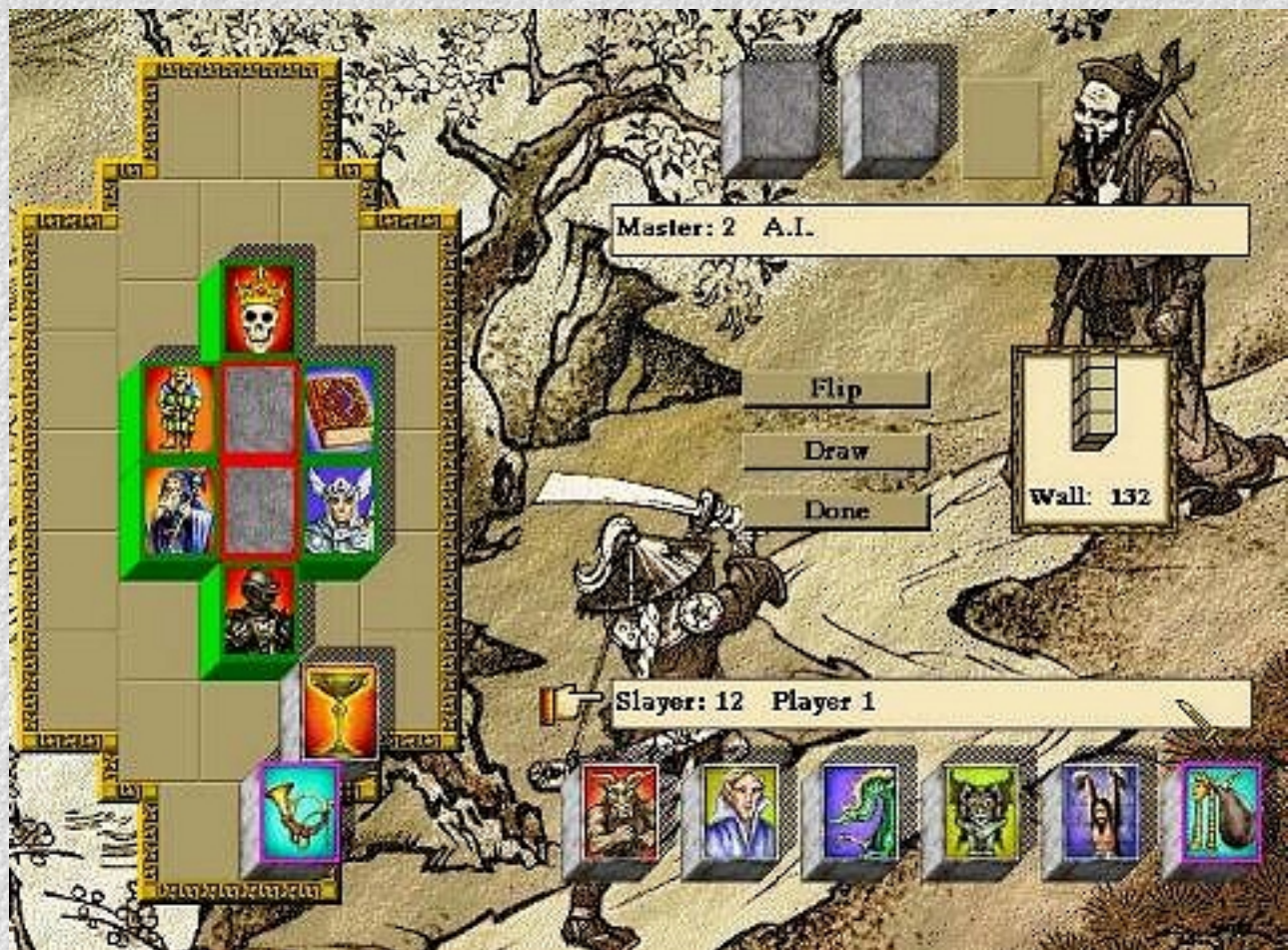
Dragon Slayer:	Dragon Master:
Player 1 ▼	Player 2 ▼
<input type="checkbox"/> A.I.	<input checked="" type="checkbox"/> A.I.
Rules:	
In turns, the Master endeavors to fill the layout and the Slayer endeavors to clear the central eight spaces (or at least prevent the layout from being filled).	
<input checked="" type="checkbox"/> Use Power Tiles	
Layout:	
Dragon's Eye Original ▼	Defaults Cancel OK 

On the Dragon's Eye Game Setup dialog, choose whether you want to be the Dragon Slayer or the Dragon Master.

Check the Use Power Tiles box if you want a game with unexpected twists. Choose your preferred game layout and click OK.

The Dragon Display

On the left side of the screen is the Dragon display. When you start a game, eight tiles appear on the board. The six face-up tiles are the Dragon's "limbs" and the two face-down tiles are the Dragon's "heart." Should they later become cleared, you'll see that the spaces beneath the limbs are light brown and the spaces beneath the heart are dark brown.



At the bottom right side of the screen are six tiles; these form the Dragon Slayer's hand. There are also three tiles at the top right of the screen; these form the Dragon Master's hand.

Objective

The objective of the Dragon Master is to build the Dragon to full strength by filling all spaces on the display one level high, and all spaces on the Dragon's heart and limbs two levels high. The Dragon Slayer, on the other hand, tries to remove all tiles from the "heart" and "limb" spaces. In either case, this is an automatic victory for the winning player. Players gain points during a game as explained in the Scoring section.

How to Play

The Dragon Master places tiles on the Dragon display to fill it up. The Dragon Slayer tries to remove matching tile pairs from the display to empty it, but he must place a tile on the display if he can't find a match.

A tile becomes blocked when tiles are placed adjacent to it on both sides and cannot be removed until it is unblocked. Blocked tiles are inverted. When the Dragon Slayer removes a tile that blocks others, the now-unblocked tiles turn face up and are available to be removed.

Second-level tiles are placed only on eligible face-down tiles of the heart and limbs. These eligible tiles are highlighted to indicate that they are eligible.

As soon as the last open space in the layout is filled (including the second level), and the Dragon Slayer can't make any more moves, the game ends (the Dragon Master wins). If all tiles are removed from the heart and limb spaces, the game ends (the Dragon Slayer wins). If all 144 tiles have been drawn and played and the Dragon display is not completed or emptied, the game ends; in this case, the players' scores are compared to determine the winner.



Variations

In the default settings, you play Dragon's Eye as the Dragon Slayer, with the computer playing the Dragon Master.

When you play solitaire against the computer, you see the tile played by the computer if it's placed face up on the display, but not if it's placed face down. The tiles in your hand are always face up.

In two-player mode, players alternate turns as usual. Both hands are face down. When your turn comes, have the other player look away and select Flip to turn your hand face up. When you finish your turn by selecting Done, your hand automatically flips face down.

The Dragon Slayer's Turn

The Dragon Slayer always goes first. If you are playing against another player, select Flip to turn the tiles in your hand face up. Note that there is a finger pointing to your hand when it is your turn.

You have five tiles in your hand to begin with. As your turn begins, a sixth tile is automatically drawn for you.

You now try to remove matching tile pairs from the Dragon display. Removing tiles is the same as in Shanghai. You select a tile in your hand or on the board and then select a matching tile. The tiles are removed. You may remove as many tiles as you can or wish to. You may not match two tiles in the hand. You may match two tiles on the layout, or one in the hand with one in the layout.

If you ever have less than five tiles in your hand, you can immediately draw new tiles using the Draw button on the display. You continue to match tiles until you no longer can or wish to.

If you have six tiles and can make no matches, you must discard one of the tiles in your hand onto the Dragon display. Select the tile you wish to discard and then the space on the board where the tile is to go. At the end of your turn, you can have a maximum of five tiles in your hand.

Once you've completed all available actions for a turn, you may need to select Done to end your turn; in the two-player mode, your tiles will also flip over. The finger now points at the Dragon Master's hand.

The Dragon Master's Turn

The Dragon Master always goes second. When the finger points at your hand, it's your turn. You start the game with three tiles. In a two-player game, select Flip to turn your tiles face up.

In your turn, you place one of these tiles on the board.

You face only one restriction when placing tiles. If any Dragon "heart" or "limb" space is open (they are the light and dark brown spaces in the center of the display), you must fill this space, with a heart space having precedence over a limb. If the heart and limb spaces are all filled, you can place the tile anywhere.

You will want to place tiles to block as many spaces as possible.

After you place a tile, your turn ends automatically. At the appropriate time, the computer will automatically draw a tile for you. You never have more than three tiles in your hand.

POWER TILES

The game of Dragon's Eye has been part of the Shanghai dynasty since 1990, but in this version we've added something new -- Power Tiles. As in the Dynasty game, the Power Tiles look like Jokers.



When the Dragon Slayer matches a pair of Jokers, one of these Powers will be unleashed:

- Extra Slayer Turn
- End of Turn
- Double Master Turn
- Add 4 Tiles
- Remove 4 Tiles
- Scramble

The Power is selected randomly by the computer at the time the Jokers are matched. So the Slayer cannot know whether the Power will be a friendly one or not. The ways of the Dragon's Eye are mysterious...

Strategy Hints for Dragon's Eye

Dragon Slayer Hints

- Keep drawing as many tiles as possible to continue making matches. Remove all matching tiles from the board as soon as possible.
- If you have a matching pair in your hand, place one of the pair on one of the six spaces at the edges of the Dragon that block two tiles each. You'll be able to unblock those spaces later at your convenience.
- Don't worry too much about having to put tiles on the Dragon display. You will usually find "cascades" happening, where matching pairs of tiles suddenly appear all around the display.
- If you must put a tile on the display, try to place it in a space where it does not block others.

Dragon Master Hints

- Although you have only three tiles in your hand, you control the pace of the game. Your objective is to bury matching pairs so your opponent cannot remove them. Try to capture the outer spaces on the display that block two spaces each.
- Try to remember which tiles have been removed. If a pair has already been removed and you place a third similar tile on one of the outer spaces, there is only one tile remaining that can be matched and unblock the two tiles.
- You will often have three tiles in your hand that match others on the display. Place the tile that will do the least damage by unblocking the minimal number of other spaces. You may be able to bury the more damaging tiles in future moves.

Scoring

Dragon's Eye Game Points

Master

Slayer must place a tile on the display : +1

Either player places a tile on top of another : +10

Four tiles added by a Power Tile : +4

Filling the Dragon Display (Bringing the Dragon to life) : +100

Slayer

Removing a pair : +2

Clearing a Dragon Limb space : +5

Clearing a Dragon Heart space : +10

Removing a Kong : +4

Four tiles removed by a Power Tile : +4

Clearing the Display (Slaying the Dragon) : +100

Next chapter:

 [Pandamonium](#)

Pandamonium

That's not a typo; we spell Pandamonium with a panda in the front as a tribute to Shanghai's Chinese roots. In Pandamonium, all players play on one common layout in a mad scramble to see who can remove the most tiles from this layout. The opponents can either be computerized Artificial Intelligence (A.I.) opponents, or human. To play against human opponents (Windows 95 only), see [Playing the Multiplayer Games Online](#).

Up to five players can play on the same layout. Each player's cursor is a different color. When one player highlights a tile, that tile is highlighted with that player's color. Another player cannot select a tile which has been already highlighted by that player. However, to avoid "deadlock" situations, two players can cooperate to remove a pair (each player gets one point when this happens).

When there are no more moves available on the layout (which is bound to happen with multiple players removing pairs as fast as they can), the computer automatically shuffles the remaining tiles so play can continue. When all tiles are gone (or when a completely unplayable resolution has been reached), the game ends. The computer compares the tile counts for the various players and declares the winner. The person who has removed the most tiles from the layout wins.

To Start Pandamonium

- From the Title Screen: click on **Shanghai**. When the layout appears, go to the Games menu and click on **Pandamonium**.
 - When you select Pandamonium from the Games menu, a dialog box appears where you can select from one to four A.I. opponents and select their speed. Press **OK** to begin playing.
 - At the Pandamonium dialog box, choose the number of A.I. players you want to play against, and their difficulty.
 - When done setting your options, click **OK** to start. To reset to default settings, go to the Preferences menu and select **Reset to Default**.
 - When Pandamonium begins, your opponents start removing pairs of tiles & you'd better not sit and admire the scenery; get crackin'!
 - Go as fast as you possibly can!
-

Next chapter:

Mah-Jongg: Introduction



Mah-Jongg is the original Chinese game for which Mah-Jongg tiles were created. Mah-Jongg requires four people to play, and is similar to the card game Rummy. Players are dealt a hand of 13 tiles. The goal of the game is to go out (declare Mah-Jongg) first, with a winning hand comprised of 14 tiles. Play progresses counter-clockwise around the table.

History / Background

The origins of Chinese Mah-Jongg are much debated. Card games roughly similar to Mah-Jongg may have been played long before the twentieth century, but the tile game we know now most likely originated in the 1890's, and became available to the general Chinese populace circa 1911. Prior to 1911, the game seems to have been exclusively for the enjoyment of the Mandarins, the Chinese ruling class. It may be that the Chinese rules were not documented or standardized -- the rules may have been passed along by word of mouth only. Various table rules popped up, and soon the game was played in many different ways all around Asia.

Joseph P. Babcock, an American businessman in the city of Shanghai, was the first to write English rules for Mah-Jongg (giving it this name and spelling) in 1920. The game became hugely popular in the United States in the twenties. Other importers jumped on the bandwagon, usually writing the rules somewhat differently. By the 1930s there were so many different rule sets in use that confusion abounded and the game's popularity began to wane (the Great Depression may have been a factor as well). In the late 1930s, a league was formed to standardize the American rules (which were already very different from the rules commonly in use in Asia at that time) and keep the game alive.

To this day, American-style Mah-Jongg has endured. Players of the American game pay yearly dues to a league or society, and receive a card of hands which changes one or two times a year. Players greatly enjoy the excitement and challenge of having to change the strategy whenever a new card comes out.

Mah-Jongg is played differently in different countries. The varieties offered by Shanghai: Second Dynasty are:

- Chinese (the classic game as played in the 20s and 30s in China, still played today in Europe)
- Japanese (Japanese Modern Reach/Dora)
- American
- Western (originally American, now played in Australia and New Zealand)

Even more complicated: you can't count on finding out which variety somebody plays just by asking! It often happens that people learn (and are aware of) only one set of Mah-Jongg rules -- many Mah-Jongg players are not aware of the existence of any rules except the ones they learned! So if you ask a player "which Mah-Jongg rules do you play by?" -- s/he may give you a blank stare, as if you had asked "which Chess rules do you play by?"

Many players don't even know that there are other rules!

All the different Mah-Jongg games use pretty similar basic rules, but differing scoring and differing special hands and different special tile combinations make for differing play characteristics and differing strategies. If you are just starting out to learn Mah-Jongg, you need to pick one rule set to study -- you could get very confused if you learned "a little here and a little there" and later found out that it didn't all fit together!

The classical Chinese game is the basic game, and is the easiest to learn; it appeals universally to both genders. The Western/American games usually require the learning of numerous special hands, and are played by more women than men. The Japanese game is more complicated and exciting, with an emphasis on gambling -- it's played by more men than women.

So if you don't know anything at all about Mah-Jongg, you not only get to learn from scratch, but you also get to try to decide which variant to learn from scratch! See the next paragraph for help with making that decision.

How to Choose Which Mah-Jongg Game to Play

If you have never played Mah-Jongg before and you are just starting out, please take the "Just Starting Out" questionnaire (Questionnaire #1), below.

If you are already a Mah-Jongg player, it is possible that you do not know which kind of Mah-Jongg you play (and therefore which Mah-Jongg game to choose in Shanghai: Second Dynasty). Or it may be that you refer to your style of Mah-Jongg by a different name than used in Shanghai: Second Dynasty. If either is the case, skip to the questionnaire entitled "Which Style You Already Play" (Questionnaire #2), below.

Important note: there is no universally-accepted standard nomenclature for the various flavors of Mah-Jongg. Some authorities call the Western game "American Mah-Jongg," for instance. Shanghai: Second

Dynasty nomenclature is internally consistent (but is not necessarily consistent with all authors).

One more note: Some people believe that the only "correct" rules for Mah-Jongg are "the original" rules. Unfortunately, the question "what were the original rules" is a topic of ongoing debate. Even in Mah-Jongg's beginnings, there was a tendency for different table rules to pop up. Tom Sloper, the producer of Shanghai: Second Dynasty, has a theory. He says: "The day Mah-Jongg was introduced to a second table, a second set of rules undoubtedly came into being." If you want to learn the "original" rules, we recommend Chinese Classical.

QUESTIONNAIRE #1 -- JUST STARTING OUT

Use this questionnaire if you are new to Mah-Jongg and want help in choosing which style of Mah-Jongg to start with.

On a separate piece of paper, write down the mysterious letters that follow the answer you choose (like CJO or AWCO).

1. I know someone who often gets together with other folks to play Mah-Jongg:

- (i) True-Learn the rules they play. Then do the other questionnaire ("Which Style You Play") if necessary. We assume you want to play with those folks.
- (ii) False-Keep going with this questionnaire.

2. My gender is:

- (i) Male-CJO
- (ii) Female-AWCO

(It is assumed that you will be playing primarily with players of the same gender.)

3. The place where I live is:

- (i) North America east coast-AWC
- (ii) North America west coast-AWCJO
- (iii) North America middle-AW
- (iv) Japan-JW
- (v) Europe-C
- (vi) Australia-WCO
- (vii) Other-O

4. My heritage is:

- (i) Jewish American-A
- (ii) Japanese-J
- (iii) Chinese (incl. Taiwan and Hong Kong)-CO
- (iv) European-C
- (v) Australian-W

(vi) Other-WCO

5. I want to learn a game with simple rules. Complex rules give me a headache.

(i) Yes (simplest possible rules please)-C

(ii) No (I'm up for a challenge)-AWJO

6. I want to learn a style that's well described in English-language books:

(i) Yes (want a selection of books about the style I choose)-CW

(ii) Sort of (as long as there's one book I'll be happy)-A

(iii) No (don't care if there are books or not; I'll learn from friends or from the Web or from Shanghai: Second Dynasty)-J

FIGURING OUT THE QUESTIONNAIRE #1 RESULTS.

Count up the totals for each capital letter you wrote on your piece of paper. For example, if you are female, you wrote "AWCO" and if your heritage is Jewish American, you wrote "A" -- you now have two A's, along with one W, one C, and so on. Figure out which letter you wrote down the most, and look for that letter in the list below. That is the game that you should study. These results are by no means scientific.

A-American Modern (at the Mah-Jongg Game Setup dialog box, choose American)

W-Western Classical (at the Mah-Jongg Game Setup dialog box, choose Western)

C-Chinese Classical (at the Mah-Jongg Game Setup dialog box, choose Chinese)

J-Japanese Modern (at the Mah-Jongg Game Setup dialog box, choose Japanese)

O-Other (Shanghai: Second Dynasty does not yet include the type of Mah-Jongg you want most; see if perhaps the second most-frequently-circled option is suitable, or just start by studying the Chinese game).

QUESTIONNAIRE #2-WHICH STYLE YOU ALREADY PLAY:

Use this questionnaire if you already play Mah-Jongg but are not sure what it's called in Shanghai: Second Dynasty.

1. Do you use a card that changes every year?

- If yes, you play American style, and you can stop asking questions. All other varieties of Mah-Jongg use constant rules that stay the same from year to year. At the Mah-Jongg Game Setup dialog box, choose American.

2a. Do you use a large number of special hands in your game (50 or more)?

2b. Do you know what "knitting" means when used in Mah-Jongg?

2c. Do you know what a "Charleston" and a "chow" are?

- If you answered yes to all of the question in number two, you play Western Mah-Jongg.

3. Do you use "Reach" and "Dora?"

- If yes, you play Modern Japanese style. Don't say "arigato," just select Japanese at the Mah-Jongg Game Setup dialog box.

4. If you didn't say yes to any of the questions in Questionnaire #2, you may be playing Chinese Classical. Even if you don't already play Chinese (but you do play some form of Mah-Jongg), you should have no difficulty playing Shanghai: Second Dynasty's Chinese game.

Next chapter:



Mah-Jongg Basics

Mah-Jongg Basics

Simply put, each player in turn draws and discards a tile, in an attempt to build a 14-tile hand. In the "un-American" forms, a complete hand is comprised of four groups of three tiles plus a pair of tiles. A group of three tiles can be either three-of-a-kind or three-in-a-row. Because each tile in the Mah-Jongg set has three identical mates, "three-of-a-kind" means three identical tiles (unlike Rummy, in which you could form a group with, for example, a Four of Spades, a Four of Hearts, and a Four of Clubs, in Mah-Jongg all three of your Fours would normally have to be from the same suit). Three-in-a-row groups of tiles have to be in the same suit.

The Mah-Jongg Tiles

Mah-Jongg tiles are comprised of three suits of One through Nine: Craks (also called Characters, Wan, or Ten Thousand), Bams (also called Bamboos or Sticks), and Dots (also called Balls or Circles), and other tiles known as Winds, Dragons, and Flowers (in American Mah-Jongg, Seasons tiles are referred to as Flowers).

Mah-Jongg tiles made for use in America often look different from the tiles made for use in Asian countries or in Europe. Try out the different Mah-Jongg sets available in *Shanghai: Second Dynasty*, and use the set that "suits" you best.

As in Shanghai, there are four of each tile (the exception being the "Flower" tiles and the Jokers-there are eight different Flowers and there are eight identical Jokers). Winds and Dragons are collectively referred to as "Honors."

The suit of Craks (Characters, Wan, Ten Thousand). There are four of each tile.



The suit of Bams (Bamboo, Sticks). There are four of each tile.



NOTE: The One Bam is usually a sparrow or peacock. If you see feet, it's probably a One Bam. You can right-click (Macintosh users: control-click) on a tile to find out its name. Some American players call the

One Bam "One Bird" or "Bird."

The suit of Dots (Balls, Circles). There are four of each tile.



Honors (East, South, West, and North Wind; White, Green, and Red Dragon). There are four of each tile.



NOTE: The white dragon is often used as a "zero" in mathematical hands in the American game. American players often call "soap" when discarding this tile, because the tile usually resembles a bar of soap.

Also, American dragons look very different from dragons in Chinese or Japanese tile sets (see below). You can right-click (Macintosh users: control-click) on a tile to find out its name at any time.



Dragons: American (left); Chinese (center); Japanese (right).

Flowers (American tiles). Flowers on left, Seasons on right.



Plum, Orchid, Chrysanthemum, Bamboo, Spring, Summer, Autumn, Winter

In a real Mah-Jongg set, there may be a wide variety of different tiles which are called "Flowers." The ones shown above are from Shanghai: Second Dynasty's American Mah-Jongg set. If you choose a different Mah-Jongg set (in the Tiles menu), you will see different-looking Flowers in the game.

Flowers (Chinese tiles). Flowers on left, Seasons on right.



Old Man, Pot of Gold, Cat, Rat, Spring, Summer, Autumn, Winter

Flowers (Japanese tiles). Flowers on left, Seasons on right.



Plum, Orchid, Chrysanthemum, Bamboo, Spring, Summer, Autumn, Winter

You can always right-click (Macintosh users: control-click) on a tile to find out its name (if you are not sure if it's a Flower).

**Note: if the pop-up text says "Season," that is the same as a "Flower" in the American game. Shanghai: Second Dynasty makes a distinction for two very important reasons:*

1. In the game of Shanghai, Flower tiles only match Flower tiles (Flowers do not match Seasons, and vice versa).
2. In the Chinese and Western Mah-Jongg games, a "Bouquet" requires either four Flowers or four Seasons. A four-tile mix of Flower tiles and Season tiles does not constitute a bouquet.

Thus, in the American game as well, the pop-up text says "Flowers" and "Seasons" both. You can regard these terms as being interchangeable in the American game.

The numbers on the Flower tiles are important when playing other forms of Mah-Jongg; the numbers are not important in the American game.

Jokers. There are eight Jokers in the tile set.

American Joker



Chinese Joker



Japanese Joker



Terminals

The Ones and Nines of the suit tiles are special (because they are harder to use in three-in-a-row combinations), and are referred to as "Terminals."

Simples

That leaves us with the Twos through Eights of the suit tiles - these are collectively called "Simples."

Groupings

Suit tiles (Craks, Dots, and Bams) can be used to make three-of-a-kind combinations or three-in-a-row combinations. Honors can only be used to make three-of-a-kind combinations (they cannot be used to make three-in-a-row combinations). These groupings can be either in the player's hand (concealed) or melded (exposed) on the table face-up, for all players to see.

Pung

In Chinese Mah-Jongg parlance, a three-of-a-kind is called a "Pung." Many Western Mah-Jongg players call this simply a "Triple." In Japanese, it's pronounced "Pon."

Chow (not applicable to American Mah-Jongg)

In Chinese Mah-Jongg parlance, a three-in-a-row is called a "Chow." English-speaking players of Western Mah-Jongg may call this a "Sequence" (or "Run" or "Straight"). The Japanese say "Chi." A Chow can only be made from suit tiles (Craks, Bams, or Dots).

Kong

It is also possible to make a four-of-a-kind combination (normally these count the same as a Pung or Triple), which is called a 'Kong.' Many American players of Western Mah-Jongg call this simply a 'Quad.' The Japanese say "Kan."

Quint (American Mah-Jongg only)

With the use of eight Jokers ("wild tiles" which can represent any other tile) in the game, it is possible to make more than four of a kind. American players have historically played with Quints, Sextuplets, Septuplets and even Octuplets. Shanghai: Second Dynasty's American game does support Quints (five of a kind) but does not support larger groupings of identical tiles. A quint can be made with four of a kind plus one joker, or with five jokers, or any combination in between.

The groupings in a Mah-Jongg hand can either be exposed or concealed, depending on the rules and the kind of hand you're trying to build. A player may also choose to build a Special Hand which is a defined combination of tiles which is given a special name (see the Special Hands section).

Playing Mah-Jongg

In real life, four people sit around a table, with the tiles on top of the table. Depending on which variety of Mah-Jongg is being played, there may be 136 tiles or 144 tiles or 152 tiles. There is also a pair of dice,

and a marker to designate the Prevailing Wind (not used in the American game). American players also use racks, but the game can be played without them.

The players turn all the tiles face-down and shuffle them, then each player builds a two-tile-high Wall from the tiles. If 136 tiles are used, the four walls are 17 tiles long (remember, it's two tiles high). If 144 tiles are used, the four walls are 18 tiles long. If 152 tiles are used, the four walls are 19 tiles long.

Shanghai: Second Dynasty is a computer game, not a real life game with a table and actual tiles and people, so we have streamlined the processes of setting up and playing. The construction of the wall is said to be "transparent" since it happens automatically and invisibly to you. Part of the transparent process of dealing the tiles includes "breaking the Wall."

Usually by means of a dice roll, the "dealer" is chosen. The dealer is designated as "East." The dealer rolls the dice to determine where the Wall is broken, and where the deal of tiles starts. Tiles are dealt from this break in the Wall in a clockwise manner. The "front" of the Wall is where the tiles are being drawn from, the "back" of the wall is the opposite end. In *Shanghai: Second Dynasty*, the Wall is not displayed onscreen. In *Shanghai: Second Dynasty*, we show the "wall" as a number in the lower right corner of the display. In the Chinese and Japanese games, play continues until the Wall has 14 tiles left. In the American and Western games, play comes to a halt when there are no tiles left in the Wall.

Enough about the Wall! On with the game setup procedure!

Tiles are dealt to the players four at a time, each player taking two stacks from the front of the Wall. After each player has been dealt 12 tiles, the Dealer (East) takes two tiles -- the 1st and 5th tiles -- then the other players each take one tile. Now East has 14 tiles, and the other players have 13.

Now play can begin. In the Chinese and Japanese games, play begins with the Dealer discarding a tile. In the American and Western games, play begins with a "Charleston," a "dance" in which each of the players exchanges unwanted tiles with the others. More about the Charleston in the chapters on American and Western Mah-Jongg. After the Charleston, Dealer discards a tile.

Mah-Jongg is all about discarding unwanted tiles and (hopefully) acquiring wanted tiles, to complete a valid 14-tile hand.

On your turn, you begin by taking a 14th tile into the hand, either by drawing it from the Wall or by taking a tile discarded by someone else.

In *Shanghai: Second Dynasty's* Mah-Jongg game, all game actions are made by means of the Action Bar -- an array of buttons at the bottom of the screen -- and by clicking on the tiles themselves. Since the Action Bar is so important, let's consider that first.



The Action Bar

The Action bar at the bottom of the screen allows you to perform all of the actions you will need to make in a game of Mah-Jongg. The Action bar can also be used as a "hint" for what actions you need to take. If you are new to Mah-Jongg and aren't sure what to do, just watch the buttons in the Action bar: they'll light up when you can claim a tile, when you need to discard, and whenever you can take an action. The buttons may be labeled in Chinese, English, or Japanese style. To change the labels on the buttons, go to the Preferences menu and select Button Labels, then select either Chinese, English, or Japanese.

Pass/Draw

The Pass/Draw button allows you to "tell" your opponents that you are passing on a discarded tile and will not claim it. If the discarded tile comes from the player on your left, the Pass button changes to Draw. So if you don't want to claim that tile, you will draw a new tile from the Wall by pressing Draw. (Once you press Draw, you can't change your mind.) You don't need to press Pass after each player discards, except in these two situations: (1) if the discarded tile could be used in your hand (check what other buttons are highlighted; do you have Jokers?) and (2) if you have selected to have an Autopass Timer in the Preferences menu. If you want to change the way Passing works, change the Autopass setting under the Preferences menu when it is your turn.

Keep

The Pass/Draw button sometimes says "Keep" (if you have the Frish option selected in American Mah-Jongg). Press the Keep button to forego the Frish.

Discard

When you have 14 tiles in your hand, this button lights up. Highlight the tile you wish to discard (by clicking on an unhighlighted tile or by using the arrow buttons to move the highlight,) and either click on the highlighted tile or on the Discard button. If you regret having discarded that particular tile, and if "Take-back" is checked under the Preferences menu, then you have a few seconds to click on the tile, taking it back into your hand. Your turn will then end. (Note: Take-back is only available when playing offline against A.I. opponents; it is not available when playing against real people on the Internet. Take-Back is not available in all mah-jongg games.)

The Discard button can also be used to cancel certain claims. If you are playing offline (against A.I. opponents), and the Take-Back preference is on and available, and if you claim a discard to make an exposure, and if the program needs direction from you as to which way to use the discard (thus lighting up the arrow buttons), you can choose the Cancel button to cancel the claim.

Urge (Multiplayer mode only)

This button is only available when you play online against real people (it is not available when playing solo against A.I. opponents). Sometimes one of your opponents may take too long to think about his/her move. Pressing this button causes "your" voice to urge that opponent to make his/her move.

Pung/"Trip"/Pon

This button lights up when you have two identical tiles in your hand and the discarded tile can be used to meld a Pung (Triple). Press the button or click on the tile to take the discard; the tile will be taken and your matching pair will be moved from your hand, and the three matching tiles will be melded face-up on the table for all to see. If you don't want to claim the discard, press Pass to signal to other players that you are not interested in claiming that tile. Note: When you have a concealed Pung (three identical tiles contained in your hand, not visible to the other players), you do not need to meld that Pung - it is to your advantage to keep it concealed in your hand - thus the Pung button does not light up in this circumstance.

Kong/Quad/Kan

This button lights up when you can make a Kong. There are a couple of different ways you can make a Kong.

AMERICAN GAME -- When you hold three tiles in the hand and someone discards a fourth matching tile, the button lights up.

CHINESE, WESTERN, AND JAPANESE GAMES -- When you have a concealed Pung (you are holding the three tiles in the hand) and you obtain the fourth matching tile (either by someone's discarding it, or by drawing it yourself from the Wall), you may meld the Kong. The four tiles are laid down on the table, with the two middle tiles face-down. This is a special case called a "concealed Kong" because you already had the Pung of tiles in your hand - although everyone knows you have melded a Kong, the meld is made only so that you can keep the required number of tiles in your hand. The Kong does not disallow you from otherwise going out with a concealed hand (which is worth extra points).

CHINESE, WESTERN, AND JAPANESE GAMES -- The Kong button also lights up when you have a melded Pung (face-up on the table where all can see it) and you draw the fourth matching tile from the Wall. You can add the tile to your meld and draw again (you cannot claim a player's discarded tile for this).

Quint (American game only)

This button lights up when you are holding four of a kind and someone discards a fifth, enabling you to take it to expose a Quint.

Chow/"Sequ"/Chi

This button lights up when the player to your left discards a tile you can use to meld a Chow (Sequence). Just press the Chow button to claim the discard; if you have to use the Arrow buttons to move the highlights (see Left/Right Arrows below), press Chow again after the desired tiles are raised and highlighted.

Left/Right Arrows

These buttons can be used to move the highlight(s) to the left or right within the tiles in your hand. You can use the arrow to select potential discards, and to tell the computer how you want to use a discarded tile. For example, if you had a One, Two, Four, and Five of Dots, and the player to your left discards a Three Dot, and you claim the discard for a Chow, the computer cannot know if you want to meld the One and Two or the Four and Five (or the Two and Four) with the Three Dot. The computer raises two tiles in your hand - you can use the Left and Right Arrow buttons to move the highlight to the left or right. Similarly, when playing Western rules with Jokers, you can use the arrow buttons to tell the computer which tiles you want to use in a Pung or Kong.

Sort

Press this button to automatically sort the tiles in your hand. Tiles will be sorted into Chinese order (dragons at the right) or American order (dragons with associated suits), according to how you have the preference set. Any time you desire, you can manually sort the tiles in your hand. Pressing this button activates automatic sorting.

Win

When you have drawn a tile which completes your hand (giving you the required four groups-of-three and a pair) or when someone has discarded a tile which completes your hand and your hand meets the required minimum score (if applicable), this button lights up. Simply press the Win button to claim the tile and proclaim "Mah-Jongg" (also called "going out").

Be careful, though - make sure you are aware of the rules in effect in the game you are playing.

For example, if you are playing Chinese, with a Minimum Score requirement, and the False Declaration Penalty is on, the Win button is always lit up! You should only declare a win if your hand will score enough points, otherwise you may incur a penalty!

Frish (American Mah-Jongg only)

The Win button changes to a "Frish" button at the appropriate time after the Charleston in American Mah-Jongg, if you have chosen to have the Frish option. When you don't like the tiles you got, you can press this button to request a redeal.

Decline (American Mah-Jongg only)

The Win button changes to a "Decline" button at the appropriate time during or after the Charleston in American Mah-Jongg. If you don't want a second Charleston, or if you don't want to trade any tiles during the optional Courtesy pass, press Decline to inform the computer.

As mentioned previously (it bears repeating), Mah-Jongg is all about discarding unwanted tiles and (hopefully) acquiring wanted tiles, to complete a valid 14-tile hand. On your turn, then, you begin by taking a 14th tile into the hand, either by drawing it from the Wall or by taking a tile discarded by someone else. Play goes counterclockwise around the table. Usually, the player at your left (the player who precedes you) does not discard a tile that you can take, so usually the computer automatically draws a 14th tile for you.

When you have drawn a tile, it is raised and highlighted, and is set apart from the other tiles in your hand. You have to decide whether to keep that tile (discarding something else) or throw it away. You can sort this tile into the hand, either by pressing the Sort button, or by dragging the tile into place where you want it. If you are playing against real people online, it would be best to forego this action and just discard something quickly. Experienced players know, even before drawing a 14th tile into the hand, what they will discard. Speedy play is good Mah-Jongg manners!

Usually (especially at the beginning of a game), discards made by other players cannot be used in your hand. *Shanghai: Second Dynasty* is a computer game, not a real-life game, and one of the advantages of a computer game is that you have the ability to choose how quickly or slowly play progresses.

The normal setting for *Shanghai: Second Dynasty* is for speedy play. The computer can think very quickly, so it already knows when a discard is not usable by you. Therefore the A.I. (Artificial Intelligence) opponents just go ahead and play -- you don't need to wrack your brain and wonder if every single tile is usable by you or not. The computer takes care of that automatically. If you want, you can change that feature -- see the chapter on using the Menus, specifically the "Autopass" feature in the Preferences menu.

It sometimes happens, of course, that someone discards a tile that you can use. When this occurs, the game stops to let you take action.

Claiming Discards

If the discarded tile can be used by any player to form a Pung, Kong, Quint, or for a win, that player can claim the discarded tile now. (The only player who can claim the discarded tile to form a Chow is the next player to play in turn, counter-clockwise). If a player other than the next player in turn claims a discard for a Pung or Kong or Quint, the order of play is interrupted - the player who claimed the tile discards, and play proceeds counter-clockwise from that player (skipping the turns of any players in between).

Conflicting Claims

When two different players want to claim a discard, there are rules for how such a conflict is resolved. A claim for a Pung or Kong always takes priority over a claim for a Chow. A claim for a win always takes priority over a claim for a Pung or Kong. A tile claimed by two different players for a win goes to the player who would be "in line" to take it. In American or Western Mah-Jongg (when Jokers are used), it is possible to have conflicting claims for a Pung, Kong, or Quint -- this too is decided in favor of the player next in order of play. In Japanese Mah-Jongg, it is possible for two players to win on a single discard. The computer handles all these conflicts automatically.

Winning

When you have succeeded in making a valid winning hand, your Win button will light up. In real life, you would say "Mah-Jongg!" But this is a computer game. Click the Win button to claim the win. The computer will evaluate your hand and compute the score automatically. Payment between players is made automatically. One or two results dialog boxes will be displayed. Click "Continue" to go on to the next hand in the game.

Next chapter:



[American Mah-Jongg](#)

American Mah-Jongg

美国麻将

 **American Mah-Jongg Part 1: Basic Information**

 **[American Mah-Jongg Part 2: Options](#)**

 **[American Mah-Jongg Part 3: Let's Play Already!](#)**

 **[American Mah-Jongg Part 4: Scoring and Strategies](#)**

 **[American Mah-Jongg Part 5: How To Make Your Own Custom Card](#)**

If you have not yet familiarized yourself with the chapter on [Mah-Jongg Basics](#), it is recommended that you do so before reading this chapter.

Basics of American Mah-Jongg

The American game uses a set of 152 tiles. The standard 136-tile set is used, plus eight Flowers (four Flowers and four Seasons are regarded by American players as "eight Flowers") and eight Jokers. Chinese mah-jongg sets rarely contain enough tiles for the American game. American players can often be seen to go searching for extra tiles so they'll have the appropriate number of tiles for the game. There are a variety of places where one can buy extra tiles (easy to find on the Internet). American players usually use racks -- and the racks never seem to be the proper length for the walls. These problems don't occur in Shanghai: Second Dynasty's American game, of course (the computer provides the proper number of tiles -- and the racks and walls are not seen).

The American game is not limited to the kinds of tile groupings found in other styles of Mah-Jongg. The American game includes Pungs (three of a kind), Kongs (four of a kind), and Pairs (just as in the Chinese, Japanese, and Western games) but does not include Chows (three in a row). An interesting thing

about the American game is that Quints (five of a kind) are possible, due to the use of Jokers in the game. In the past the American game has allowed Sextuplets and even Septuplets. White Dragons may be used as zeroes in some number hands. Flowers are not melded but rather are used in the hand to form pung, Kongs, Quints, etc.

Scoring is per the yearly special hands card (usually using nickels, dimes, and quarters instead of chips). Only the winner is paid. Certain other characteristics of the hand may result in doubling the score (self-pick, Jokerless).

Tile Groupings

To make a complete American hand of 14 tiles requires the formation of a number of tile groupings. The grouping may be one, two, three, four, or five tiles in size. Only groupings of three or more can be exposed during the game. Groupings composed of only two tiles (pairs) or only one tile (singles) are only exposed when going Out (going Mah-Jongg, going Maj, Winning).

Quint (five of a kind)

Except for Flowers, a Quint is only possible through the use of Jokers (since there are only four of each tile). You can have as many as five Jokers in a Quint (you do not actually need any of the actual tile being represented).



A Quint of One Craks, using only one Joker.

Kong (four of a kind)

A Kong can be made with all four of the actual tile, or can be made with any number of Jokers. You can have as many as four Jokers in a Kong (you do not actually need any of the actual tile being represented).



A Kong of West, using two Jokers.

Pung (three of a kind)

A pung can be made with three of the actual tiles, or can be made with any number of Jokers. You can have as many as three Jokers in a pung (you do not actually need any of the actual tile being represented).



A pung of Three Dots, using two Jokers.

Pair (two of a kind)

Jokers cannot be used in a pair, unless the card calls for a pair of Jokers. If the card calls for a pair of Jokers, no other tiles may be used to substitute for the Joker.



A pair of Flowers.

Single tile

Jokers may not be used to represent single tiles under any circumstances, unless the card calls for a single Joker.



A single One Bam (Bird).

Note: when you see a special non-identical grouping like "2000" on an American card, that special grouping is not necessarily treated the same as a true "grouping" since all of its components cannot be exposed together on the rack prior to winning. If in doubt, refer to the rules on the printed card you are using. In Shanghai: Second Dynasty's 2000 card, the fourth hand includes such a grouping:



This "2000" is a single Two and a pung of Dragons. The Dragons can be exposed, but not the Two. Jokers can be used for the Dragons but not for the Two.

Click on the underlined part of this chapter you want to read next:

 **American Mah-Jongg Part 1: Basic Info**

 **[American Mah-Jongg Part 2: Setting Up](#)**

 **[American Mah-Jongg Part 3: Let's Play Already!](#)**

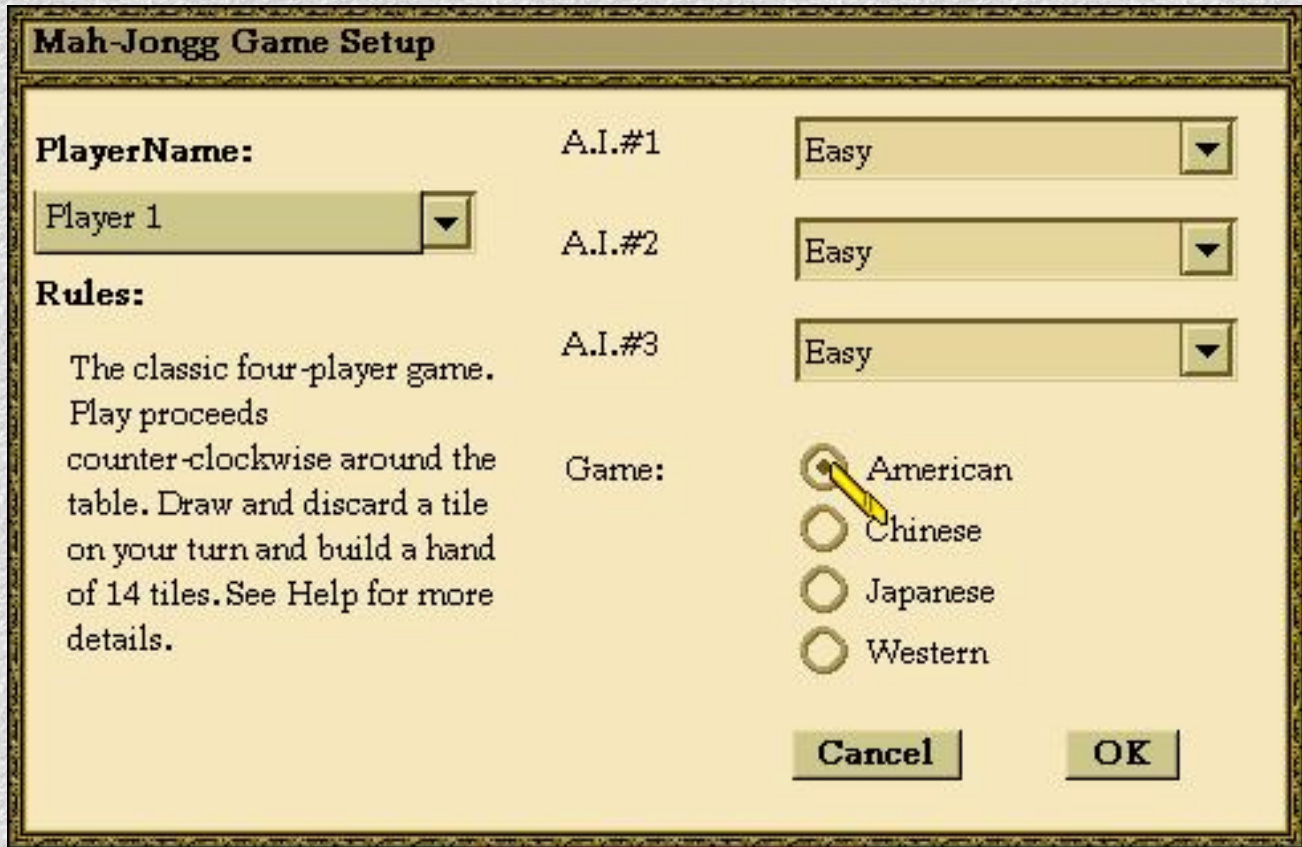
 **[American Mah-Jongg Part 4: Scoring and Strategies](#)**

 **[American Mah-Jongg Part 5: How To Make Your Own Custom Card](#)**

American Mah-Jongg Options

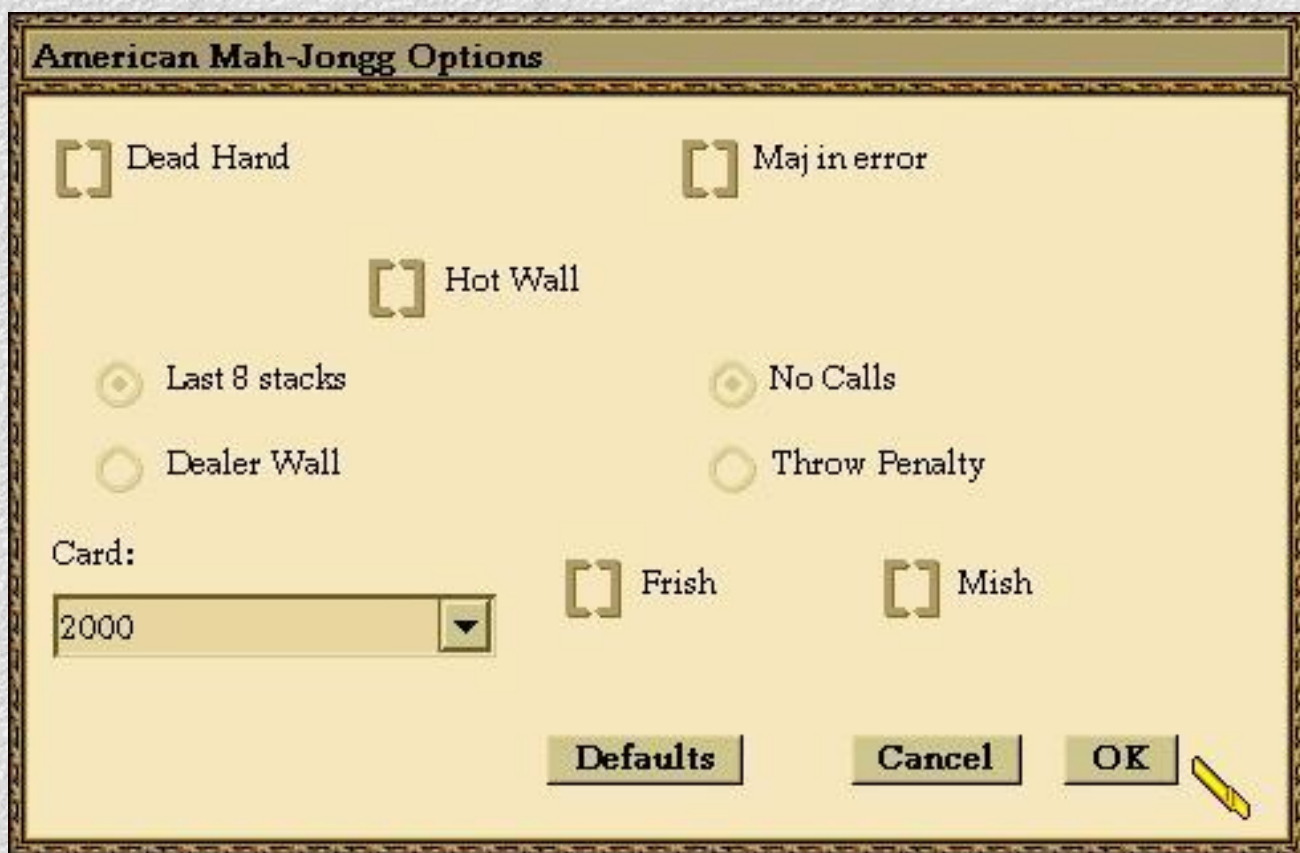
Getting Started

When you select Mah-Jongg from the title screen or the Games menu, first you will see the Mah-Jongg Game Setup dialog box.



In this dialog box you can select American, Chinese, Japanese, or Western Mah-Jongg. You can personalize the game by typing in your name. You can select the difficulty settings of your Artificial Intelligence ("A.I.") opponents. To play against human opponents (Windows 95 only), see [Playing the Multiplayer Games Online](#).

When you are satisfied with the difficulty settings of your opponents, and American is checked, click on OK to go to the Options dialog box for the American Mah-Jongg game.



If you are a beginning player, ignore these options and click the OK button to begin playing. It would not do to start off by trying to familiarize yourself with these advanced options before you've even learned the basics! Skip down to the Setting Up The Game section, farther below.

The Dead Hand and Maj In Error options are offered because the computer makes it possible for a player to have a friendlier (less cutthroat) game against A.I. players than would be experienced against live players.

Dead hand

In a real-life game, there are several things that can cause a player's hand to go "dead." Too many tiles, too few tiles, or an exposure in error can cause a hand to go dead. In *Shanghai: Second Dynasty*, it is not possible to hold the wrong number of tiles (the computer world being more perfect than the real world in some ways). But it is possible to make an exposure in error.

What's an "exposure in error"?

1. To claim a discard and make an exposure which does not fit any hand on the card;
2. to make an exposure which only fits with a hand which must be concealed;
3. to have an exposure which commits you to a hand which is not possible due to discards on the table.

The Dead Hand option allows you to either play according to real-life rules (the computer declares your hand dead if you make an exposure in error) or according to friendlier rules (the computer does not

declare your hand dead, so you can keep playing even though your hand is actually dead). This option is only possible in this computer game (in real life, someone is liable to declare your hand dead). Because this is a computer game (and perhaps a learning experience for you), it might become uninteresting, after being declared dead, to have to sit and watch the computer opponents play through to the conclusion of the hand. Thus you have this choice.

If you want the real-life experience (the computer will always declare you dead), turn this option On. If you want the friendlier experience (the computer will never declare you dead), turn this option Off.

When this option is On, the player is penalized instantly (player's hand goes dead; player no longer draws or discards) as soon as an exposure is made in error or as soon as a discard appears which causes the hand to die. When this option is Off, the player in such a situation would simply not be able to go Out (rather than having to go Dead). The win button will never light up if Dead Hand is Off and your hand is dead.

Maj in error:

When this option is On, the Win button is always lit up (at least on your draws and on others' discards). You are always able to falsely declare a win at any time.

If you want to have a friendlier game (one in which the computer won't let you make such an error), leave this option Off. If you want a greater challenge (more closely emulating real life), turn this option On.

Hot Wall

The Hot Wall option is based on table rules used by some American players. This option has four buttons—two to define what exactly the Hot Wall is, and two to define the action that is limited or penalized when the Hot Wall is in use. And of course a fifth button which determines whether the wall will ever be "hot" or not.

To play with a hot wall, click the square next to "Hot Wall" to put an X in it. During the game, when the wall is hot, the Wall counter (in the lower corner of the game display) is highlighted in yellow.

Last 8 Stacks vs. Dealer Wall

Some players define the Hot Wall as the last 16 tiles on the wall. Other players define the Hot Wall as the final remaining portion of wall in front of the dealer, which could be anywhere from 4 tiles to 24 tiles, depending on the dice roll. This option lets you choose which definition is used. If you want the size of the hot wall to be determined by dice roll, click the button next to Dealer Wall (put a dot in that button). If you want the size of the hot wall to always be 8 stacks, click the button next to Last 8 Stacks.

No Calls vs. Throw Penalty

Some players hold that during the time when tiles are being drawn from the hot wall, players are not allowed to claim any tiles -- wins are only possible through self-pick when the wall is hot. If this is the rule that you prefer, put a dot in the button next to No Calls.

Other players hold that when the game is down to the hot wall, "Thrower Pays For All" becomes the rule... under condition that the throw was "unsafe*." If this is the rule that you prefer, put a dot in the button next to "Throw Penalty."

*A throw is deemed "safe" if the thrower can account for three identical tiles (among discards or exposures)-unless the throw is a Flower, in which case it's deemed "safe" if the player can account for 6 Flowers (among discards or exposures). In our case, the computer can easily make this determination for us. If the throw is deemed safe, then everybody pays as they normally do; if the throw is deemed unsafe then the thrower pays for everybody.

Frish

Some American players allow a player to request a redeal (a "frish") before the Charleston, if the player gets a very bad deal. If you want to have the chance to Frish the tiles like this, put a dot in the button next to Frish. Then, every time you get a new deal, you will have the option of Frishing or keeping the original deal.

Mish

Some American players allow for an additional exchange of tiles after the second Charleston and courtesy pass. All players throw their unwanted tiles into the center of the table and they get mished around. Then all players take back the same number of tiles they'd put into the pot. If you want to have the chance to Mish the tiles like this, put a dot in the button next to Mish. Then, after every courtesy, you will have the option of Mishing some more tiles.

Card

Playing American Mah-Jongg requires the use of a special card. You need an actual printed card to play Shanghai Second Dynasty's American Mah-Jongg game. The American Mah-Jongg Association's year 2000 card comes included with *Shanghai: Second Dynasty*. You should keep the card in front of you as you play (lean it against the monitor or keep it beside the keyboard) so you can quickly refer to it when dealt a new hand and when changing the hand during play.

In addition to the printed card, there is also an identical software card file in the game's Cards folder. As you use the printed card to choose a hand, the computer uses the software card file to choose its hands (and to judge the validity and score of the hand you make).

When you first install *Shanghai: Second Dynasty*, there is only one card file in the game's Cards folder, so

you can ignore the Card option on the Game Setup dialog. You only need to use this option to select a different card if you create a custom card using the card editor or if you download an updated card file.

The American Mah-Jongg Association will be creating new printed cards in the future, and Activision will create new software card files to accompany those. You may be able to download the updated card file from Activision's website, or you can use the card editor to program an updated software card file yourself.

If you create your own custom card, or if you want to play using a later downloaded/updated card file, click the down-arrow button to see the list of cards in the Cards folder. (If you create a card file or download an updated card file, you have to place the card file in the Cards folder in the game directory).

If you want to play this game with a different card (a card other than the American Mah-Jongg Association 2000 card that came with the game), you have to go into the game and [create a custom card file, using the Card Editor](#). If you want to play with a custom card which you create yourself (rather than using someone else's card), you can [print out the card that you create](#).

Defaults

Click this button to return all the options to their original recommended settings.

Cancel

Click here to go back to the Mah-Jongg Game Setup dialog box and choose a different style of Mah-Jongg, or to not play Mah-Jongg at all.

OK

Click this button when you are ready to start playing with the selected options.

Click on the underlined part of this chapter you want to read next:

 [American Mah-Jongg Part 1: Basic Info](#)

 [American Mah-Jongg Part 2: Options](#)

 [American Mah-Jongg Part 3: Let's Play Already!](#)

 [American Mah-Jongg Part 4: Scoring and Strategies](#)



American Mah-Jongg Part 5: How To Make Your Own Custom Card

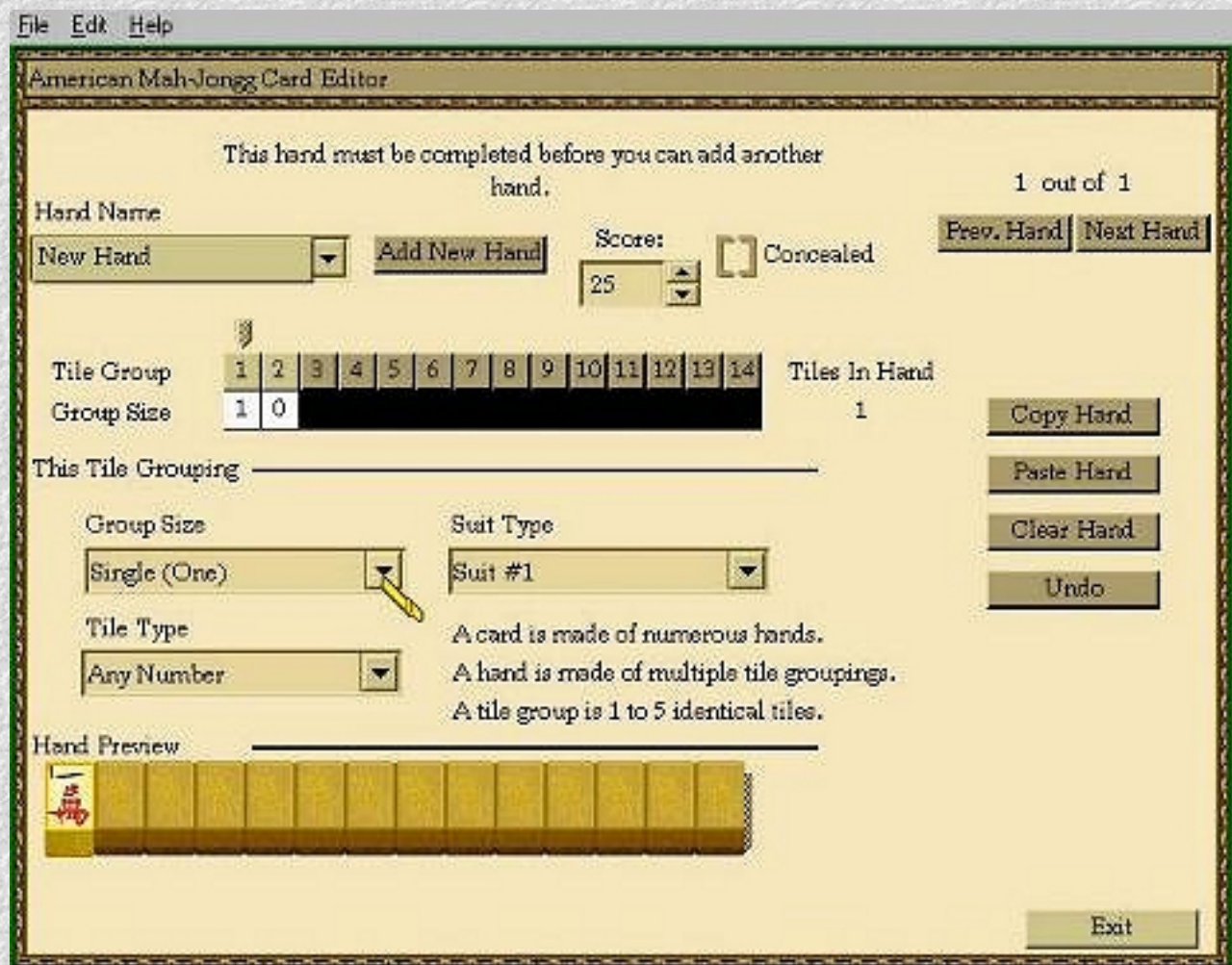
How To Make Your Own Custom Card for American Mah-Jongg

Perhaps you bought this game in 1999 or 2000, and now it's a later year, and you are not able to download a newer card file from Activision, or perhaps you just want to play with your own custom card. It's not too difficult to edit your own card. *Shanghai: Second Dynasty* includes a Card Editor so you can do just that!

To create or "edit" your own card, first you must go into the American Mah-Jongg game. From the File menu, select Custom Card Editor...



This will open the Custom Card Editor mode.



The Card Editor is a somewhat technical programming tool. In creating this editor, we had to assume that the user (that's you) is reasonably computer-literate and able to deal with some basic database concepts in creating an American-style card. Computer Creampuffs, abandon all hope if you enter here!

Note: Activision Technical Support is unable to offer assistance with the Card Editor.

Getting Started

When you first enter the Card Editor, you're looking at a blank slate. You can start creating a card from scratch if you want, or you can use the menu options to load an existing card.

If you want to start from scratch, skip down to the next paragraph (don't read the next three sentences). If you want to start from an existing card, use the File menu, and select Open Card. The program looks in a folder called Cards, which was installed on your hard drive along with the game. The card file that comes with the game is called 2000.crd.

Creating Hands

Creating a hand requires several steps, but after you get into the hang of it, it can go very quickly.

1. Give each hand a unique name. Usually a hand is named by its numerical order in a section of the card ("2001 #3," for instance). See the file 2000.crd for examples. When someone finishes a game, it's useful to know which hand the player won on. The name is important for this.
2. Define the size of the first tile grouping. Each hand on the card is made of a number of unique groupings of tiles (so many pungs or kongs or quints, etc.). How many identical tiles are in your first tile grouping? Go to the Group Size box and click the down-arrow icon to set the size of the first grouping.
3. Define the tiles used in your first tile grouping. Go to the Tile Type box. If your first grouping is Flowers, select Flowers from the drop-down list (click the down-arrow icon to see the list). If your first grouping is Ones, select Ones from the list. If your first grouping can be made of tiles of any number, select Any Number from the list.
4. If the "tile type" is a number tile (a suit tile), then you need to define the suit. Here's where things get a little complicated. You've seen how the suits are shown as colors on American Mah-Jongg cards, right? Well, a color on the card does not necessarily mean that one particular suit is required (green ink does not mean you can only use Bams). So if you have selected a suit tile for your first grouping, your first suit should be Suit #1. If all the suit tiles in the hand will be of the same suit, they'll all be Suit #1. If your hand uses tiles of two suits only, you will use both Suit #1 and Suit #2 -- but you will not use Suit #3 at all in a two-suit hand. If your hand has any suit tiles in it, you must define the first group of them as Suit #1 -- if you define the first group of suit tiles as Suit #2 or Suit #3, there may be problems when you play the game with your card file.
5. Define how much the hand will score (near the top of the screen).
6. Define whether the hand must be Concealed or not. Most hands need not be Concealed. All-pair hands (or hands with no pungs, kongs, or quints) are, by definition, Concealed hands.
7. Once you have defined all the tile groupings and the score, the hand is complete enough, and you can define another hand. Click the button that says Add New Hand.
8. If you want to make a hand that is somewhat similar to another hand you've already created, press Prev. Hand to move back to that other hand. Then click the button labeled Copy Hand. Then click Add New Hand and then click Paste Hand. Change the Hand Name, and change anything else in the hand that needs to be changed.
9. If you make a hand that's just too messed up and you want to start over, press the button labeled Clear Hand.
10. If you make one minor mistake and want to undo it, press the Undo button.

11. Finished editing the hand? Skip down to the paragraph Saving Your Card File.

Jokerless Hands

On American cards, there is usually a specific Singles & Pairs section on the card where all the hands are exempt from the Jokerless bonus. In Shanghai: Second Dynasty's American game, any hand (regardless of its location on the card) that has no pungs, kongs or quints (any hand composed entirely of pairs and/or single tiles) is automatically exempt from the Jokerless bonus.

Restrictions

Shanghai: Second Dynasty's Card Editor cannot allow all possible hands. Certain restrictions apply to the cards you can make.

1. You shouldn't make more than 100 different hand definitions. If you do, problems may occur.
2. Some hands (especially pairs hands, or hands which allow numerous "any number/any suit" groupings) have too many permutations. The game's artificial intelligence routines will overload if your card has too many permutations, and problems would result. Therefore the game will not allow more than two groups in a hand that are any one of the following three tile types: 'Any number,' 'Any odd,' or 'Any even;' *and* one of the following three suit types: 'Suit1,' 'Suit 2,' or 'Suit 3.'
3. Any group which is either 'Same As Previous' or 'Previous Plus 1' and the previous tile type was 'Any Number,' 'Any Odd,' or 'Any Even' in 'Any Suit', then the suit of the current meld can only be 'any suit'. The game will not allow any other choice in this instance. This was done to prevent any possible permutations overload for the A.I., which could result in slowness or other problems.
4. You cannot define sextuplets (groupings of six identical tiles), septuplets (groupings of seven), octuplets (groupings of eight), or larger groupings in *Shanghai: Second Dynasty*.
5. You cannot specify which suit is to be used for a grouping (you cannot require a hand to have "a pung of Three Dots," for instance).
6. You cannot define a Chow (a sequence such as 123 or 567, as is used in other forms of Mah-Jongg) or a Knitted grouping (a "knitted pung" of similar numbers in all three suits, as is used in Western Mah-Jongg).
7. You cannot play with the American card in Western, Chinese, or Japanese Mah-Jongg. The card you create can only be played with in the American game.
8. Macintosh users: When importing custom cards created by Windows users or by users of *Shanghai: Mah-Jongg Essentials*, you may have to add or alter the filetyping information to the layout file before the

game will be able to recognize and open it.

Creator: ShD2

File Type: card

Saving Your Card File

When you finish editing your custom card (and even during the process of editing it), you should save it with a unique name. Use the Save As... function under the File menu to do this. If you just "Save" the card, saving it under the name "2000.crd," you have over-written the default card and there might be problems with it later.

Rescuing Your Card File

If you over-wrote the default card and it turns out that there are problems with your 2000 card, you can re-copy the default card from the CD. Use your computer's Find function to locate the file on the CD, and copy it to the folder where the game is located on your CD. The card file must be in the Cards folder (inside the game folder) in order for the game to find it.

On the CD:

The 2000.crd file is located in Setup\Data\Cards.

Windows users:

The default location on the hard drive is C:\Program Files\Activision\Shanghai Second Dynasty\Cards\2000.crd

Macintosh users:

The default location on the hard drive is ... oh, forget it. Macintoshes are not set up the same way at all -- we have no way of knowing the name of your hard drive! You have to figure it out. Send us a postcard or something once you get there. (No T-shirts, though. We already have enough dang T-shirts.)

Printing Your Custom Card

You'll probably want a printed copy of your custom card to keep beside you while you play the game on your computer. Here's how.

1. First, you must be in the Card Editor, with your custom card open.
2. Go to the File menu.
3. Select Save As HTML.
4. Make a note of the name of the filename of the card file you save.

5. Exit or minimize the game.
6. Navigate to the Cards folder, or use your computer's Find function to locate the card file.
7. Double-click the card file.
8. Your browser should open and you should see your card file in HTML format.
9. Use your browser's Print function to print your card.

If you have an advanced word processor program that can read HTML files (such as Microsoft Word 2000), you can lay out the card to look the way you want when it's been printed.

Using Your Card in the Game

After you've edited your custom card, you'll want to play it in the game, of course!

1. Exit the Card Editor from the File menu or by clicking the Exit button.
2. You are now back in the American Mah-Jongg game.
3. Go to the Games menu.
4. Select Mah-Jongg Options.
5. American is already selected. Click OK.
6. Go to the Card box and click the down-arrow icon.
7. Select Custom.
8. In the window that opens, select the card file you created.
9. In the Options dialog box, click OK.
10. The game begins, and all players are now playing from your custom card.
11. You can use the Help menu to view the card! View Current Card.
12. You can use the Help menu to have the program suggest a hand on your custom card. Show Closest

Hands.

Click on the underlined part of this chapter you want to read next:

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 [American Mah-Jongg Part 5: How To Make Your Own Custom Card](#)

Or click here to go to the next chapter:

 [Chinese Mah-Jongg](#)

Let's Play Already!

The Tabletop Display

When the Mah-Jongg game begins, the game table is displayed. The setting-up process happens automatically (as described in the chapter "Mah-Jongg Basics" elsewhere in this guide) and "transparently" to you. Your name is at the bottom left corner; your opponents' names are arranged across the top of the screen. Each player starts with 500 points (\$5.00). The Pivot marker is placed in front of the dealer. The dice are placed by the Dealer's name.



At the bottom of the screen are your tiles and your Action bar. The Action Bar is explained in the chapter

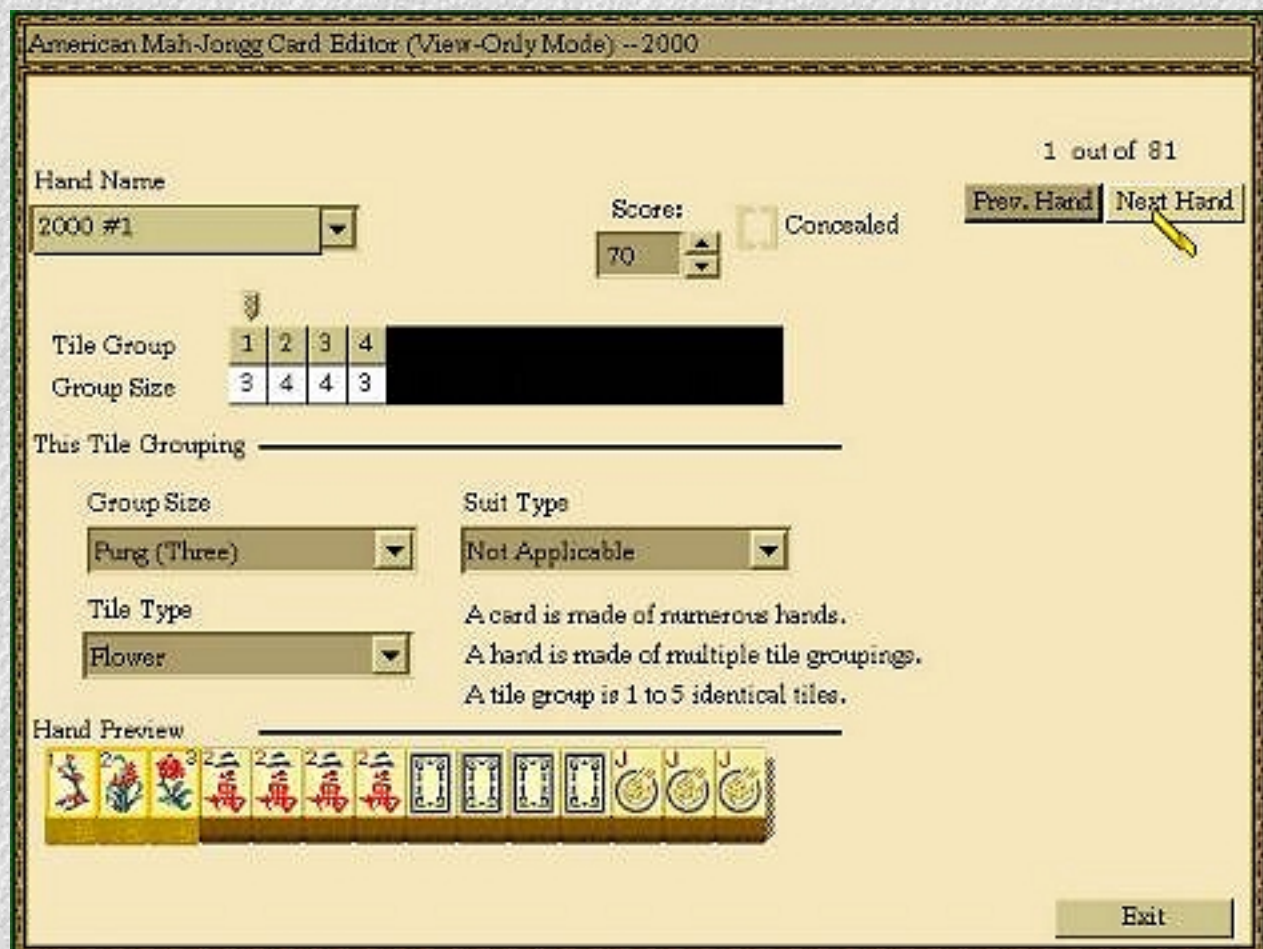
"Mah-Jongg Basics."

The player at your left immediately passes you three tiles for the first pass of the Charleston. Let's prepare to play American Mah-Jongg.

Choose a Hand

Get your American Mah-Jongg card. If you are using the laminated card that comes with Shanghai Second Dynasty, get it and place it in front of you while you play (you can lay it on the keyboard or lean it against the bottom of the monitor). Make sure that the actual printed card that you use while playing is the same as the card file which is listed on the Options dialog box you saw before starting the current game.

There is a way to view the hands in the card if you can't find the printed card, or if you just want to view the hands on your computer monitor. Go to the Help menu and select "View Current Card." Use the Next and Prev buttons to view the hands, or use the down-arrow button to view and select hands from the list.



Examine the tiles you have been dealt. Compare them with the sections on the American card you are using. Look for pairs and triplets and Flowers. Look to see which section(s) of the card your pairs and

other tiles seem to suggest.

If you need help, the computer can suggest some hands on the card for you. Go to the Help menu and select "Suggest A Hand." (Note: this feature is only available when playing against A.I. opponents; it is not available when playing against real people over the Internet.)

Here's an example -- let's say you are dealt the following tiles:



The above tiles are not the greatest set of tiles to be dealt. There are no pairs, except for the two Jokers - but the pair of Jokers will possibly make up for the hand's other shortcomings. Consider this hodgepodge of tiles:

- * Only one Flower.
- * Four even-numbered tiles. The Evens section is difficult anyway.
- * Five odd-numbered tiles. Odds section is a definite possibility.
- * Hand does not suggest a sequential hand, a 3-6-9 hand, a 1999 hand, or a 2000 hand.
- * No Winds.
- * One Dragon.
- * Very nice amount of Jokers (it's more usual to receive none).

Your best bet with such a hand is to discard the dragon and the even-numbered tiles in the Charleston. Go for something in the Odds section.

Go ahead and start a game, if you have not done so already. As you make your way through the Options screen, make sure the card file matches the printed card you are using. Press the OK button.

Examine your tiles. Compare them against the sections of the card as was done in the example above, and decide which tiles to discard during the Charleston. Be prepared to change your strategy during the Charleston, depending on what tiles tend to go around during the passes.

What's the Charleston? Since Mah-Jongg became popular in America during the Roaring Twenties, this intricate special move took on the name of a dance which was also popular at that time. Since Western and American Mah-Jongg both evolved from common beginnings, both games incorporate this feature.

Let's do it, then. Got your dancing shoes on?

The Charleston

The Charleston consists of three passes of three tiles each:

1. Each player passes three tiles to the player on his/her right.
2. Then pass three tiles to the player opposite.
3. Then pass three tiles to the player on the left.

Any player is allowed to "blind pass" on the left pass; that is to say, s/he can choose to use any of the tiles passed from the right player, blindly (without looking), instead of passing three tiles from the hand.

Those three passes (right, across, left) constitute the "first Charleston." The first Charleston is mandatory, even if a player has drawn a complete hand.

After the Charleston, there is an optional second Charleston.

You may, if you choose, decline the second Charleston. Declining the second Charleston would, of course, stop all other players from further tile passes. Because you can stop the Charleston at this point, the Action bar lights up a button (it says Decline) for this purpose.

The second Charleston consists of three passes, in opposite order from the first:

1. Pass three tiles to the player on the left (these tiles are stacked in a pyramid).
2. Then pass three tiles to the player opposite.
3. Then pass three tiles to the player on the right.



The first pass of the second Charleston is stacked like a pyramid so that players will clearly see that the second Charleston has begun. When passing tiles back and forth, it is easy to get confused. Confusion can ruin the entire Charleston. This is a computer game, however, and the computer does not get confused during the Charleston-but the tiles are still stacked in keeping with the traditional real-life practice.

Jokers may not be passed in the Charleston. If you try to pass a Joker in the Charleston, the computer will not allow you to do it.

It is discouraged to pass matching tiles in the Charleston (multiple Flowers, same numeral, all dragons, etc.). If you make an ill-advised pass, the computer will display some warning text at the bottom of the screen, in the white text box. You are allowed to go ahead with the pass nevertheless.

After the second Charleston, there is a courtesy pass. Zero, one, two, or three tiles may be exchanged with the player opposite. Highlight as many tiles as you are willing to exchange. If you and your opposite desire to exchange a different amount of tiles, then the exchange will be the lower number of tiles (if you want to exchange three tiles but your opponent wants to exchange one, you will exchange only one tile).

If you turned on the Mish option, you will finish up this phase of the game with an additional exchange of tiles after the second Charleston and courtesy pass. All players throw their unwanted tiles into the center of the table and they get mished around. Then all players take back the same number of tiles they'd put into the pot.

If you did a good job in the Charleston and Courtesy and Mish, you should now have a better hand than you started with.

Examine the hand and the printed card once again. Target one or two or three hands on the card that you think you can make. Now you're ready to play. The pressure is mounting...!

Let the Game Begin

The preliminaries are now over. The dealer discards the first tile, calling its name. American players always call the name of the tile as it's discarded. You will hear voices calling the tile names. Most players of the American game are women, so all the American voices are female.

On your turn, you will draw a tile from the wall (bringing your tile count to 14), and discard a tile from the hand (bringing your tile count back to 13 again).

The goal is to form one of the hands on the card-on your turn, discard a tile that does not help form the targeted hand. If at any time you are holding 14 tiles that form one of the hands on the card, you should declare a Win. But most of the time, you need to discard one of your 14 tiles to end your turn.

To discard a tile, click once on the tile to select it. Then click on the Discard button in the Action Bar. The tile will then be moved from your hand to the center of the table and laid down, face-up for all to see. The discarded tile is highlighted with a flashing highlight so all players can easily see it. "Your" voice is heard calling the tile's name. Once a tile is down and its name called, you cannot take it back, unless you are playing offline (against A.I. opponents only) and you have the Take-Back option activated in the Preferences menu. In real life, you would never be allowed to take back a discard, but this is a computer game -- so you can have a more beginner-friendly rule, if you so choose.

When a discard is not claimed by anyone (including the next player in turn), then the next player in turn draws a tile from the Wall. Draw a tile by pressing the Draw (Pass) button. A new 14th tile appears in your hand, raised and highlighted. The previous player's discard is now no longer highlighted (that tile is now dead, and can never be used by anyone). On your turn, your name is highlighted so all players know whose turn it is (and, if playing online, who's holding things up, if you take too long).

Claiming Discards

If the discarded tile can be used by any player to form a Pung, Kong, or a win, that player can claim the discarded tile at the time that it is discarded, only. (Once the next player has drawn a tile into the hand and the discard is no longer flashing, it is too late). If a player other than the next player in turn claims a discard for a Pung, Kong, or Quint, the order of play is interrupted-the player who claimed the tile discards, and play proceeds counter-clockwise from that player (skipping the turns of any players in between).



If a player wants to claim a tile, s/he must announce it. S/he might say, "Call," or "Take," or "I want that." S/he need not announce the size of the grouping being exposed. S/he need not say "pung," or "Kong," for instance, as is done in other forms of Mah-Jongg.

Conflicting Claims

When two different players want to claim a discard, there are rules for how such a conflict is resolved. When there are conflicting claims for the purpose of making an exposure, the player closest in order of play gets it. (A tile claimed by two different players for the same purpose goes to the player who would be "in line" to take it.) A claim for Maj outprioritizes a claim for an exposure. Conflicting claims for a win is handled the same way as conflicting claims for an exposure (the player next in order of play gets the tile). The computer handles these conflicts automatically.

Jokers

Jokers can only be used in pungs, Kongs, or Quints. They cannot be used as a single tile, nor as part of a pair. The nines in "1999" are not regarded as a pung-Jokers cannot be used to make "1999" or "2000". Jokers can be redeemed on a player's turn only, after making a draw (or after taking a discard) and before making a discard.

When a Joker is discarded in *Shanghai: Second Dynasty*, the discarder announces "Joker." Many American players announce "same" or the name of the previous tile, but this sometimes leads to confusion about the rules, so it is not done this way in *Shanghai: Second Dynasty*.

When a Joker is discarded, it's dead and nobody can take it.

Jokers are wild. If your hand requires a pung of Red Dragons, for instance, and you have a Joker and a Red Dragon (or two Jokers), and someone discards a Red, you can claim it and meld the pung.

You need not have the actual tile called for on the card to make a pung, Kong, or Quint in the hand - it can be made entirely of Jokers. Obviously, you would not expose it until such time as you win. If you have a Kong of Jokers representing some other tile, that Kong is concealed in your hand - there is no reason to expose it to other players unless you declare a win. Accordingly, *Shanghai: Second Dynasty* does not provide a way to expose a fully concealed complete grouping. Don't even try.

When someone makes an exposure with Jokers, the Jokers are available for "redemption." For example, if someone melds a Kong of Five Dots (using a Joker), and you come into possession of a Five Dot, then when it is your turn you may redeem your Five Dot, taking a Joker from that other player. This move can only be done at the moment that you hold 14 tiles in your hand. To redeem a Joker on your turn, just click the tile in your hand, then click the Joker in the melded exposure. You can redeem a Joker in your own exposure as well!

If someone discards a tile which could have been used to redeem a Joker, that tile is dead (the thrower cannot take it back). No other player can take the tile and redeem it for a Joker-a discard can only be taken to make a meld or to win.

If redeeming a Joker results in your winning a game, the win is regarded as a self-pick win. Even if you got the Joker from someone else's exposure, you still picked the redeemable tile yourself.

If you make a hand with no Jokers at all, your hand scores double. Unless the hand is made of singles and pairs (usually in the lower right section of the card), that is.

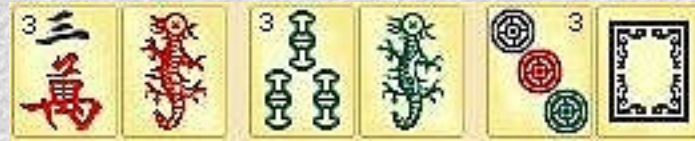
Flowers

Note for players of other forms of Mah-Jongg: Flowers are not treated the way they are in Chinese and Western Mah-Jongg. Flowers are instead kept in the hand. They can be used to make pairs, pungs, Kongs, or Quints. Seasons and Flowers are interchangeable (so there are eight "Flowers" in a set). Flowers can be discarded and claimed just as other tiles can.

Dragons (especially White Dragons)

White Dragons can be used as Zeroes in American Mah-Jongg. Depending on the card you use, a hand on the card may call for a 10, 20, or 30. In such a case, the number tile in that non-identical grouping does not need to be a Dot tile. When the White Dragon is used as a Zero, it is no longer regarded as a dragon (so is not part of the Dots suit). In other words, "Zeroes" are suitless.

As in Western Mah-Jongg, each suit is associated with a dragon. The Red Dragon is associated with the Craks (and, in the case of Ruby hands, with the Red Bams), the Green Dragon is associated with the Bams, and the White Dragon is associated with the Dots.



Red Dragon is associated with Craks ("Ruby").

Green Dragon is associated with Bams ("Jade").

White Dragon is associated with Dots ("Pearls")

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American Mah-Jongg

Scoring and Strategies

Winning

When a player goes Maj, he or she verbally declares a win and displays the hand to all players, laid out as displayed on the card, broken down into separate groupings (with spaces between the groupings). American Maj players appreciate the "beauty" of complete hands, sometimes even to the point of taking photographs of them.

Scoring

All players pay the winner. Non-winners are not scored. It is not unusual for players to show one another what they'd been working on. Therefore we allow users to see all hands if they want (see Menus section, later in this guide). Scores in American are typically measured in nickels, dimes, and quarters. The most common hands are 25 cents (25 points), and on the 2000 AMJA card the highest-scoring hand earns a dollar (100 points).

Player earns double for the following events and circumstances:

1. Win by self-picking the winning tile from the wall (collect double from all players).
2. Win by taking someone's discard (collect double from the discarder, and single from the others).
3. Winning with no jokers displayed in the winning hand (collect double from all players).*

*The jokerless double does not apply to the hands in the Singles & Pairs section of the card.

When any player goes Mah-Jongg, the Mah-Jongg Results box is displayed. Study the Results to learn more about how hands are scored, and you'll be on your way to developing your own strategy for

playing.

At the bottom of the scoreboard, note that you can take this opportunity to Save, Exit (to title screen), or Continue playing. You can use the Hide button to hide the Score Display so that you can examine the center of the table. The Next and Prev buttons can be used to view the results of hands played previously in the current game.

Heather	A.I.#1	Marshall	Lois		
4.25	3.50	8.00	4.25		
- .60	- .30	- .30	+ 1.20		
<hr/> 3.65	<hr/> 3.20	<hr/> 7.70	<hr/> 5.45		
Sequences #5			30		
Total			30		
Hide	Next	Prev	Save	Exit	Continue

Many American players play with a \$5.00 "pie," which means that the player can never lose more than s/he brought to the table. In Shanghai's American Mah-Jongg game, however, there is no real money involved, so the score can go into negative numbers.

After players have settled up payments, the deal moves to the next player, regardless of who won.

If nobody goes Maj, a Wall Game is declared. Nobody won. Deal moves to the next player.

Game Structure and Player Rotation

The American game is not structured into "hands," "rounds," and "games" as is used in other forms of MJ. Each hand is a game in and of itself. In real life, players usually just play until a pre-arranged time on the clock, or until somebody is tired.

Since it's not desirable for players to stay in the same table position for several hours of play, therefore the first dealer is designated Pivot for the duration of the play session. When the deal moves completely around the table two times, then just before it becomes the Pivot's turn to deal for the third time, the Pivot and the player at his/her right exchange seat. The other player then becomes dealer.

Dead Hands

In real-life Mah-Jongg, it is possible to make mistakes. Make a big enough mistake, and your hand is regarded as "dead."

A "dead" player stops playing, but the game continues without him/her. At the end, the "dead" player must pay the winner just like everybody else. A dead player should wish fervently for a wall game (and then s/he won't have to pay!).

Here are the main things that cause a player's hand to go dead in American Mah-Jongg:

1. Exposures commit the player to make a specific hand, and crucial tiles among the tabletop discards indicate that the hand can not be made.
2. Illegal exposures (making an exposure that commits the player to making a concealed hand).
3. Illegal exposures (making an exposure which is not called for by any hand on the card).
4. Maj in Error. Player displays all tiles and declares Mah-Jongg, but the hand is shown to be incorrect.

Shanghai: Second Dynasty is a computer game, and one of the advantages of a computer game is that you get a friendly helper who (if you so choose) can watch over you and keep you from making a bad mistake.

Normally, the computer won't let you make an invalid declaration of Mah-Jongg (the Win button just won't light up). But you will find it very easy to make invalid exposures.

But if you want the computer to simulate real life more exactly, and open yourself up to making real-life mistakes, you can turn on the Maj In Error option in the Game Setup options box when starting a new game of American Maj. See the beginning of this chapter for more about that and other options.

American Mah-Jongg Strategies

1. As soon as you get the first deal, look for pairs and triples first, and see if they suggest a particular section of the card. If not, see if any of the singles do. If you have threes and sixes and nines, you might go for the 3-6-9 section. Look at your winds and dragons and Flowers; do they suggest any particular section of the card? But don't spend too much time thinking, the others want to move on to the Charleston.
2. During the first Charleston, pass tiles that don't help you make a hand in the section of the card you have targeted. See if the tiles that get passed to you do help.
3. During the second Charleston you'll most likely see mostly the same tiles you saw in the first one. So

consider whether you ought to change your hand based on the tiles that are being passed.

4. Don't be too quick to take a discard in the early part of the game. Most likely there will be more chances later. You don't want to tip your hand too early. Sometimes one meld will tell everybody very clearly exactly what hand you are targeting!

5. Save your Jokers for later in the game. Early melding of Jokers just lets others redeem them. You don't want to help your opponents, now, do you?

6. As you near the end of the hand, watch the discards. Do not discard any "raw tiles" (tiles that are not present among the discards) later in the game.

7. If you realize you won't be able to make your targeted hand, focus on preventing others from winning. Throwing away your Jokers is a very safe move when you just don't want somebody else to win.

8. Try to keep your hand concealed. Same reasoning as described for other Mah-Jongg games, above.

9. Go for the high-scoring hands once in a while. You won't succeed most of the time, but you only have to get a few good scores to be the big winner! Lose small and win big.

10. Mentally keep track of which Jokers are available for redeeming. Don't discard a tile that could be redeemed for a Joker (as a general rule, that is, if you're working on a singles & pairs hand, you can't use Jokers anyway). AND: don't make any melds if the hand you're working on must be concealed!

11. After someone exposes a pung or kong, study the card carefully and see which hands are possibilities. If it is early in the game, discard tiles which you think they may be able to use but probably can't call because they've either used their only Joker on the first exposure or haven't collected enough tiles to make a second exposure. However, discard to a second exposure at great risk and never discard to a third exposure, even if you have to break up a good hand.

12. During the Charleston, pay attention to which tiles *don't* come back to you. Try to determine (without being too obvious) which tiles the recipient keeps.

13. If you play with the same people on a regular basis, try to determine their playing style (i.e., are they cautious, always playing "easy" hands? Do they take risks?)

14. Try to find one hand and stick with it. Remember what the wise lady said: "You can't play everything."

15. Study the card at a time when you're not playing. Knowing which way to go on the fly can give you an advantage.

16. Redeem a Joker from someone else's hand even if you don't need it. You can always throw it out and prevent someone else from getting it. Balance that notion against the notion that you don't want to make anyone jokerless.

17. Remember that the pairs are the most difficult to get since they cannot be exposed. It's better to play a hand where the pairs are in place and you need a Kong or pung rather than the reverse.

18. When you have a pair that you can't use, try saving it until the middle of the game. When you throw the first one, somebody might grab it for an exposure with a joker. Then, on your next turn, you can redeem the other one and get a free joker!

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Chinese Mah-Jongg -- Rules & Options

中国麻雀

 [Chinese Special Hands](#) (*Contains many pictures; can be slow to load.*)

If you have not yet familiarized yourself with the chapter on Mah-Jongg Basics, it is recommended that you do so before reading this chapter.

Shanghai: Second Dynasty's Chinese game is based on the classic Chinese game as it was played in China in the 1920s and 1930s, and as it is played today in Europe and around the world.

Many players of the Chinese game use different optional "table rules," so Shanghai: Second Dynasty offers optional settings so you can simulate the way you normally like to play. When you click on the Chinese option in the Mah-Jongg Game Setup dialog box, you will see the following dialog box which gives you different options for the Chinese Mah-Jongg game:



Explanation of the Options for Chinese Mah-Jongg

Flowers/Seasons

In Chinese Mah-Jongg, the Flowers and Seasons are optionally used to give a player extra points. If you draw a Flower (or Season; for simplicity's sake these are usually referred to as just Flowers), it is immediately placed in your meld area and replaced by a tile from the back end of the Wall.

Then if you go out, you'll get four points for any Flowers you drew. If a Flower that you drew matches your seat, and you go out, your score is doubled. Flowers numbered 1 match East, Flowers numbered 2 match South, Flowers numbered 3 match West, and Flowers numbered 4 match North. E-S-W-N = 1-2-3-4 (ESWN is the order of play around the table). If you get four Flowers in a row (all the Seasons or all the Flowers), you get 1000 points immediately from all players.

False Declaration Penalty

If you declare Mah-Jongg, and it is seen that your hand is either not a winning hand or below the minimum score, then you have to pay big bucks to all the other players. The hand is over. When this option is on, the Win button is always lit up - be careful!

Thrower Pays For All

If you're the one who discards a tile that lets somebody win, you have to pay for everybody else if this option is checked.

7-Pairs Hands

Traditionally, Chinese players never used all-pairs hands, but with the "globalization" of Mah-Jongg, it is not unusual to find tables that accept hands composed of seven pairs. You can turn this option On if you wish to play Chinese Mah-Jongg with all-pair hands allowed.

Jewel Hands

As with the all-pair hands, Jewel hands were not traditionally used in the Chinese game, but some players nowadays have adopted this Western style of hand into their table rules. Turn the option On if you want to play with Jewel hands allowed. More about the Jewel hands in the Special Hands section, later in this chapter.

Limit

The Limit determines the maximum amount that any player can win from the other players on a particular hand. You can set the Limit to 300, 500, or 1000 points, or you can play with "Roof Off" (no Limit -- if someone wins with a Limit hand, the player scores 2000 points). When starting to learn Mah-Jongg, it's recommended to play with a low Limit. Roof Off is only for very experienced and skilled players!

Payment To: All/Only Winning Hands

Check one of these options to determine who will get points at the end of a hand or round. Normally in Chinese Mah-Jongg, all players receive score for the hands they've achieved at the time of someone declaring Mah-Jongg. If you prefer that only the winning player receive points (as is done in American and Japanese Mah-Jongg), then you can change this to "Only Winning Hands."

Minimum Score

This option allows you to set the minimum score requirement for going Out. You can select Chicken (0 fan), 1 fan, 2 fan, or 3 fan minimum score.

A "Chicken" hand is a low-scoring hand (a cheap mix of chows and pungs, composed of various suits, with no pungs of Dragons or valuable Winds). Such a hand does not score any doubles -- thus it's a "zero fan" hand. If you are a beginner, we recommend using this setting until you are very comfortable with Mah-Jongg.

A "fan" is the Chinese term that in the West is usually termed "a Double." So if the game has been set to "3 Fan" that means the hand does not qualify to go Out unless it earns a minimum of 3 Doubles. Players who use the 3 fan setting are very skilled at the game.

See the Scoring section later in this chapter for more about the Doublers for Chinese Mah-Jongg.

Reset To Default

Clicking on this button resets all the settings of the Chinese game to their "factory" settings.

Playing the Game



When the Mah-Jongg game begins, the game table is displayed. Each player is assigned a wind. The player who is East is the "dealer" and he/she gets to go first. If the East player loses the hand, the deal moves on to the next player around the table. If the East player wins that hand, then he/she remains the dealer in the following hand. Your name is at the bottom left corner; your opponents' names are arranged across the top of the screen. The computer automatically builds the Wall, rolls the dice, and deals the tiles (as explained in the chapter "Mah-Jongg Basics").

When the initial deal is complete, if Flowers are used in the game, the computer automatically arranges them off to the side. The Flower tiles are replaced from the back of the Wall. (If another Flower tile is drawn from the back of the Wall, it joins the others for even more bonus points!) The computer then automatically sorts the tiles in your hand, and play can begin.

East plays first. At the beginning of the game, East is dealt 14 tiles (all other players are dealt 13), so East starts by discarding a tile. To discard a tile, click once on the tile to select it. Then either click again or select the Discard button in the Action bar.

Chinese players intentionally and purposefully discard the tiles in random locations in the middle of the table, so Shanghai: Second Dynasty follows this practice. All tiles are placed right-side-up for ease of reading them (whereas in real life they would be placed helter-skelter, right-side-up, upside-down, and sideways and at all angles). In Shanghai: Second Dynasty, the discarded tile is highlighted with a flashing highlight so all players can easily see it.



When a discard is not claimed by anyone (including the next player in turn), then the next player in turn draws a tile from the Wall. Draw a tile by pressing the Draw (Pass) button. A new 14th tile appears in your hand, raised and highlighted. The previous player's discard is now no longer highlighted (that tile is now dead, and can never be used by anyone). On your turn your name is highlighted so all players know whose turn it is (and who's holding things up, if you think too long).

Chinese Mah-Jongg Scoring

Shanghai: Second Dynasty will automatically score winning Mah-Jongg hands. However, players who play games where the Minimum Score option is not set at zero points (Chicken Hand) need to know how to score their own hands. If the False Declaration Penalty option is on, and you go out with a hand that does not meet the necessary minimum score, you will not only fail to win the hand, but you will be penalized and some of your points will be taken away.

First calculate base points earned by your hand, then multiply if the hand earns doubles (double the base points for each double earned). Winner earns the resulting amount from each other player. If score goes above the preset limit, the winner earns the maximum amount (the limit) from each other player. The purpose of the Limit is to limit the size of winnings, to keep a game going. If a non-dealer wins with a Limit hand (or has a hand which earns even more points than Limit), that player collects the Limit amount from the other non-dealers, and double Limit from the dealer. If a dealer wins a Limit hand, the dealer collects double Limit from all other players. If you have selected "Roof Off" (No Limit) then a limit hand is worth 2000 points.

In the Chinese game, "Payment to All" is an optional rule. When this rule is in effect, after the winner collects from the other players, the other players pay each other according to the value of the base points and (if applicable) doubles earned by the tiles in the hand. It's possible for a non-winner to earn more than a winner when Payment to All is in effect!

Here is a summary of Mah-Jongg scoring for the Chinese Game. Some of the terms are defined in the glossary in "more About Mah-Jongg" later in this guide.

Base points:

Going Mah-Jongg - 20
Exposed Pung of Simples - 2
Concealed Pung of Simples - 4
Exposed Pung of Terminals - 4
Concealed Pung of Terminals - 8
Exposed Pung of Honors - 4
Concealed Pung of Honors - 8
Exposed Kong of Simples - 8
Concealed Kong of Simples - 8
Exposed Kong of Terminals - 16
Concealed Kong of Terminals - 32
Exposed Kong of Honors - 16
Concealed Kong of Honors - 32
Flower - 4
Season - 4
Pair of Dragons - 2
Pair of Prevailing Wind - 2
Pair of Own Wind - 2
Sweep - 2
Going Out on Self-Drawn Tile - 2
Completing A Pair to Go Out - 2
One Chance Chow - 2
Non-Scoring Hand - 10
Bouquet of Flowers - 1000
Bouquet of Seasons - 1000



*A bouquet must be four flowers **or** four seasons.*



A bouquet cannot be a mix of flowers and seasons. It earns 1000 points from each player.

Doubles:

Rounding Before Doubles: - NO

Pung of Dragons - 1

Pung of Own Wind - 1

Pung of Prevailing Wind - 1

Own Flower - 1

Own Season - 1

Clean Hand - 1

Pure Hand - 3

All Honors - 3

No Chows - 1

Going Out on Loose Tile - 1

Going Out on Last Tile - 1

Robbing the Kong - 1

Fully Concealed Hand - 2

All Honors - 3 (See Special Hands)

Little Four Winds - 1 (See Special Hands)

Little Three Dragons - 1 (See Special Hands)

Limit: You can set this to 300, 500, 1000, or "Roof Off" (Limit hands are worth 2000) -- remember that East pays and receives double

Opening stake: 2000

When any player goes Mah-Jongg, the Mah-Jongg Results box is displayed. Study the Results to learn more about how hands are scored, and you'll be on your way to developing your own strategy for playing.

When the Score Display is visible, you can use the Up and Down buttons (when highlighted) to scroll up and down the list, to see how the winning hand is scored. You can use the Hide button to hide the Score Display so that you can examine the center of the table. When the Payments Display is visible, you can use the Next and Prev buttons to see how other hands in the game were paid.

Winning

When someone makes a complete hand, s/he can declare Mah-Jongg. Two score boxes appear.

Beatrice	A.I.#1	A.I.#2	A.I.#3
146	700	2620	4534
-96	416	-96	-224
Exposed Pung of Honors			4
Exposed Kong of Honors			16
Concealed Pung of Simples			4
Pair of Dragons			2
Flower			4
One Chance Chow			2
Total			104
Round:West			<input type="button" value="Hide"/> <input type="button" value="OK"/> <input type="button" value="Up"/> <input type="button" value="Down"/>

This first score box shows the winning player's score breakdown. If the list of attributes of the hand is larger than the score box, you can use the Down button to scroll down and view the bottom of the list (and the total). The Hide button shrinks the score box so you can examine the tabletop. Pressing the OK button causes the next score box to be displayed.

	Beatrice	A.I.#1	A.I.#2	A.I.#3
	South	West	North	East
	242	284	2716	4758
Points:	56	104	56	52
South	0	104	0	-8
West	-104	0	-104	-208
North	0	104	0	-8
East	8	208	8	0
	146	700	2620	4534
Round:West	<input type="button" value="OK"/> <input type="button" value="Next"/> <input type="button" value="Prev"/>			

The second score box shows the distribution of points between the players. In this example, "A.I. #1" has won a hand worth 104 points, and "Payment to All" is in effect. A.I. #1's name is highlighted in red because this player won the hand. Beatrice's name is highlighted in green because this player discarded

the tile which gave the winner the hand. In the Chinese rules, the discarder does not pay double -- rather East does. So A.I. #3 pays 208 points, while the other players pay 104 points to A.I. #1. Because Payment To All is in effect, A.I. #3 also has to give 4 points each to Beatrice and A.I. #2 (subtracting A.I. #3's score from the other players' scores shows why). A.I. #3 has been, and still is, the big winner of the game thus far, as can be determined from the bottom line. If you want to examine how the non-winners' hands are scored, you can click on their names to see a breakdown for each player. In this example, the cursor is pointing at the Prev button so the player can look at breakdowns of previous hands in the game.


You can take as much time as you want studying the score boxes and learning how to improve your game, and click OK to go on and play the next hand. Of course, if you're playing against other players over the Internet, you shouldn't spend too much time doing this.

Playing a Complete Game of Mah-Jongg

A complete game of Chinese Mah-Jongg consists of four rounds. Each round has its own special wind (East, South, West, North). A round is complete when the deal has passed completely around the table. The deal passes around the table only if the dealer (East at the beginning of the game) does not win that hand. So a complete game of Mah-Jongg normally consists of sixteen or more hands. There are many fine points you'll need to learn (all described hereafter), but if you are just starting, you should jump right in and play against A.I. players and observe what goes on. When you have questions, consult this guide or the onscreen Help menu's Manual - Rules feature.

When playing offline (against A.I. opponents only), you can save an unfinished game and continue again at a later time. When playing online (against other people), you will most likely play as many hands as the four of you can manage - saving is not possible when playing online.

More about the Chinese game:

 [Chinese Special Hands](#) (*Contains many pictures; can be slow to load.*)

 [Strategies for Chinese Mah-Jongg](#)

Or on to the next chapter:

 [Japanese Mah-Jongg](#)

Chinese Special Hands

The Chinese game recognizes a comparatively small number of special hands. This section illustrates the special hands recognized by *Shanghai: Second Dynasty's* Chinese game.

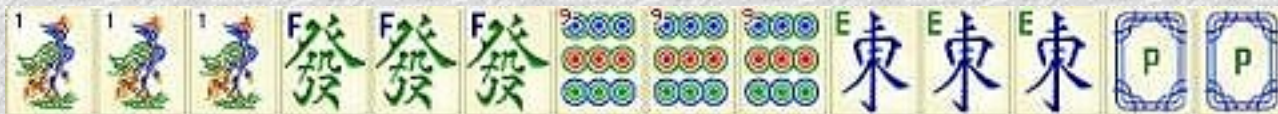
By their very nature, many special hands must be concealed. It is not possible to meld (expose) a seven-pairs hand since pairs cannot be melded. Each of the hands below is marked as to whether it is Concealed or Exposed, and how much it earns. Sometimes a hand is required to be concealed even if it is possible to make exposures during the course of making that hand -- in other words, if exposed, the hand does not earn "special" status.



Pure Hand

Exposed --- 3 Doubles (3 Fan)

Tiles of one suit only, with no Winds or Dragons.



All Honors

Exposed --- 3 Doubles (3 Fan)

Pungs or Kongs and a pair of Winds, Dragons, and Terminals.



Little Four Winds

Exposed --- 1 Double (1 Fan)

3 Wind Pungs and a Wind pair.

Note: Some rules award a bigger amount for Little Four Winds, but *Shanghai: Second Dynasty's* Chinese game awards a double for this. Additionally, some rules specify whether the pair is allowed to be the player's Own wind or not, but *Shanghai: Second Dynasty* awards the double regardless. The double for Little Four Winds is awarded in addition to any other doubles the hand may earn.



Little Three Dragons

Exposed --- 1 Double (1 Fan)

2 Dragon pungs and a Dragon pair.

Note: As with Little Four Winds, some rules award a bigger amount for Little Three Dragons, but *Shanghai: Second Dynasty's* Chinese game awards a double for this. The double for Little Three Dragons is awarded in addition to any other doubles the hand may earn.

Other special hands and special situations award the player the maximum amount (the "Limit"). You can set the Limit when you set up a new game of Chinese Mah-Jongg. The following section outlines the special situations and hands which earn the limit amount.

LIMIT SITUATIONS

- Heavenly Hand -- When the dealer goes out on the original deal.
- Earthly Hand -- Player goes out on dealer's first discard.
- Kong on Kong -- A player completes 2 kongs and the hand in one turn.
- Gathering Plum Blossom From the Roof -- Player goes Out on a loose tile (a tile replacement from back of wall, for a Flower or Kong). And that tile happens to be a 5 Dot.
- Moon from the Bottom of the Sea -- Player goes Out on the last tile from wall, and that tile happens to be a 1 Dot.
- Scratching the Carrying Pole -- Player goes Out by robbing a Kong of Two Bams.
- Buried Treasure -- Player goes Out with all concealed Pungs, by self-pick. Some rules require that the final tile is for the pair, but *Shanghai: Second Dynasty* uses a less stringent rule.
- Pure hand, out on self-pick, is a Limit hand.
- Dealer wins 13 hands in a row (dealer loses the deal after 13th win earns Limit). Wall games do not count against the dealer.

LIMIT HANDS



Heavenly Gates

Exposed --- Half Limit

Concealed --- Limit

(Also called: Nine United Sons, Nine Connected Sons, Nine Gates)

Pung of ones and nines, plus a run of 2-8 (all in one suit) plus any one tile of that suit.

Note: some rules hold that this hand is worth Limit only if waiting for a 9-way call. *Shanghai: Second Dynasty* uses a less stringent rule -- you earn limit for this hand regardless of the calling pattern.



All Winds and Dragons

Exposed --- Limit

Pungs or Kongs and a pair of Winds and Dragons only.



Heads and Tails

Exposed --- Limit

Pungs or Kongs and a pair of ones and nines (Terminals) only.



Unique Wonders

Concealed --- Limit

(Also called: Thirteen Orphans, Thirteen Impossible)

A one and nine of each suit (effectively, a "knitted Pung" of ones and nines) plus NEWS plus one of each dragon plus one additional tile of any of the above (effectively making one pair in the hand).



Big Three Dragons

Exposed --- Limit

(Also: Three Great Scholars)

Pungs of all three Dragons, plus any Pung or Chow plus a pair in the same suit (or a pair of Winds).

Note: Some rules hold that "Three Great Scholars" is awarded only if the fourth grouping is a pung (not a chow), but *Shanghai: Second Dynasty* uses a less stringent rule.



Big Four Winds

Exposed --- Limit

(Also called: Four Blessings)

Note: Some rules award Big Four Winds if one of the Winds is a pair (so long as it's not the player's Own Wind). *Shanghai: Second Dynasty* uses a more stringent rule.



All Kong

Exposed --- Limit

(Also called: Four Fours)

Four Kongs of anything plus a pair of anything. Note: some players require that all four Kongs be in the same suit, but *Shanghai: Second Dynasty* isn't quite so strict.



All Green

All the tiles in the hand are green. If the hand includes Green Dragons, it is also considered a Jewel Hand (see Jewel Hands, below, for more on that).

The Snake

Exposed --- Limit

Pungs of Ones and Nines, with a pair of Twos, Fives, or Eights, and two chows, all in one suit).



If the pair is Twos, the chows must be 3-4-5 and 6-7-8.



If the pair is Fives, the chows must be 2-3-4 and 6-7-8.



If the pair is Eights, the chows must be 2-3-4 and 5-6-7.

Note: some writers call this hand "The Wriggling Snake," but there is already a hand of that name in *Shanghai: Second Dynasty's* Western game, and it is defined differently. So we call this hand simply "The Snake."

OPTIONAL SPECIAL HANDS

Traditionally, the Chinese game did not include the Seven-Pairs hands or the Jewel Hands, but the "globalization" of Mah-Jongg has resulted in many players allowing the use of those hands in the Chinese game. Thus those hands are selectable, as an option, in *Shanghai: Second Dynasty*.

JEWEL HANDS

To understand the "jewel" hands it is important to keep two concepts in mind. Firstly, the Bamboo suit is comprised of "green" tiles (2, 3, 4, 6, 8) and "red" tiles (1, 5, 7, and 9) - for the purposes of the Jewel hands, the other suits also are broken into similar groups.



The Green Bams (2, 3, 4, 6, 8) - The Red Bams (1, 5, 7, 9)

Secondly, for the purpose of the Jewel hands, each suit is associated with a dragon. The Red Dragon is normally associated with the Craks in the Western and American games, but, in the case of Ruby hands, with the Red Bams, the Green Dragon is associated with the Bams, and the White Dragon is associated with the Dots.



Red Dragon is associated with Craks ("Ruby").

Green Dragon is associated with Bams ("Jade").

White Dragon is associated with Dots ("Pearls")



Jade Hand

Exposed --- Limit

Pungs (or Kongs) and/or Chows of green Bams with a pair of Green Dragons.

Note: Some players require this hand to contain no more than one Chow, but *Shanghai: Second Dynasty* allows multiple Chows in the Jade Hand. Keep in mind that when you have multiple Chows concealed in the hand (the same hand as seen above), the sorting does not separate the Chows as seen above.



Imperial Jade

Exposed --- Limit

(Also called: Jade Dragon)

Pungs or Kongs (may include no more than one Chow) of Green Dragons and Green Bams, with a pair of Green Bams.

(Note: This hand earns Double Limit in the Western game, but not in the Chinese game.)

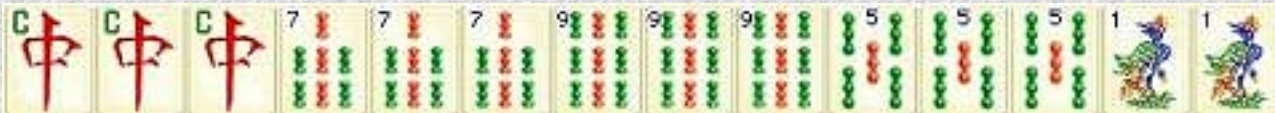


Pearl Dragon

Exposed --- Limit

Pungs or Kongs (may include no more than one Chow) of White Dragons and 2, 3, 4, 6, 8 Dots with a pair of Dots (those numbers only).

(Note: This hand earns Double Limit in the Western game, but not in the Chinese game.)



Imperial Ruby

Exposed --- Limit

(Also called: Royal Ruby)

Pungs or Kongs of Red Dragons and Red Bams, with a pair of Red Bams.

(Note: This hand earns Double Limit in the Western game, but not in the Chinese game.)

PAIR HANDS

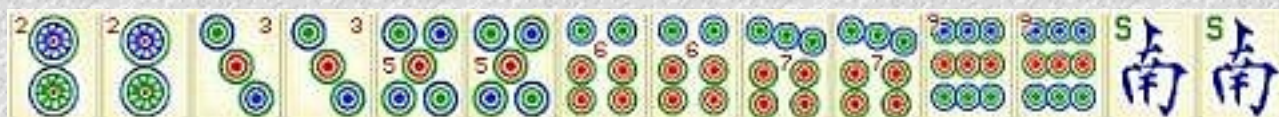


Dirty Pairs

Concealed --- Half Limit

(Also called: Small Seven Pairs)

Seven pairs of anything.



Clean Pairs

Concealed --- Limit

Seven pairs in one suit (Winds or Dragons allowed).



All Pair Honours

Concealed --- Limit

Seven pairs of Winds, Dragons, and/or Terminals (no Simples allowed).


Western players allow other special pair combinations, but in the Chinese game only these three pair hands are recognized (when recognized at all).

Back for other details of the Chinese game:

 [Chinese Mah-Jongg; Rules & Options](#)

 [Strategies for Chinese Mah-Jongg](#)

Or on to the next chapter:

 [Japanese Mah-Jongg; Rules & Options](#)

Strategies for Chinese Mah-Jongg

[Chinese Mah-Jongg; Rules & Options](#)

[Chinese Special Hands](#) *(Contains many pictures; can be slow to load.)*

There are many valid strategies that can be used to play Mah-Jongg. Some of these strategies apply only to Chinese Mah-Jongg, and some apply to other forms as well.

1. Many beginners think they are doing well if they're making lots of melds (Chows, Pungs, Kongs) - they don't realize that melding is an onerous duty, not a sign of success! If you watch experienced players, you will see that they do not necessarily grab the first Chow opportunity that comes along, for several reasons:

- a. It shows the other players three tiles that you have collected; opponents can learn more about your hand by the melds AND discards than they could from the discards alone.
 - b. It narrows the opportunities for the hand you are building (having made one Chow, you would be wise to make the rest of your hand all Chows and/or all the same suit).
 - c. Chow hands are not necessarily the best - with Pung hands, you aren't limited to the suit, you can also use Winds and Dragons.
2. Experienced players even think twice about grabbing available tiles to make a Pung or Kong. In general, don't take somebody else's discard unless you have a clear plan for your hand and that discard advances the hand closer to a Win.
3. Keep a Pair. It's harder to make a pair if you have only one tile than it is to make a Pung if you have a pair. So if you have a pair, don't be too quick to claim a matching tile to form a Pung.
4. Have patience. When first learning to play, it's typical to grab every opportunity to meld a Pung or Chow. In the early stages of a game, you should instead keep in mind that there are a lot of good tiles available for drawing from the Wall. By not melding your tiles, you don't clue everyone in to what you're doing, and you stand a chance to get a concealed hand.

5. Be flexible. As you build your hand, be ready to abandon your earlier thinking about how to build it as you see what kind of tiles others are discarding. If you are playing Western Mah-Jongg with restrictions on winning hands, don't be too quick to form your only Chow; there will be other chances.

6. Don't let someone else win. As much as you want to go out yourself, sometimes it's wiser to keep anybody else from winning. Especially, you don't want to "feed" a high-scoring hand. If a player has melded three sets of all one suit, that's especially dangerous (you might feed a Pure or Clean hand, and have to pay a high price); thus the player announces the danger when making a third meld in one suit.

7. Watch the discards and watch the number of tiles in the Wall. As it approaches the end (the game will stop when there are fourteen tiles remaining), the tension increases and it's more important to be careful what you discard when there are fewer tiles remaining to be drawn. If the number of tiles in the Wall is getting low, don't discard any tiles which you do not see in the discard area.

8. The "1-4-7 rule" is a good playing strategy (for all forms of MJ except American in which there are no chows). If the player to your right discards a four, and you don't have another of those to discard, you /might/ be all right if you discard a one or a seven. Remember that these number sequences are key: 1-4-7, 2-5-8, 3-6-9. Between any two numbers in these sequences there can be an incomplete chow; if a player throws one number, then that player probably does not have a chow that would be completed by that number or the number at the other end. Discarding tiles IDENTICAL to what another player discards is always good, if you can.

9. Keep in mind the profound difference between terminals ("ends," ones and nines) and simples ("non-ends," twos through eights). By their very nature, terminals can be used in far fewer potential melds. Therefore, if it is too early to form a strategy, get rid of a few terminals, and your hand will usually take shape enough to form a strategy. Most good players often go for an "all simples" hand or a "many terminals" type hand. Keep an eye on your opponents' discards to try to discern which they're doing. This will help you late in the game where you have a choice between several potentially dangerous discards - remember that the terminals are usually in less demand. Most one-away hands are not waiting for terminals.

10. Learn the three stages of a MJ hand.

Opening: DEVELOP your hand by removing unrelated tiles. Keep your options open; much depends on what you draw.

Middle game: ATTACK by deciding on a goal (are you going for all Pungs or a Pure hand, for instance), and build your hand towards that goal.

Endgame: DEFEND your game by making sure no one else wins. Your great hand will be useless if someone else wins!

11. Be mindful of your wind and the prevailing wind. Hang onto those winds in the early part of a hand until you can see that they're hopeless or your hand is shaping another way. Your wind (when it's not the round wind) may well be safe to discard. If a pair of dragons has already been thrown, the third and fourth are probably safe to discard (it's rare, but not unheard of, for someone to go out waiting for a dragon pair). Keep it to use later when it's getting dangerous.
12. Go for the high-scoring combinations (pure, clean, and if applicable, special hands). You only need a few high-scoring hands to win the game.
13. Watch the discards and try to figure out what other players are holding. Remember that other players can do that too.
14. If you're using Flowers and playing for minimum fan scores, watch your Flowers. If you have the right Flowers, you can go out with an otherwise chicken hand if necessary. Be aware if it's possible for anyone to get a bouquet (all four Flowers, or all four Seasons). It might affect your plan.
15. Try to go out waiting for multiple tiles (not just one). Imagine that you have three complete sets and two pairs. One pair is dead (its fellows are already on the table) and the other pair is Two Bams, and you draw a Three Bam from the wall - which tile do you discard now? In this situation, many experienced players will discard one of the Two Bams, keeping a Two Bam and a Three Bam. A One or Four Bam will complete the chow, and the hand. A two-way call is better than a one-way call because it gives you more chances to win. As you improve your Mah-Jongg skills, you will learn numerous patterns that give you multiple chances to win, such as the following. In these examples, it is assumed that the rest of the hand is complete, and you need only one tile to complete the hand.

Tiles in hand - Win with:

2224 ----- 3 or 4 (two chances)
2223 ----- 1 or 3 or 4 (three chances)
22234 RR ----- 2 or 5 or R (three chances)
23456 ----- 1 or 4 or 7 (Note: "1-4-7")
2223344 ----- 2 or 3 or 4 or 5 (four chances)
2223334 ----- 2 or 3 or 4 or 5 (four chances)
2223444 ----- 1 or 2 or 3 or 4 or 5 (five chances)
2223456 ----- 1 or 4 or 7 ("1-4-7"), or 3 or 6 (five chances)
1112345678999 - Any number (nine chances) ("Heavenly Gates")

There are also more complicated calling patterns -- you can learn them and make them, increasing your chances for a win.

Back for the Chinese game:

 [Chinese Mah-Jongg; Rules & Strategies](#)

 [Chinese Special Hands](#) (*Contains many pictures; can be slow to load.*)

Or on to the next chapter:

 [Japanese Mah-Jongg; Rules & Options](#)

Japanese Mah-Jongg -- Rules & Options

日本麻雀

-  [Japanese Yaku \(Special Hands\)](#) *(Many pictures; can be slow to load.)*
-  [Scoring Japanese Mah-Jongg](#)
-  [Strategies for Japanese Mah-Jongg](#)
-  [Glossary of Japanese Mah-Jongg Terms](#)

If you have not yet familiarized yourself with the chapter on [Mah-Jongg Basics](#), it is recommended that you do so before reading this chapter.

Mah-Jongg was introduced into Japan from China in the first part of the twentieth century, just a few years before it was introduced into America. Since that time, the Japanese players have modified the rules to suit their predilection for gambling. Various rules and options have been added which greatly increase the tension and excitement in the game. The Japanese game is primarily characterized by a requirement to make "Yaku" (bonus-scoring combinations and situations). Like the Western (American) game, you play for special hands. Only the winner scores, and the last 14 tiles in the wall are not played. Flower tiles are not used in the Japanese game.

In this guide, we mostly use the Japanese terms. If you ever get the chance to play with Japanese players, you'll be able to communicate in the same terms.

Shanghai: Second Dynasty's Japanese Mah-Jongg game can be selected from the title screen or from the Games menu. After selecting "Mah-Jongg" and clicking on "Japanese," you are presented with the setup Options dialog:

Japanese Mah-Jongg Options	
<input checked="" type="checkbox"/> Ippatsu	<input checked="" type="checkbox"/> Red Fives
<input checked="" type="checkbox"/> Furiten Reach	<input type="checkbox"/> Yakitori
<input checked="" type="checkbox"/> Kuitan	<input checked="" type="checkbox"/> Pao-Soku
<input checked="" type="checkbox"/> Keishiki Tenpai	<input checked="" type="checkbox"/> Reach ji no agari sentaku
<input checked="" type="checkbox"/> Kuikae	<input checked="" type="checkbox"/> Kan Dora
	<input type="checkbox"/> Play East round only
Point Spread	0-0
Opening Stake	25000
<input type="button" value="Defaults"/> <input type="button" value="Cancel"/> <input checked="" type="button" value="OK"/>	

If you are not familiar with these optional rules of Japanese Mah-Jongg, it is recommended that you read this section to become familiar with them. If you are a beginner to Mah-Jongg, it is recommended that you first familiarize yourself with Chinese Mah-Jongg. Japanese Mah-Jongg is for advanced players!

The options are already set to their recommended settings. These settings are recommended because they are either usually played this way by most Japanese players or because they are the friendlier settings for those new to Japanese Mah-Jongg.

IPPATSU

(Bonus Out within one turn of Reach)

If the box is checked, players can earn a bonus for going Out within one turn after declaring Reach. "Ippatsu" refers to a player who goes Out within "one shot" (one turn around the table) of having declared Reach (see elsewhere in this guide for more about the "Reach" rule). The Ippatsu rule can make that turn pretty tense and exciting! If a player declares Reach and then, within one turn around the table, goes Out, he has achieved Ippatsu. When this option is On (default), the Win button will light up and display "Ippatsu" if the player can declare Ippatsu. The player gets a 1 Fan bonus for achieving Ippatsu. Some players prefer to play without this option, which is why this is an option (rather than a rule) in *Shanghai: Second Dynasty*.

FURITEN REACH

(Reach allowed with Sacred Discard)

If the box is checked, players can declare Reach if the player has a "furiten" (also called "sacred discard") on the table. The player may not be allowed to claim certain tiles to go Out, however (this rule only applies to the declaration of Reach).

If this rule is Off, you are not allowed to declare Reach (the game will not allow it) if any of your discards are among the list of possible tiles which would allow you to go Out (or if there is any other tile which meets the definition of "furiten" as outlined in these rules). There is more about Furiten and Reach later in this guide.

KUITAN

(All-Simples hand can be exposed)

If the box is checked, you are allowed to make melds of "simples" (2 through 8) and still claim the Tanyao yaku. The name "Kuitan" refers to feeding someone's Tanyao hand. If the Kuitan box is not checked, then the hand must be concealed (you must not claim discards to make melds before going Out). It's easier to win under the Kuitan rule (most Japanese players just discard ones and nines anyway), so some players require Tanyao (All Simples) to be concealed-but Shanghai: Second Dynasty allows the option for it to be exposed. In Tokyo, they always play Kuitan (Tanyao can be exposed), while in Osaka they never play Kuitan (Tanyao must be concealed). So to play Tokyo style, leave the option On-to play Osaka style, turn the option Off.

KEISHIKI TENPAI

(Calling hands need not have Yaku)

If the box is checked, your hand can still qualify for Tenpai even if you have a "chicken" (non-Yaku) hand. "Tenpai" is explained in detail elsewhere in this guide, but briefly, Tenpai is awarded to players who, at the end of a hand, need only one tile to complete the hand. In Western Mah-Jongg terms, a Tenpai hand is a "fishing" or "calling" hand.

Under the Keishiki Tenpai rule, the fishing (calling) hand can be a "chicken" (non-bonus-scoring) hand. When the Keishiki Tenpai option is Off, the hand must not only need only one tile to win, but must be a fishing Yaku hand to boot. That is to say, the fishing hand-when completed-would be a Yaku hand (a hand which scores at least one Yaku). The hand does not have to already have a Yaku in it in order to qualify for Tenpai-it just needs to be needing one more tile to make a Yaku hand in order to qualify for Tenpai. See the sections on Japanese scoring and Japanese special hands to learn more about Yaku.

KUIKAE

(Breaking up an existing grouping not allowed)

If the box is checked, you may not take a discard and immediately discard a related tile. For example, if you claim a 4 Bam, meld a 2-3-4 Bam, and immediately discard a 1 Bam, players can see that you broke up an existing grouping. And they'll assume you are trying for Tanyao (All Simples). Under the Kuikae rule, you are not allowed to do this-but it's okay to take the tile, make the meld, and discard an unrelated tile on that turn (you can discard the 1 Bam on a later turn).

Here's another example. If you are holding a concealed Pung of 9 Bams, and another player discards a 9 Bam, the Kuikae rule forbids your taking the discard and melding a Pung of 9 Bams and immediately

discarding a 9 Bam. This is a nonsensical move anyway (there is no good reason why you would want to do this), but if the Kuikae box is checked it is also an illegal move.

If *Shanghai: Second Dynasty* doesn't allow you to make a particular discard, and this option is selected, it's probably because of the Kuikae rule.

RED FIVES

When this option is selected, one of the four Five Dot tiles, one of the Five Craks, and one of the Five Bams is red (no green, no blue or black ink).

Normal fives and red fives



Any player who goes Out with a Red Five in his hand gets a Fan (the score is doubled for each Red Five). Red Fives are not yaku; a Red Five is similar to a Dora tile in that respect (see the chapter on yaku for more information on that). If you want to add more of an element of luck to the game, leave the option on (checked).

YAKITORI ("roast bird")

At the beginning of a new game, all players have a special Yakitori marker, turned face-up (it depicts a skewered chicken).



When a player wins his first hand of the game, his Yakitori marker is turned face-down. At the end of the game, any player whose marker is still face-up must pay a penalty of 1500 points.

PAO-SOKU

Thrower who causes someone to win by means of Big Three Dragons or Big Four Winds must pay for all (or pay half if someone else throws the tile needed to complete the pair). If option is turned off, no extra penalty is paid for this.

REACH JI NO AGARI SENTAKU

When this option is on, then once you have declared Reach, you must take any discarded tile which legally completes your hand, no matter the value of the resulting complete hand (you are not allowed to pass a valid winning discard). Default setting is On. When setting is Off, the user can opt to disregard a discard which would complete the hand (in order to wait for a more valuable hand).

KAN DORA

The Kan Dora indicator is the tile at the top of the 4th stack from the end of the Dead Wall. The Kan Dora indicator tile is turned over instantly when anyone makes a Kan (a Kong). If a player goes Out with the indicated Kan Dora tile, that player gets one Fan for the tile. Default setting is On. When setting is Off, there is no Kan Dora.

PLAY EAST ROUND ONLY

Some players of the Japanese game like to keep the game very short, and accordingly play only one round instead of two. The deal moves completely around the table one time, if this option is checked.

POINT SPREAD ("Uma")

Some players like to increase the amount of winnings (which also increases the amount of losses) by injecting a point spread into the end-game conversion of points into payment amounts. See the section on how Japanese Mah-Jongg is scored to understand this process better. *Shanghai: Second Dynasty* offers you the choice of four different point spreads: 0-0, 5-10, 10-20, or 20-40. The 0-0 point spread makes the narrowest difference between winnings and losses, and the 20-40 spread makes for huge winnings and huge losses. We recommend no point spread (the 0-0 setting) for most players.

OPENING STAKE

Most players start a Japanese game with a stake of 25,000 points. You can set the opening stake as high as 30,000 points if you like. We recommend 25,000 for most players.

After selecting your desired options on the Japanese Mah-Jongg Options screen, press OK, and the game will start. Now you're looking at the Mah-Jongg tabletop.

The Japanese Mah-Jongg Tabletop

At the bottom of the screen is your name, an area for text messages, and your action buttons.



Your opponents' names are arrayed across the top of the screen. In the center of the screen is the Dead Wall, and one tile is turned face up. That face-up tile is the Dora indicator. The number of tiles in the Wall (including the Dead Wall in the center of the screen) is shown at the lower right corner of the screen.

In the Japanese game, the WIN button (the button on the far right of the Action Bar) is a multi-purpose button, which says different things depending on what's going on in the game.

At the beginning of the game, the Win button is shown labeled "Tsumo." This button label will change to match the circumstances.

TSUMO - To win on a self-picked tile from the Wall

RON - To win on somebody's discard

REACH - To declare that only one tile is needed to win

IPPATSU - To win within one turn of declaring Reach

Ron (pronounced "roan") - The Win button says "Ron" and lights up when an opponent discards a tile which the player can legally take to win on that discard.

Tsumo - The Win button says "Tsumo" and lights up when the player has drawn a tile which lets him win.

Reach - The Win button says "Reach" and lights up when the player is holding a fishing (calling) hand and an appropriate discard is highlighted. Let's say you have a fishing (calling) "Pure" hand ("Chinitsu") - all Bams and one Dot. When you have the sole Dot tile highlighted and raised, the Win button says "Reach" and lights up. But if you move the highlight off the Dot tile, to a tile which if discarded would not leave you with a fishing hand, then the Win button becomes unlit (but still says "Reach").

Ippatsu (pronounced "eepots") - After declaring Reach, the Win button (even if not highlighted) changes to "Ippatsu" for the next turn around the table. If play goes around the table and back to the player without the player having seen the winning tile, then the Win button changes to "Tsumo" (while it's the player's turn) or "Ron" (while it's an opponent's turn). Note: this "Ippatsu" action of the Win button only applies if the "Ippatsu" option is On. For more detailed information on the Action Bar, read the chapter on [Mah-Jongg Basics](#), if you have not already done so.

Several more things to mention about the Japanese tabletop.

It is standard Japanese practice to place the melds to the right (and there are no Flowers in the Japanese game).



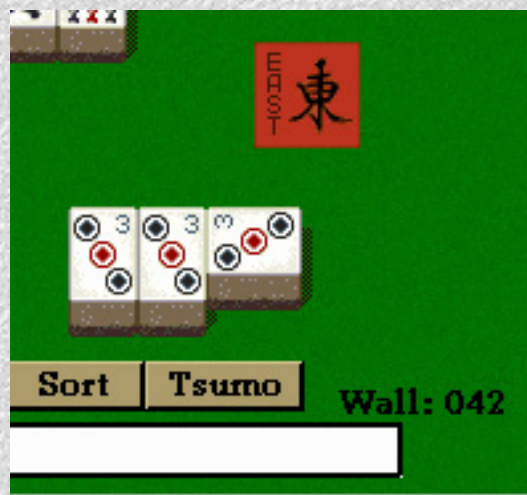
In Japanese Mah-Jongg, a normal hand consists of 18 turns around the table. Japanese players place the discards in an orderly manner in front of them, in 3 rows of 6 tiles (or sometimes in 2 rows of 9). This gives all players an easy way of viewing the history of the hand.

When a player declares Reach, his discard is turned sideways so all players can remember exactly when this event occurred.



When a player makes a meld (a Pung, Kong, or Chow) from another player's discard, the acquired tile is

turned sideways.



The position of the tile in a Pung or Kong meld indicates which player it came from -- again, this is done to provide a visual history of the game. For example, if the leftmost tile of a Pung is turned sideways, that indicates that the meld was made thanks to the discard of the player to the left. The center tile of a Pung being turned sideways indicates that the opposite player made the discard. In the case of a Chow, Shanghai: Second Dynasty shows the newly acquired tile on the left, regardless of the tile's numerical position in the Chow.



In the center of the screen is the Dead Wall. The Dead Wall is the last 7 stacks of tiles in the Wall (14 tiles); in the game this is represented by 7 tiles. The tile at the top of the 3rd stack from the end is turned face-up. This tile is the Dora indicator. "Dora" is explained elsewhere in this guide. Japanese Mah-Jongg limits the game to a total of four Kongs, which is why the Dora tile is the 3rd from the end of the Dead Wall. When a player makes a Kong, a tile (called a "loose tile") is taken from the left end of the Dead Wall. Because the game displays one tile to represent a stack of 2, you will see the end tile disappear after 2 Kongs have been made.

Players place chips (markers) on the table to mark key events in the game (as described later). Dealer Win markers are represented by a black number following an "x" by the Dealer's name. Reach markers left over from a previous hand are represented by a red number following an "x" by the Dealer's name.

Features and Rules of Japanese Mah-Jongg

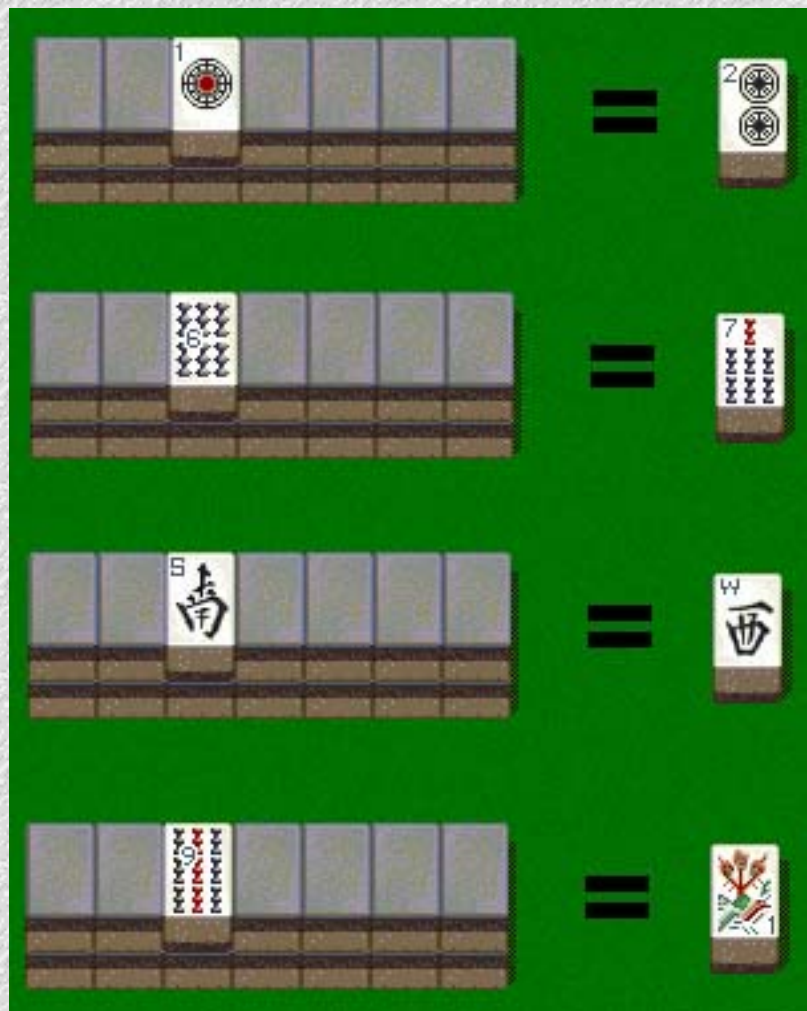
"Reach" (alternative spelling: "Riichi"; some American players call this "Ready") - A player can declare "Reach" when s/he needs only one tile to go Out on a concealed hand. The player places a 1,000-point bet when declaring Reach, and stands to earn a One Fan Yaku bonus if successful.

Here are some of the rules pertaining to Reach. First, the hand must be totally concealed. If you have melded anything, you cannot declare Reach. When you find yourself in a position in which you need only one tile to go Out, and your tiles are concealed, (and, if Furiten Reach is not allowed, you have not made a "sacred discard"), then you may declare "Reach." It must be your turn, and you make your declaration simultaneous with making your discard. You turn your discard sideways to mark when you went Reach. At this time you freeze your hand-you are not allowed to make any modifications to your hand-you can only discard everything that comes up if it is not the one (or more) tile that you need to go Out. Accordingly, in the interest of speed, *Shanghai: Second Dynasty* takes over for you and automatically discards any non-winning tiles after you declare Reach. Tenpai / Noten - At the end of a hand, when all the tiles from the live Wall are used up, play stops. All players announce whether their hands are Tenpai or Noten. All players with "fishing" ("calling") hands declare Tenpai. All other players declare Noten. The Noten players pay the Tenpai players. A total "Noten Bappu" of 3000 points is paid. So if one player has Tenpai, he collects 1000 points from the other three players. If three players have Tenpai, they each collect 1000 points from the fourth player. If nobody has Tenpai, nobody pays anybody. If everybody has Tenpai, nobody pays anybody.

Dora - The "Dora" is a special tile which earns a 1 Fan bonus for any player who has this tile in his hand when going Out. The 3rd tile from the end of the Dead Wall is the Dora indicator.

Some players play that this (the 3rd tile on the Dead Wall) is the Dora tile itself. Because one Dora tile is face-up on the Dead Wall, therefore, there are only 3 other Dora tiles left in play. Other players (and *Shanghai: Second Dynasty*) use a different rule (which allows for 4 Dora tiles to be in play). This face-up tile is not the Dora tile itself, but rather the Dora indicator. It's the next tile after the indicator which earns the bonus. For example, if the face-up tile (the "indicator") is a Three Dot, then it is the Four Dot which is the Dora tile. If a player were to go out with a Pung of Four Dots, the player would score three Fan.

The tiles within a suit "wrap around" from Nine to One. The Winds are ordered E-S-W-N (wrap around from North to East), and the Dragons are ordered W-G-R (wrap around from Red to White).



When someone discards a Dora tile in *Shanghai: Second Dynasty*, a special sound is heard.

As is the case in the way Mah-Jongg is played in other countries, Japanese Mah-Jongg can be played in a variety of ways. The following outlines the specifics of *Shanghai: Second Dynasty*'s Japanese game.

Scoring starts at 2 Fan ("Ba ni ryanhan") - As long as your winning hand meets the minimum criteria for a legal win, you get 2 Fan for going Out, and other Fan depending on the Yaku in your hand. The 2 Fan for going out is "understood and implied" but never actually displayed on the screen or in the scoring chart (it's already figured into the scoring chart).

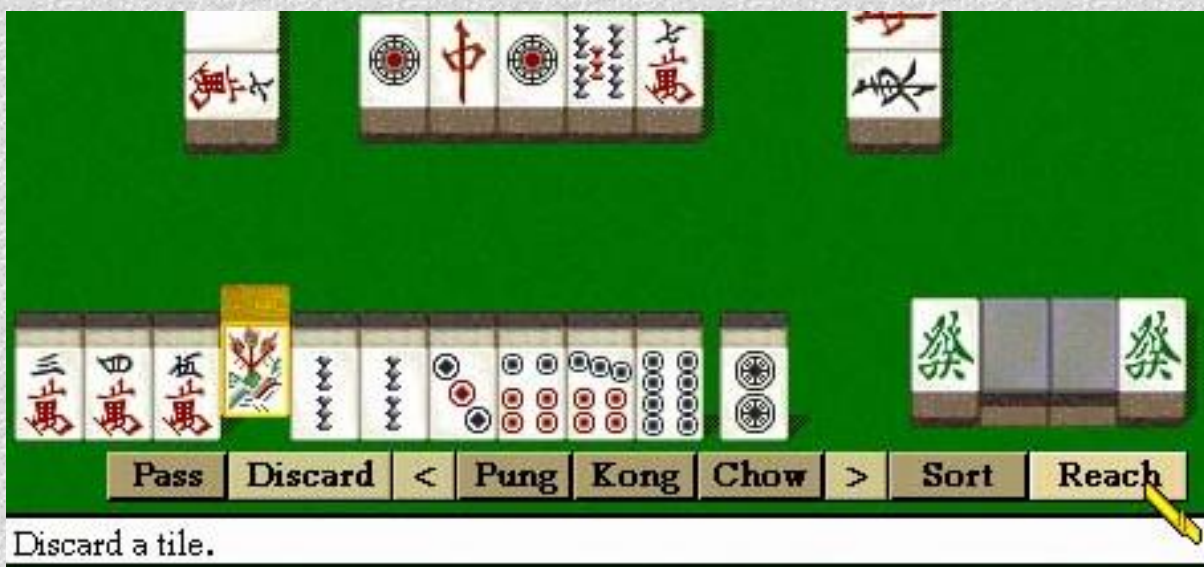
1 Fan minimum ("Ihan shibari") - You need a minimum of a 1-Fan Yaku to go Out in Japanese Mah-Jongg (the 2 Fan that you get for going Out doesn't count). See elsewhere in this guide for the definition of Yaku vs. Fan. After the dealer has 5 markers (explained below), the game's minimum Yaku requirement goes from 1 Fan to 2 Fan (Ryanhan Shibari).

Play to 14 tiles - Just like in Chinese Mah-Jongg, the game stops when the Wall counter gets down to 14 tiles. Only Western/American Mah-Jongg plays to zero tiles.

The minimum 1 Fan can be created at any time ("Sakizuke ari") - In this regard, *Shanghai: Second*

Dynasty is a little friendlier than some table rules. Some players don't allow you to make a Chow, then claim a discarded Dragon for a Pung (without having a Reach situation), for example. A hand with a Chow and a Pung, is normally not a scoring hand in the Japanese game, you see-but Dragon Pungs are valuable. Under "Sakizuke ari" it's OK to first meld a Chow and only afterwards meld a Dragon Pung.

"Sacred discard" is OK for tsumo ("Furiten: tsumori nara OK") - Under the "sacred discard" rule ("furiten"), once you have discarded a tile, you cannot subsequently take someone's discard of that same tile to go Out-if you did this, that would be "chombo" (penalty error). But according to the rule used in *Shanghai: Second Dynasty*, you may self-pick the tile ("tsumo") to go Out. Here is an illustrative example.



It would be a mistake to declare Reach by discarding the One Bam in the above instance. Look at your discards -- you have already discarded two One Dots. Look at your hand -- you are waiting to win on either a One Dot (which is "furiten") or a Four Dot if you declare Reach by discarding the One Bam. Under our "Furiten: tsumori nara OK" rule, you can legally win by self-pick ("tsumo") but it would be a penalty mistake ("chonbo") to declare a win on a discard for either a One Dot or a Four Dot.

There is more about what constitutes a "furiten" elsewhere in this guide. There is also an extension of this "sacred discard" or "furiten" rule, called the "1-4-7 rule," which is explained later in this guide.

Feeding a "Big Three Dragons" or "Big Four Winds" ("Pao-soku") - "Pao" should be thought of as a verb. To Pao is to feed a meld-specifically (in this case), the last Pung of either a Big Three Dragons or a Big Four Winds hand. It is possible to meld Big Three Dragons or Big Four Winds and not to have gone Out yet-you might still have to make a Chi or Pon (in the case of Dragons) or to make a pair ("head") in either case. There are 3 different ways a Pao might have to be paid (in these examples, player A Pao's to player B):

By Tsumo (self-pick) - Player B self-picks the winning tile. Player A (who previously gave B his last Dragon or Wind meld) must pay for all.

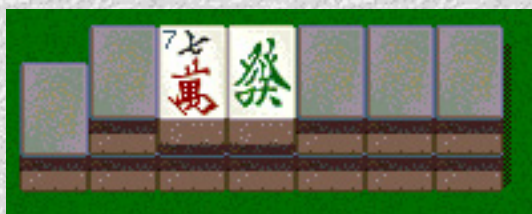
By Ron (discard) - Player B takes player A's Dragon or Wind to go Out on Big Three Dragons or Big Four Winds; Player A pays for all.

By other's discard - If player A discards a Wind, player B takes it to make his 4th Wind meld, but still needs to make the pair-then player C discards the tile player B needs to complete his pair; players C and A split the cost of B's win.

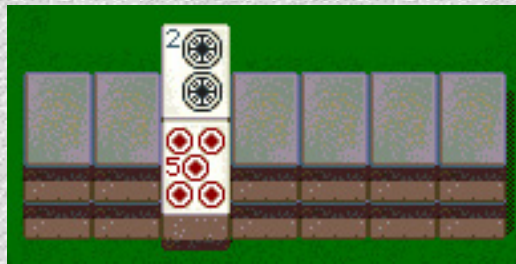
Pass a winning tile for a Yaku ("Reach-doki no agari sentaku") - Once a player has declared Reach, and any tile appears that could allow the player to go Out, the player must take that tile. Sometimes when waiting for the winning tile, there may be multiple tiles which would allow the player to go Out-and while any of those tiles is a valid win, one or more of those possibilities may make for a bigger win (one tile might make for a Yaku while another does not). The game does not allow you to pass on a valid winning tile which does not make a Yaku, in order to wait for one that does. If you've declared Reach, and you can win, you must. It is important, then, to think carefully about declaring Reach (for example, it would be a bad idea to declare Reach if you had an incomplete "Ryanpeikou" hand, since you might have to forfeit the big score and instead take a tile that makes it a less valuable hand).

No West round ("Nan ba noten") - This has to do with how to deal with various situations at the end of the last round (Japanese Mah-Jongg normally consists of 2 rounds, as mentioned below). Some rules might do things differently (gameplay cannot stop if nobody has a minimum of 30,100 points, for example, under some people's rules). For *Shanghai: Second Dynasty*, after the end of the South round, play stops and the high-scoring player wins (we do not go into a "sudden death" West round).

Kan after Reach - After having declared Reach, it's allowed to make a Kong (Kan), so long as doing so does not change the hand. This means that the Kong (Kan) button will not light up if you cannot legally make a Kong. If you have declared Reach, and you get an opportunity to take a Kong, but the game doesn't let you, it may be because making the Kong changes your hand.



Kan Dora - When someone makes a Kong (Kan), the 4th tile from the end of the Dead Wall (the face-down tile right next to the Dora indicator tile) is turned face-up, and is immediately in effect. More Kong melds cause more Dora indicators to be turned up-there can never be more than four Kan Dora indicators (players cannot make more than four Kongs in Japanese Mah-Jongg anyway). As with the Dora, this tile is an indicator (it's the next tile after the displayed tile which is the bonus tile). If you go Out, you earn 1 Fan for each Dora tile or Kan Dora tile in your hand. This is not a Yaku, so cannot be used as your sole basis for going Out.



Ura Dora - At the end of a hand, when a Reach player goes Out, the tile underneath the Dora indicator tile (and, if there is a Kan Dora, the tile underneath the Kan Dora indicator tile) is turned face-up. As with the Dora, this tile (the Ura Dora or the Kan Ura Dora) is an indicator (it's the next tile after the displayed tile which is the bonus tile). If you go Out holding an Ura Dora tile or a Kan Ura Dora tile, you earn 1 Fan.

The Reach chip - When a player declares Reach, s/he places a 1000-point chip on the table. This chip goes to whoever wins the hand. After a hand, if nobody wins the Reach chip, it is moved near the dealer (shown as a red number near the dealer's name on the tabletop).

Noten Payment ("Noten Bappu") - The total amount of points to be paid by the Noten players to the Tenpai players is 3000 points. Details on how this amount is paid are given elsewhere in this guide.

Dealer markers - When the Dealer keeps the deal after the completion of a hand, s/he puts down a marker chip. Whoever wins the next hand gets 300 points for each marker. After the dealer has 5 markers, the game's minimum Yaku requirement goes from 1 Fan to 2 Fan (Ryanhan Shibari). In *Shanghai: Second Dynasty*, these markers are represented by a black number to the right of the Dealer's name (the Dealer is East; the player with the dice).

Replay ("Nagare") if all players go Reach - If all players go Reach, it's an automatic replay situation. Play stops, tiles get shuffled. Dealer goes again (add a marker chip per above).

Replay ("Nagare") if 3 players claim win on same discard - If 3 players declare Ron (win by discard) on the same discard, it's an automatic replay. Same as above.

Replay ("Nagare") on 9 unique honors and terms - If the Dealer has exactly 9 unique honors and terminals on the initial deal, that's an automatic replay. If you are the dealer and this happens to you, the game will offer you a choice (the A.I. will always choose the replay in this situation). Same if any player has exactly 8 unique honors and terminals, plus exactly one duplicate of any. Or if any player has exactly 8 unique honors and terminals and draws another unique honor/term on the first draw. If this happens to you, the computer offers you a choice. If it happens to an A.I. player, there will be an automatic redeal. As with the other Nagare situations, dealer goes again (add a marker chip).

Replay ("Nagare") for 4 same winds in one turn - If all 4 players discard the same wind in one turn around the table, that's an automatic replay. Same as above.

Replay ("Nagare") on 4th loose tile - Upon the removal of the 4th loose tile, when the player who makes a Kong has taken the last loose tile and discarded it, if nobody claims it to win, game automatically stops. Assuming, that is, that the 4 Kongs are not all held by one player. If one player has made 4 Kongs and is now waiting for the "head" tile, play can continue, but nobody can make a Kong anymore.

Deal passes if Dealer has Noten - In a Wall game, if the Dealer does not have Tenpai, the Dealer loses the deal. But if it's the last hand of the last round (4th dealer, South round), the deal cannot pass to someone else; must remain with that dealer until hand is won.

Haitei (last tile in the Wall) is only good for a Win - The last tile from the Wall is called the "haitei." This tile can not be used for a Pung, Kong, or chow, nor to declare Reach. The only thing the "haitei" can be used for is a Win (either for the player who picked it, or for a player who can take it after the picker discards it).

A complete game consists of 2 rounds - Japanese players play only the East and South rounds (as opposed to all four rounds as is done in Chinese and Western Mah-Jongg). Some high-roller types even like to play that there's only one round (East).

Penalties ("Chombo") -

Or, "Why Didn't The Game Let Me Do That?"

There are many different ways you can make a penalty mistake (Chombo or Chombo) in Japanese Mah-Jongg. In *Shanghai: Second Dynasty*, you cannot or may not make these mistakes. Anytime you want to take or make a discard (or claim a win) and the game does not allow you to do that, it is probably because of these Chombo rules:

- Going Out with a non-Yaku hand. If someone discards a tile that completes your "chicken" hand, you may claim the tile for a meld but not for a win-*Shanghai: Second Dynasty* will not light up your Win button in this case.

- Going Out with a below-minimum-Yaku hand. Note that normally the minimum is One Fan. But when the Dealer has won 5 hands (has 5 marker chips in front of him) the minimum automatically changes to Two Fan. *Shanghai: Second Dynasty* does not light up your Win button until you can go Out on a hand that meets the current minimum Yaku requirement.

- Declaring Reach, then missing a chance to go Out, is Chombo. In a "real life" game this would be discovered when you have Tenpai (everybody would see that you had missed a chance). *Shanghai: Second Dynasty* does not allow you to miss a chance, since after declaring Reach, the game automatically discards any non-winning tiles, and since your only choice when a (post-Reach) chance comes up is to go Out.

- Claiming a furiten ("sacred discard") to go Out is Chombo. *Shanghai: Second Dynasty* will not light up

- Violating the 1-4-7 furiten rule is not allowed. More on Furiten and the 1-4-7 rule below.

Chombo Penalty Payment

The penalty for making Chombo is the Mangan amount (see the scoring chart). If a non-dealer makes Chombo, he pays 8,000 points: 4,000 to the dealer and 2,000 to the other players. If the dealer makes Chombo, he must pay 12,000 points: 4,000 to each player. Since it is not possible to make Chombo in Shanghai: Second Dynasty, this information is given for those readers planning to play with real players.

"Sacred Discard" (Furiten)

Perhaps the best way to illustrate what a "furiten" is, let's take a look at a specific example.



In this instance, if you discard the Eight Bam, you are one tile away from a win (you are "tenpai"). You are waiting for a One Bam or a Four Bam. Look at your discards. You discarded a Four Bam already, so you would be in a furiten situation. It would be a penalty mistake (chonbo) to declare a win on someone's discard in this situation. Perhaps it would be better to discard the One Bam instead, and wait for another Eight Bam. Or perhaps not (that's up to you).

A furiten (or "sacred discard") is a tile which has been previously discarded. You are not allowed to claim a furiten to go Out.

The most common type of furiten is a tile which you previously discarded yourself. For example, if you have a 2-3 sequence, you need either a 1 or a 4 to complete it. If you previously discarded a 1 or 4, then you are not allowed to go Out on the same tile when it is subsequently discarded by someone else. The main reason for this rule is that it is unfair to the other player-since you had previously discarded the 1 (for example), Japanese players hold that he has a right to expect that it is safe for him to throw a 1 on the table. If you take it to go out (and subsequently the thrower must pay you), then hard feelings can result

(especially when real money is at stake).

It can be difficult to recognize that you have a furiten on the table. For example, let's say you have three of a kind, plus one tile above or below it (for example, 2-3-3-3-4, and otherwise your hand has three complete groups-of-three or Kongs). This gives you three chances to go Out, and it's very easy not to realize them all. If you then go Out on a discard (with a furiten on the table), that's Chombo.

Just looking at the discards is not a guaranteed way of making sure you don't violate the furiten rule; you also need to keep an eye on the other players' melds. The practice of turning claimed tiles sideways makes it easy to spot your own discards among opponents' melds-just don't forget to look there when you're in a possible furiten situation.

Furiten is not limited to tiles that you yourself discard, however. Another type of furiten is a tile that you pass up within one turn of play around the table. If, for example, you have an incomplete "Ryanpeikou" (Double Peikou) hand, and you just need to complete a chow, you probably have two ways to complete the chow. One way of completing the chow gives you the Ryanpeikou yaku (3 fan) but the other way of completing the chow does not. Let's say you need a 3 or 6 to go out-and let's say that it's the 3 that gives you Ryanpeikou, so the 6 does not. If a player discards the 6, and if you have not declared Reach (which would have been a smart strategic move on your part), then you can pass up the 6 (if you had declared Reach, you would be forced to take it and win with the lower-scoring hand). But if you do pass up that valid winning tile, then for the remainder of the turn around the table, that 6 is considered a furiten. If another player (before it is your turn again) discards the 3 that you need for the big yaku hand, you must not take it-all the players will know that you passed up on the 6 to take the 3 when you show your hand. The 6 and the 3 are considered "related" according to the 1-4-7 rule described below. In the example above, the thrower of the 3 is not obligated to pay you-rather, you are obligated to pay the chombo penalty. *Shanghai: Second Dynasty* does not allow you to claim this type of furiten (the Win button does not light up).

Here's another example. Let's say you have (all in one suit) 2-3-4-4-5-5-5-6-6-7-7-8-8. You have 5 chances to win: 1,3,4,6,9. Of those chances, the ones that earn you the best Yaku are the 3 or the 6. Maybe you realized that the 3 and the 6 were good tiles to go Out on, but didn't realize that the 9 was a possibility too-then somebody discards the 9 and you don't take it. Then, before it's your turn again, you take a discarded 3. That would be chombo. Some more examples of how hard it is to see all the chances on a Pure hand: 1-2-3-4-5-5-5-6-6-7-8-9 (5 chances); 2-3-4-4-4-5-5-5-6-6-6-7-8 (7 chances); and of course 1-1-1-2-3-4-5-6-7-8-9-9-9 (9 chances). If you are working on a Pure hand, and *Shanghai: Dynasty* won't allow you to claim a tile, it's probably because there is a furiten involved. If the explanation for this cannot be found above, then perhaps it's because of the 1-4-7 rule.



Remember these sequences: 1-4-7, 2-5-8, 3-6-9.

The 1-4-7 Rule

The 1-4-7 rule expands the definition of the Furiten to include other tiles which could also be used to complete a Chow which could be made from the "sacred discard." Under the 1-4-7 rule, if you had previously discarded a 6 Dot, then later have an incomplete Chow which needs a 6 (such as a 4-5 or a 7-8), then not only is the 6 Dot "sacred," but you must not claim a 3 or 9, either-at least, not for a win (that would be Chombo)-it is allowable to claim one of them for a Chow.

Here is an example of the 1-4-7 rule: Let's say you have the following tiles: C4-C5-C6-B4-B5-B6-D4-D4-D4-D5-D6-D7-D8. On this hand, you have 5 chances to win (all Dots): D3-D5-D6-D8-D9. The 4-5-6-7-8 combination (or any five-in-a-row combination) especially is significant, because even just by itself it gives 3 chances (in this case, 3-6-9) to turn into two complete sets. 3-6-9 is conceptually the same thing as 1-4-7. Always remember that the numbers "1-4-7," "2-5-8," and "3-6-9" are considered "sacred" (because either of two of them can fulfill an incomplete chow-and any one of them can complete a sequence of five-in-a-row and turn it into two chows).

Let's say (for the example hand above) you had discarded a D8 previously. If somebody else discards, say, a D6, you had better not take it (or any of those Dots which could give you a win)-they are all furiten. It's not ONLY the previously discarded tile itself which is "sacred," under the 1-4-7 rule.




In this example, you declare Reach simultaneous with the discard of a One Dot. You are now waiting for either a Seven Dot or a Red Dragon. The Seven Dot is furiten (look at your discards), so you may not declare win if someone discards a Red Dragon - that would be a penalty mistake (chonbo). Even a seemingly unrelated tile is classified as a "furiten" (sacred discard) under the Japanese rules.

Even "Unrelated" Furiten Disallows the Taking of Any Discard In fact, it is a rule of Japanese Mah-Jongg that if a player has a Furiten on the table, he had better not claim ANY discard to go out. If the tiles you need to win include a tile you had discarded, then do not claim ANY discard for a win. You can self-pick (according to the "Furiten Tsumori Nara OK" rule which applies in *Shanghai: Second Dynasty*), OR you

can divest yourself of tiles so that the tiles which you need to win do not include a tile that you previously discarded. Here's an example. Let's say you have: W-W-B4-B5-B6-C4-C5-C6-D4-D5-D6-D4-D4. You have 3 chances to win: W, D4, or D7. But if you had previously discarded a W (West wind), you had better not claim any of these 3 chances for a win. You can either get rid of the West winds (thus they are no longer needed to win) or you can hope to pick a winning tile from the Wall-or you can just hold out for Tenpai at the end, or (more importantly than getting Tenpai) even forget about winning and just make sure you do not throw a tile that lets someone else win.

For more about Japanese Mah-Jongg:

 **[Japanese Mah-Jongg; Rules & Options](#)**

 **[Japanese Yaku \(Special Hands\)](#)** *(Many pictures; can be slow to load.)*

 **[Scoring Japanese Mah-Jongg](#)**

 **[Strategies for Japanese Mah-Jongg](#)**

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Yaku Situations

You can earn a yaku either with a combination of tiles, or by some special circumstances or situations that exist when you declare a win. This section describes the situations which earn the yaku bonus. Below you can find illustrations of the special tile combinations which earn the yaku bonus.

YAKU SITUATIONS

ONE FAN YAKU ("Iihan Yaku") SITUATIONS

Going Out on the last tile of the wall ("Haitei") -- When the Wall counter reaches 14, the last tile has been drawn. If the player who drew it completes his hand, s/he earns a one Fan yaku. If that player does not complete the hand with that tile, and discards it, and someone else goes Out on that tile, then that player earns the yaku.

Going Out on a loose tile ("Rinchan Kaihou") -- Since there are no Flowers in Japanese Mah-Jongg, the only time loose tiles are taken is when a player melds a Kong (Kan). If the player melds a Kong, takes a loose tile, and goes Out on the loose tile, the player earns a one Fan yaku.

Some players apply an optional rule similar to the Haitei rule; the yaku may also apply if the player who drew the loose tile discards it (or any tile from the hand after drawing a loose tile), and someone else can go Out on it (that discard is considered a loose tile, even if it is not the exact tile that the player took from the back of the Dead Wall -- it's kind of like an "indirect loose tile"). But in Shanghai: Dynasty, only the picker of the loose tile is awarded the Rinchan Kaihou yaku.

In the case of a thrown tile resulting in a Kong which leads to a Rinchan Kaihou, the thrower of the Kong tile (which set in motion the chain of events leading to the Rinchan Kaihou win) pays for all.

Tsumo on concealed hand -- You get a one Fan yaku for self-picking the final tile of a completely concealed hand, in addition to any other yaku that the hand might earn.

Reach ("Riichi") -- Going Out after declaring Reach earns a one Fan yaku in addition to any other yaku that the hand might earn.

One shot ("Ippatsu") -- If a player declares Reach and then, within one turn around the table, goes Out (either by discard or by self-pick), the player earns a one Fan yaku. In the case of Ippatsu, the player would get one Fan for Reach and another fan for Ippatsu. Of course, this yaku is earned only if the Ippatsu option is selected in the game options.

TWO FAN YAKU ("Ryanhan Yaku") SITUATIONS

Double Reach ("Daburu Riichi") -- You earn this yaku if you declare Reach on your original deal (and go Out, of course).

MANGAN SITUATIONS

All Honor discards, and no takers ("Nagashi Mangan") -- You automatically earn a Mangan bonus if all your discards are Honors and Terminals, and no other player takes any of your discards, and it's a Wall Game. All the tiles run out (the Wall counter reaches 14) -- nobody won, and nobody took any of your discards (even though all your discards were Honors and Terminals) -- you automatically win.

YAKUMAN SITUATIONS

Heavenly Hand ("Tenho") -- Dealer goes Out on the initial deal.

Earthly Hand ("Chiho") -- You go Out by self-pick on your first deal, within the first turn around the table.

Going Out on a discard within the first deal ("Renho") -- Any player except the dealer takes a discard within the first turn around the table and goes Out.

DOUBLE YAKUMAN SITUATIONS

Unique Wonders with Thirteen Chances -- If a player is holding "Unique Wonders / Thirteen Orphans" (Koku shimusou) -- and goes Out waiting for the one duplicate tile (there are 13 ways to win in this situation).

Heavenly Gates with Nine Chances -- If a player is holding "Heavenly Gates / Nine Gates" (Chuurenpoto) -- and goes Out waiting for the duplicate tile (there are nine ways to win in this situation).

Four Concealed Pungs and Waiting on the Head (Suu Ankou Tanki) -- If a player has Four Concealed Pungs (Suu ankou) -- and goes Out waiting for the one tile to complete the pair ("atama" or "head").

When a player goes Out, Shanghai: Dynasty examines the hand for all possible yaku and awards them all automatically. It's possible to get multiple yaku for different combinations and situations. It's even

possible to get combinations that give you Triple Yakuman and more. For example, you might get something like:

All Winds & Dragons -- Yakuman

Big Three Dragons -- Yakuman

Waiting for the pair -- Double Yakuman

Total = Quadruple Yakuman

The ultimate score is Yakuman Times Seven.

YAKU TILE COMBINATIONS

Yaku are not exclusive, but rather cumulative. A hand is scored by adding up every possible yaku that may apply to that hand.

Note: if a combination is labeled simply "Exposed," then the hand scores the same exposed or concealed (it is understood that any exposed hand is allowed to be concealed). If a combination is labeled simply "Concealed," then it is not allowed to expose that combination (if exposed, it does not score the yaku).

ONE FAN YAKU ("Iihan Yaku") TILE COMBINATIONS

Pung of Own Wind or Prevailing Wind (Fanpai) - *Exposed - 1 Fan*



Pung of Own wind or Prevailing wind -- and any other groupings to make a complete hand.

Pung of Any Dragon (Fanpai) - *Exposed* - 1 Fan



Pung of any dragon -- and any other groupings to make a complete hand.

No-Points, All Chow(Pinfu, Pin Huu, Pin Wu) - *Concealed* - 1 Fan



To win this special hand, your hand must have no Pung, only Chow. The pair must not be a scoring pair -- it cannot be dragons, nor your Own Wind, nor the Prevailing Wind. "Pin Huu" is Chinese for "No Points" -- so the player gets the yaku for having a hand that is so worthless that it's worth something! The last tile you take to win the hand must not be a one-chance -- the player must need more than one possible tile to go Out; it must not be a middle tile of a Chow, and must not be the other-end tile of a terminal Chow; and must not be a tile to complete a pair (or "head"). Some players require the last tile to be self-picked, but in Shanghai: Dynasty this is not a strict rule. If Pinfu is self-picked, the player gets the extra fan (yaku) for Tsumo On Concealed Hand but does NOT get the extra 2 points for self-pick. Player also gets the Tanyao bonus on this hand if it's all Simples.

All Simples (Tanyao chuu) - *Exposed* - 1 Fan



No ones or nines, no Winds or Dragons.

Two Identical Chows (Ipeikou) - *Concealed* - 1 Fan



Two same-number Chows in any one suit. Above, how Ipeikou would look in the hand.

Three Similar Chows (Sanshoku doujun) - *Exposed* - 1 Fan; *Concealed* - 2 Fan



Hand contains same-number Chii (Chow) in all 3 suits.

One Through Nine in One Suit (Itsu) - *Exposed - 1 Fan; Concealed - 2 Fan*



Three sequential Chows (1-2-3, 4-5-6, and 7-8-9) in one suit.

All Terminals & Honors, w/ Term. Chows (Chanta) - *Exposed - 1 Fan; Concealed - 2 Fan*



A "Terminal Chow" is a Chow (Chii) with a one or a nine in it. If all-terminals-and-honors hand has no Chows, it does not earn "Chanta" but rather "Honroutou."

TWO FAN YAKU ("Ryahan Yaku") TILE COMBINATIONS

Three Concealed Pungs (San ankou) - *Exposed - 2 Fan*



To earn this yaku, the three Pungs must be completely concealed in the hand at the time of going out. Must go out by making the pair or the fourth grouping (Pung or Chow).

Three Identical Chows (Iisou sanjun) - *Exposed - 2 Fan*



Same-number Chows (Chii) all in the same suit. Effectively the same as "Sanrenko" (Three Sequential Pungs in One Suit), which scores the same, if concealed (player is scored only for the one yaku, not both). But if one of the Chows is melded, then obviously the hand cannot be regarded as Sequential Pungs.

All Pung (Toi-Toi, Toi-toi hou) - Exposed - 2 Fan



If concealed, an All Pung hand also (by definition) earns two more Fan for Sananko (Three Concealed Pungs).

Little Three Dragons (Shou san gen) - Exposed - 2 Fan



Pungs of two dragons, and a pair of the third dragon.

Three Kongs (San kan tsu) - Exposed - 2 Fan



Three kongs of anything.

All Terminal & Honor Pungs (Honroutou) - Exposed - 2 Fan



You would also earn two more Fan for having Toi-Toi (All Pung) with this combination.

Three Sequential Pungs in One Suit (San renkou) - Exposed - 2 Fan



Could also be thought of as three identical Chows in one suit (lisou sanjun), if concealed -- but player gets scored only for one of the two (San renkou or lisou sanjun).

Seven Pairs (Chii toitsu) - Concealed - 2 Fan



Seven different pairs of anything. Kongs not allowed.

THREE FAN YAKU ("Sanhan Yaku") TILE COMBINATIONS

Three Similar Pungs (San shoku dokou) - Exposed - 3 Fan



Same-number Pungs in all three suits.

Double Peikou (Ryan peikou) - Concealed - 3 Fan



Two identical Chows in one suit, and a different two identical Chows in a second suit.

Clean Hand (Honitsu, Hon iisou) - Exposed - 2 Fan; Concealed - 3 Fan



One suit, plus Winds and/or Dragons.

All Terminals, w/ Terminal Chows (Junchan taiyao) - Exposed - 2 Fan; Concealed - 3 Fan



Each grouping in this hand has a one or a nine in it somewhere.

FIVE FAN YAKU ("Uhan Yaku") TILE COMBINATIONS

Four Identical Chows (Yonjun, Iisou suu shun) - Exposed - 5 Fan



Same-number Chows in one suit only. Effectively, three sequential Kongs in one suit (hand does not earn an extra yaku for kongs).

SIX FAN YAKU ("Rohan Yaku") TILE COMBINATIONS

Pure Hand (Chinitsu, Chin iisou) - Exposed - 5 Fan; Concealed - 6 Fan



Every tile in the hand is from the same suit (no Winds or Dragons).

YAKUMAN TILE COMBINATIONS

Heavenly Gates, Nine Gates (Chuuren pooto) - Concealed - Yakuman



Pungs of Ones and Nines, plus 2-3-4-5-6-7-8 and any one tile, all the same suit.

Little Four Winds (Shoo suushii) - Exposed - Yakuman



In the Japanese game, the winner's Own wind is allowed to be either a Pung or the Pair (Head).

Big Three Dragons, Three Great Scholars (Dai sangen) - Exposed - Yakuman



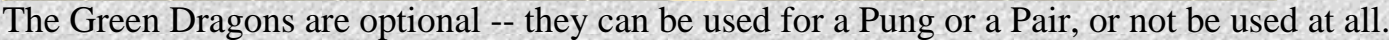
Pungs of all of the Dragons.

All Kong (Suu kan tsu) - Exposed - Yakuman

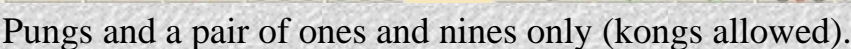


Four kongs and a pair.

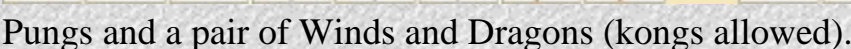
All Green (Ryuu iisou) - Exposed - Yakuman



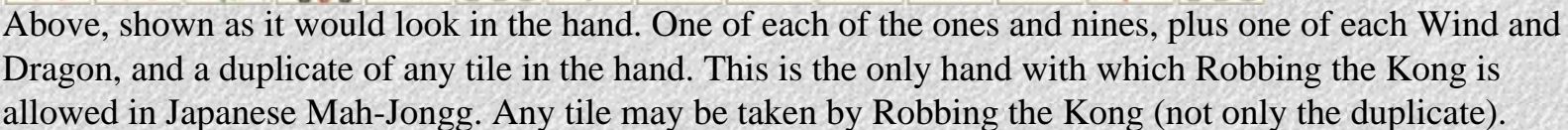
All Terminal Pungs (Chinrouto, Chin rao tou) - *Exposed* - *Yakuman*



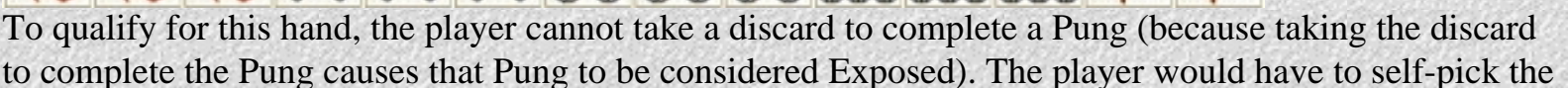
All Winds and Dragons (Tsuu iisou) - *Exposed* - Yakuman



Unique Wonders, 13 Orphans, 13 Impossible (Koku shimusou) - *Concealed* - Yakuman

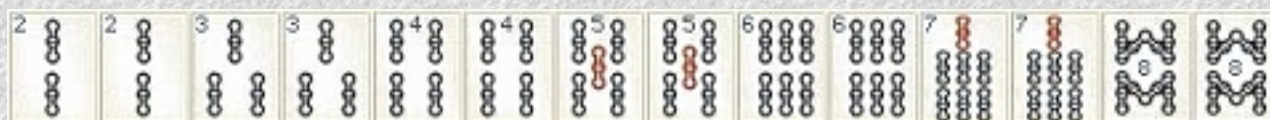


Four Concealed Pungs (Suu ankou) - *Concealed* - *Yakuman*



final Pung tile, else go out waiting for the Head (which would be worth Double Yakuman -- Suu Ankou Tanki).

Pure Sequential Simple Pairs (Dai sharin) - *Concealed* - Yakuman



Pairs of twos through eights in one suit.

Four Consecutive Pungs in One Suit (Suu renkou) - *Exposed* - Yakuman



Kongs are allowed too -- they do not disqualify the hand from earning the yaku.

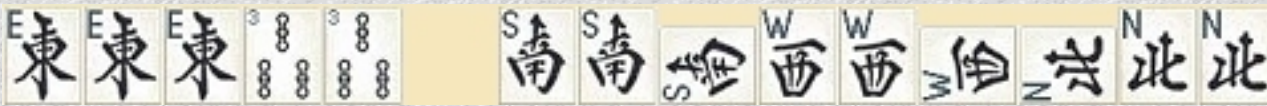
Thirteen Unrelated Tiles (Shiisan puutaa) - *Concealed* - Yakuman



Only valid on the initial deal, and only for dealer's initial hand. Hand has thirteen unrelated tiles (odd Honors or Terminals, for instance, and/or numbers separated by 2 or more numbers, like 1-4-7 or 2-5-8 or 3-6-9; 1-4-8, 1-5-8, or 1-5-9 for example; nothing in the hand can be easily turned into a Chow or Pung). Hand is total garbage, in other words, which will be nearly impossible to turn into a winning hand of Pungs and Chows. The 14th tile may match any tile in the hand.


DOUBLE YAKUMAN TILE COMBINATIONS

Big Four Winds, Four Blessings (Dai suushii) - *Exposed* - Double Yakuman



Pungs (and/or kongs) of all four Winds and a pair of anything.

For more about Japanese Mah-Jongg:

-  [Japanese Mah-Jongg; Rules & Options](#) *(Many images; may be slow to load.)*
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Scoring Japanese Mah-Jongg

Scoring starts off roughly similar to how the scoring system of Chinese and Western, but to finish calculating the score a chart must be used. In Japanese Mah-Jongg, only the winner earns points (there is no "payment to all" option in the Japanese game).

When someone makes a complete hand, s/he can declare Mah-Jongg. Two score boxes appear.

Hiroshi	A.I.#1	A.I.#2	A.I.#3
59900	-21400	7100	54400
0	-16000	0	16000
Concealed Itsu			2 Fan
Reach			1 Fan
Ippatsu			1 Fan
Dora Tile			4 Fan
Points			40
Total			16000
Round:East		Hide	OK Up Down

This first score box shows the winning player's score breakdown. If the list of attributes of the hand is larger than the score box, you can use the Down button to scroll down and view the bottom of the list (and the total). The Hide button shrinks the score box so you can examine the tabletop. Pressing the OK button causes the next score box to be displayed.

	Hiroshi	A.I.#1	A.I.#2	A.I.#3
	North	East	South	West
	59900	-5400	7100	38400
Points:	0	-16000	0	16000
North	0	0	0	0
East	0	0	0	16000
South	0	0	0	0
West	0	-16000	0	0
	59900	-21400	7100	54400
Round:East	<div>OK</div> <div>Next</div> <div>Prev</div>			

The second score box shows the distribution of points between the players. The Prev button can be used to view the breakdown of previous hands in the game.

HOW JAPANESE SCORING WORKS

The following points apply to regular Mah-Jongg hands (special "limit" hands, or "yaku," are handled differently, as described later).

- Going Out, Concealed, on a discard - 30 base points
- Going Out on 7 Pairs - 25 points (and add no other points)
- Going Out any other way - 20 base points

After base points, add more points as appropriate:

- Going Out on Self-Pick - 2 points
- One-Chance - 2 points
- Pung/Simples, Exposed - 2 points
- Pung/Simples, Concealed - 4 points
- Pung Honor/Term, Exposed - 4 points
- Pung Honor/Term, Concealed - 8 points
- Kan/Simples, Exposed - 8 points
- Kan/Simples, Concealed - 16 points
- Kan Honor/Term, Exposed - 16 points
- Kan Honor/Term, Concealed - 32 points
- Pair of Dragons - 2 points
- Pair Own or Prevailing Wind - 2 points

After arriving at total points, if result is not divisible by ten (except in case of 25 points for 7 Pairs), then

round UP to the nearest multiple of ten. Then the score is obtained from a chart.

An important fine detail: when you go Out on someone's discard, the grouping completed by the discard is considered to be exposed (for point-scoring purposes). The hand itself, however, is still regarded as concealed, if no melds were made prior to going Out. There are two special cases in scoring-Pin-Huu (Japanese: "Pinfu") with Tsumo (self-pick) and Chii Toitsu (Seven Pairs).

PINFU-The Tsumo win would normally be worth 2 points, but "PINFU" literally means "no points." You get a Fan for Pin-Huu anyway, so the Tsumo points are not awarded when you get PINFU.

Chii Toitsu-Player earns the 25 base points only-no additional Tsumo points (and no points for Dragon or Wind pairs). Use the special 25-point column in the chart.

Here's a scoring example-Non-Dealer gets Toi-Toi (All Pung) by someone's discard:

2 exposed Pungs of Simples - 4
1 concealed Pung of Simples - 4
1 concealed Pung of Terminals - 8
Subtotal - 16
Round it up to nearest ten - 20
Going Out, Exposed - + 20
Total points - 40
Now calculate the fan:
Toi-Toi - + 2 Fan
Total Fan - 2 Fan

Now go to the Non-Dealer chart since the winner is not dealer. Look in the 40-points column. In the 40-points column, move down to the 2-Fan row in the "Ron" section of the chart, since it was a discard and only one player will pay.

Score 2600

That's how much the thrower pays to the winner.

Japanese Mah-Jongg is most easily scored by using a chart. In the interest of players who play using real tiles and don't have a chart (or who want to check how the scoring is awarded by the game), the following describes how the scoring is calculated without a chart.

- Each Fan Doubles the score.
- Winner gets a 2 Fan base score for going Out, plus any other fan.
- Calculate the points, then start doubling for each earned Fan.
- Then, Multiply by 4 for a non-dealer Ron win; or multiply by 6 for a dealer Ron win.*

- Finally, round up to the nearest multiple of 100.

* Here's the exact formula for each of the 5 cases:

Dealer/Tsumo-pts. $x2 \times 2 \times (\text{dbl. for ea. fan}) \times 2$, rounded up

Dealer/Ron-pts. $x2 \times 2 \times (\text{dbl. for ea. fan}) \times 6$, rounded up

Non-dealer/Tsumo/non-dlr. pmt.-pts. $x2 \times 2 \times (\text{dbl. for ea. fan})$, rounded up

Non-dealer/Tsumo/dealer pmt.-pts. $x2 \times 2 \times (\text{dbl. for ea. fan}) \times 2$, rounded up

Non-dealer/Ron-pts. $x2 \times 2 \times (\text{dbl. for ea. fan}) \times 4$, rounded up

Examples:

- For a Dealer/Ron win with 1 Fan and 90 points, scoring is: $90 \times 2 \times 2 \times 2 \times 6 = 4320$. Round up to 4400.

- For a Non-dealer/Ron win with 1 Fan and 90 points, scoring is: $90 \times 2 \times 2 \times 2 \times 4 = 2880$. Round up to 2900.

Scoring Chart-Dealer

		20 pts.	25 pts. (7 Pairs)	30 pts.	40 pts.	50 pts.	60 pts.	70 pts.
Tsumo	1 Fan			500	700	800	1000	1200
Tsumo	2 Fan	700		1000	1300	1600	2000	2300
Tsumo	3 Fan	1300	1600	2000	2600	3200	3900	4000
Tsumo	4 Fan	2600	3200	3900	4000	4000	4000	4000
Tsumo	5 Fan	4000	4000	4000	4000	4000	4000	4000
Ron	1 Fan	1000		1500	2000	2400	2900	3400
Ron	2 Fan	2000	2400	2900	3900	4800	5800	6800
Ron	3 Fan	3900	4800	5800	7700	9600	11600	12000
Ron	4 Fan	7700	9600	11600	12000	12000	12000	12000
Ron	5 Fan	12000	12000	12000	12000	12000	12000	12000

The Tsumo section shows how much each player pays the Dealer. The Ron section shows how much the thrower pays the Dealer.

Scoring Chart-Non-Dealer

		20 pts.	25 pts. (7 Pairs)	30 pts.	40 pts.	50 pts.	60 pts.	70 pts.
Tsumo	1 Fan			300 500	400 700	400 800	500 1000	600 1200
Tsumo	2 Fan	400 700		500 1000	700 1300	800 1600	1000 2000	1200 2300
Tsumo	3 Fan	700 1300	800 1600	1000 2000	1300 2600	1600 3200	2000 3900	2000 4000
Tsumo	4 Fan	1300 2600	1600 3200	2000 3900	2000 4000	2000 4000	2000 4000	2000 4000
Tsumo	5 Fan	2000 4000	2000 4000	2000 4000	2000 4000	2000 4000	2000 4000	2000 4000
Ron	1 Fan	700		1000	1300	1600	2000	2300
Ron	2 Fan	1300	1600	2000	2600	3200	3900	4500
Ron	3 Fan	2600	3200	3900	5200	6400	7700	8000
Ron	4 Fan	5200	6400	7700	8000	8000	8000	8000
Ron	5 Fan	8000	8000	8000	8000	8000	8000	8000

In the Tsumo section of the Non-Dealer chart, the Dealer and 2 non-Dealers will pay the winner. The top number is the non-Dealer payment amount; the bottom number is the Dealer payment amount. In the Ron section, the number indicates how many points the thrower pays the winner.

The entire 5-Fan row, half of the 4-Fan row, and one square of the 3-Fan row, is a "Limit" (Mangan) zone on the chart (the shaded area). You may notice that at 30 points and 4 Fan, the payment is nearly the same as if the winner had gotten "Mangan" (Limit). These special "close enough" scores are highlighted in a lighter shade of gray on the chart above; *Shanghai: Second Dynasty* follows the standard practice in rounding these scores up. Since 7700 or 7900 is so close to 8000, it is simply called Mangan and the two non-dealers pay the limit (4000 points). Similarly, if a dealer scores 11,600, that is regarded as being Mangan ("Limit").

But Mangan is not, truly, the Limit. It is possible to score even higher than that...

Scoring Chart-Limit Hands

4-5 Fan	Mangan (other charts)	Dealer receives:	Non-dealer receives:
6-7 Fan	Haneman	18000 (6000 each player)	3000 (each non-dealer) 6000 (dealer)
8-9-10 Fan	Baiman	24000 (8000 each player)	4000 (each non-dealer) 8000 (dealer)
11-12 Fan	Sanbaiman	36000 (12000 each player)	6000 (each non-dealer) 12000 (dealer)
13 Fan and up	Kazoe Yakuman	48000 (16000 each player)	8000 (each non-dealer) 16000 (dealer)

If the winner gets more than 5 Fan, the following chart is used (points for going Out and for tile combinations are disregarded-only the Fan count is important above Mangan). Haneman is one and a half times Mangan. Baiman is Mangan times two. Sanbaiman is triple Mangan. Yakuman is quadruple Mangan.

Just as points are no longer counted above Mangan, so too are Fan no longer counted above Yakuman. Players are not awarded "Yakuman + 3 Fan," for instance.

At the end of the game, players are ranked First, Second, Third, and Last. Also at the end of the game, the score (until now measured in thousands of points) is converted into smaller units. Mainly this is done so that if the players are gambling, they know how much to pay one another. Japanese players customarily see the endgame score displayed in one- or two-digit numbers.

Players start the game with a bank of 25,000 points. At the end of the game, players are ideally supposed to attain a goal or target of 30,000 points. *Shanghai: Second Dynasty* allows you to vary the opening stake anywhere from 25,000 up to 30,000 (in 1,000 point increments) -- this example assumes your opening stake is 25,000. The goal amount is always 30,000.

1. Players' final scores are compared with the goal of 30,000 and it is determined how far off the mark they are. For example, if a player winds up with 35,000, then he's 5,000 ahead; if a player winds up with 24,000, then he's minus 6,000.
2. The player with the highest score is awarded the difference between the start points and goal for each player around the table (20,000 is added to his score).
3. Each player's score is divided by 1,000. If a score is not evenly divisible by 1,000 then the score has to be rounded first. If the "fraction of 1,000" is 500 or more, round up. If 400 or less, round down. For example, if a player had end score of 35,000 and then was awarded 20,000, his final score is +25 (20,000 winnings added to the amount of points over 30,000).
4. Now the player's final scores are compared to determine who is the Top player, who is 2nd, who is 3rd, and who is Last.
5. If a point spread ("uma") is used, it is calculated here. *Shanghai: Second Dynasty's* default point spread is 0-0, so no score difference is the usual result. But let's say you choose to use a point spread of 5-10. Add ten points to the Top player's score. Add five points to the 2nd player's score. Subtract five points from the 3rd player's score. Subtract ten points from the Last player's score.
6. When players are gambling, then multiply the final score (after calculating the point spread, if you so choose) times the previously-agreed monetary unit (usually either Y 100 or Y 1,000) to arrive at the payment amount. In the following example, we assume Y 100 payment. NOTE that in *Shanghai: Second Dynasty*, we do not use the bottom row of this chart (it is included in order to provide a complete

understanding of how the Japanese scoring works in the real world).

		P1	P2	P3	P4	
1	Start Amount	25000	25000	25000	25000	You can choose a different start amount.
2	Goal	30000	30000	30000	30000	Always 30,000.
3	Variance	5000	5000	5000	5000	Subtract start amount from goal. Used in step 6.
4	Endgame score	26000	35000	15000	24000	(For example.)
5	Difference from goal	-4000	+5000	-15000	-6000	Subtract goal from endgame score.
6	Winnings		20000			Variance x4 all goes to winner.
7	Score before uma	-4000	25000	-15000	-6000	Add winnings to "Difference from goal."
8	Monetary units convert	-4	25	-15	-6	Divide by 1000.
9	Determine player rank	2nd	Top	Last	3rd	Necessary for step 10.
10	Determine point spread	5	10	-10	-5	Assuming the optional 5-10 uma is used.
11	Final score	1	35	-25	-11	Add point spread to monetary units.
12	Monetary payment	¥ 100	¥ 3500	¥2500	¥1100	Optional (not used in Shanghai).

"Yaku" vs. "Fan"

A Yaku is a way to measure whether a hand meets the minimum scoring criteria or not-while a Fan is merely a bonus awarded to a winning hand. "Yaku" means "rule." Think of a Yaku as a rule defining the minimum requirements for going Out. But a "Fan" (or "Han") is a measure of value for scoring.

If a hand is worth two Yaku, you get two Fan for that. Something that is worth a Fan does not, however, necessarily let you go Out. As mentioned before, while a Dora or Red Five is worth 1 Fan, it does not count as a Yaku. So you may not go Out with a Chicken hand that contains nothing more valuable than one or more Dora tiles and/or Red Fives. In the Chinese game, a Fan is a score doubler. In the Japanese game, it's easier to regard Fans as something to be counted up so that you know where on the chart one should look to get the hand's score.

In Japanese, Fan is pronounced "Han." Fans are counted in Japanese as follows:

- 1 Fan = Iihan
 - 2 Fan = Ryanhan
 - 3 Fan = Sanhan
 - 4 Fan = Suhan
 - 5 Fan = Uhan
 - 6 Fan = Rohan (Ryuhan)
 - 7 Fan = Chihan
 - 8 Fan = Pahan
-

For more about Japanese Mah-Jongg:

 [Japanese Mah-Jongg; Rules & Options](#) *(Many images; may be slow to load.)*

 [Japanese Yaku \(Special Hands\)](#) *(Many images; may be slow to load.)*

 [Scoring Japanese Mah-Jongg](#)

 [Strategies for Japanese Mah-Jongg](#)

 [Glossary of Japanese Mah-Jongg Terms](#)

Or on to the next chapter:






 [Western Mah-Jongg](#)

Strategies for Japanese Mah-Jongg

1. Early on, evaluate the potential of your hand. If you have a lot of pairs, plan to try for an all-pairs hand or an all-Pung hand. Consider whether you want to throw away terminals or simples.
2. Determine as early as possible what yaku you think you can get. Know if you have Dora or not but don't count on it for a yaku (it isn't). Don't forget that Reach is a yaku too.
3. If your hand is not leaning towards a high-scoring hand, go for the more common hands. Most of the time you will be trying for Tanyao (all simples) or Reach or Pinfu (all chows), or a combination of those. The one-fan yaku are the most common hands. Most of the time you should assume that is what you will make. The tiles that come into the hand may give you better opportunities.
4. The tiles you will throw are perhaps even more important than the tiles you will take. You do not have any control over what tiles you will draw, but you do have control over what tiles you will throw. Most of the time you will throw winds and dragons and terminals early in the game (remember, most of the time you are trying for simples and chows).
5. Do not be too quick to jump on somebody's discard-take it only if you've already got a plan for what yaku you're shooting for. (See next two for specifics.)
6. Don't meld Chows unless you have a definite yaku plan.
7. Don't meld Pungs unless you decide Reach is out of your reach.
8. Every now and then, go for it. Shoot for the really really big yaku hands. Pure, Clean, All Honors, etc. You only need one "really really big" hand to win the entire game. Two "just really big" hands can win the entire game too.
9. Know when to give up on your plan-watch the discards and melds to see if it'll be impossible to get the tiles you want.
10. As the wall decreases, wariness and caution should increase. Late in the hand, do not discard anything that nobody else has discarded. Even tiles discarded early in the hand can be dangerous, late in the hand.
11. If you can't win, at least try to go tenpai-but not at the expense of letting somebody else win.

12. If your chances of winning are low (and/or if your score will be low) shift your strategy to defense. Try to figure out what other players need to win, and do not discard that, even if it means having Noten.
13. Know your wind and the prevailing wind. Hang onto those tiles until you think they can't be used or conflict with your shaping hand.
14. Discarding tiles identical to what the previous player discards is always good, if you can.
15. The 1-4-7 rule is a good defensive discarding strategy for the dangerous phases of the game. If the player to your right discards a four, and you can't throw an identical tile, it might be "not too unsafe" for you to throw a one or a seven. Remember these sequences: 1-4-7, 2-5-8, 3-6-9 (each is a sequence with two numbers between). If a player has discarded both a one and a seven, it's likely safe to throw him a four. If a player has discarded only a one, it might be unsafe to throw a four (the player might have a three and a five).
16. Be aware of your ranking among the other players at the table. If you are in third place, it's better to have the second-place player to have to pay you off than the fourth-place player.
17. Try to go out waiting for multiple tiles (not just one). Imagine that you have three chows and two pairs. One pair is Two Bams, and you draw a Three Bam from the wall. Which tile do you discard now, a Two or a Three? In this situation (depending on the other tiles in the hand or on the table), many experienced players will discard a Two, keeping a Two-Three combo (an incomplete chow waiting for a One or a Four to win). A two-way call is better than a one-way call. (And this example would also put you in line for pinfu (all chows), a popular and easy yaku.)
18. At times it is important to ignore these strategies. You might never make certain special yaku if you never take chances that go against the prevailing wisdom.
-

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Western Mah-Jongg

Glossary of Japanese Mah-Jongg Terms

1-4-7 Rule -- If any of the possible winning tiles is a furiten, the player cannot take any discard to win.

Agaru -- To win. In written form or sometimes used verbally: "hoora." *All Green* -- A hand composed of nothing but "Green" Bamboos; Green Dragons may also optionally be included, in any valid combination.

Ankoo -- A concealed triplet. *Ari* (in the context of declaring whether a rule is applicable or not) -- Synonym for "Applicable" or "On" or "Yes" depending on context. Its opposite is "nashi."

Atama ("head") -- The usual spoken word for the pair of tiles in a regular Mah-Jongg hand (four groups-of-three plus a pair). When written, the pair is usually called "jantou."

Ba Ni Ryanhan -- Fan scoring begins with 2 Fan (automatically start with 2 Fan, then add earned Fan).

Baiman -- A hand that scores 8, 9, or 10 Fan. Scores twice as many points as Mangan.

Chanta -- All Terminals and Honors hand.

Chi (Chii) -- Word spoken when exposing a sequence from the previous player's discard.

Chihan -- 7 Fan.

Chiho -- Earthly Hand. Non-Dealer goes Out by self-pick within the first turn.

Chii Toitsu -- Seven Pairs hand.

Chinitsu -- Pure hand.

Chinrouto -- All Terminals hand.

Chombo -- Penalty mistake.

Chonbo -- Alternate spelling for "Chombo."

Chuurenpooto -- Heavenly Gates (Nine Gates) hand.

Daburon -- Double Ron. This feature was not supported in *Shanghai: Dynasty*, but it is now supported in *Shanghai: Second Dynasty*. Two players can win on a single discard. Thrower must pay both winners.

Daburu Riichi (Double Reach) -- Player declares Reach on the original deal, and subsequently goes Out.

Dobon -- Not supported in *Shanghai: Dynasty*. Has to do with what happens when a player's score goes below zero.

Double Reach -- alternate spelling for "Daburu Riichi" (see).

Fan (han) -- A "Double."

Furiten -- Sacred Discard (see).

Furiten Reach -- The state of a player's having declared Reach, with a furiten (sacred discard) on the table.

Furiten: Tsumori Nara OK -- It's OK to go Out on a Sacred Discard after declaring Reach, only if you draw it from the Wall yourself.

Haitei -- The last tile from the Wall (once this tile is taken, there are only 14 tiles remaining -- those last 14 tiles, never used, are the Dead Wall). *Haitei Tsumo* -- Going Out by self-picking the very last tile of the Wall.

Han -- Japanese alternate pronunciation of "Fan."

Hanapai -- Flower and Season tiles. These tiles are not used in Japanese mah-jongg.

Haneman -- Refers to a hand that scores 6 or 7 Fan. One and a half times Mangan. Starting with this lofty level of scoring, the point values for going Out (and for the hand's pongs and kongs, etc.) are beneath consideration.

Head ("atama") -- -- the pair of tiles in a regular Mah-Jongg hand (four groups-of-three plus a pair).

Honitsu -- Clean hand. Only one suit, with winds and/or dragons included.

Honroutou -- All Terminals and Winds hand (Pongs only, no Terminal Chows).

Iihan -- 1 Fan.

Iihan Shibari -- 1 Fan Minimum score required to go Out. Note that this actually refers to the hand's "Yaku" value. Dora tiles (and in some games, Red Fives) are worth one Fan each, but are not worth a Yaku. The hand must score a Yaku of at least One in order to qualify, no matter how many Fan the hand is worth.

Iipeikou (or *iipeeko*) -- Hand containing two identical Chows in same suit (hand must be concealed).

Ippatsu ("One shot") -- Going Out within one turn of having declared Reach. Pronounced "eepots."

Itsu -- One through Nine in same suit.

Jipai or Jihai or Zuupai -- The honor tiles (winds and dragons collectively).

Junchan -- Terminal Groupings Only. Different from the "All Terminal Pongs" hand in that it's OK to have Chows with a Terminal at one end to qualify for Junchan.

Kan -- Kong. Quad. Four Of A Kind.

Kan Dora -- The tile indicated by the tile at the top of the 4th stack in from the end of the Dead Wall. The Kan Dora indicator tile is turned over instantly when anyone makes a Kan. If a player goes Out with the Kan Dora tile, that player gets one Fan for the tile.

Kazoe Yakuman -- Kazoe Yakuman -- When the player earns 13 or more Fan (rather than by earning an "instant" Yakuman combination or situation), the score is called "Kazoe Yakuman." ("Earned Yakuman," or "Yakuman the hard way.")

Keishiki Tenpai -- In order to qualify for Tenpai, the hand need not be a fishing Yaku hand. It can be a fishing "Chicken" hand.

Kootsu -- A triplet. "Pon" is the word spoken when exposing a triplet made from someone's discard.

Kuikae -- Taking a discard and breaking up an existing grouping in the hand (in order to attempt to increase the hand's value), then immediately discarding a tile which everybody can see had been part of a different (less valuable) grouping.

Kuitan -- A rule which says that "Tanyao" (an All Simple hand) can be Exposed (whereas some players require this special hand to be Concealed).

Little Four Winds -- As opposed to the Big Four Winds hand, Little Four Winds consists of 3 pongs of Winds and a "head" (pair) of Winds. In Japanese rules, it does not matter whether the pair is the player's

Own Wind or not, since the bonus for Own Wind is a separate matter.

Majan -- Japanese spelling of "mah-jongg."

Mangan -- A hand which scores 5 Fan (also applies to certain high-scoring 3- or 4-Fan hands. Can be thought of as a "Limit" hand, but there are higher-scoring hands possible.

Manzu -- The suit of Craks. Also: "Wanzu." The tile in the suit is called "(number) wan." Example: "san wan" is "Three Crak."

Minkoo -- An exposed triplet.

Nagashi Mangan -- Automatic "Limit" hand of All Honors And Terminals, without any other player having taken any of your discards.

Nan Ba Noten -- South Player has Noten. *Shanghai: Dynasty* just ends the game at the end of the South round (there is no sudden death West round -- high scorer wins).

Nashi (in the context of declaring whether a rule is applicable or not) -- Synonym for "Not applicable" or "Off" or "No" depending on context. Its opposite is "ari."

Noten -- A hand needing more than one tile to win when the Wall is down to 14 tiles remaining. A hand which has not even attained the lowly status of "fishing Chicken" hand.

Noten Bappu -- The penalty payment for not having attained Tenpai by the time the Wall reaches 14. In *Shanghai: Dynasty*, this equals 3000 points (paid jointly by all Noten players) which is split up evenly and disbursed to all the Tenpai players.

Noten Oya Nagare -- If the Dealer does not have Tenpai, the deal normally passes along. This rule refers to how to handle such an occurrence when it happens in the last hand of the round.

One-chance -- A Calling hand that has only one possible way to go out. Such a hand may include an incomplete Terminal Chow, or may need a duplicate of a single tile to make the pair (head).

Pahan -- 8 Fan.

Pao-Soku -- Thrower who causes someone to win by means of Big Three Dragons or Big Four Winds must pay for all (or pay half if someone else throws the tile needed to complete the pair).

Parenchan -- Feature not supported in *Shanghai: Dynasty*. Has to do with somebody winning 8 hands in a row.

Phoenix -- When all players have won a hand, the yakitori marker is turned face-up again.

Pin Huu (Pinfu) -- "No Points" hand. All Chow. Last tile must not be a one-chance tile (Chow or pair).

Pinzu -- The suit of Dots. A tile is called "(number) pin." Example: "go pin" is "Five Dot."

Pon -- The word spoken when melding a triplet from someone's discard.

Reach -- A declaration made at the time of placing a bet on going Out with a fully concealed hand. This bet can only be made when the hand needs only one tile to be complete (that one tile might be any of several different tiles). Declaring Reach freezes the hand (declarer can not make any changes to the hand).

Reach-Doki No Agari Sentaku -- Once you have declared Reach, you must take any discarded tile which legally completes your hand, no matter the value of the resulting complete hand (you are not allowed to pass a valid winning discard).

Red Fives -- One "Five Dot," one "Five Crak," and one "Five Bam" are painted with only red paint (no green or blue). Winning player gets one Fan for each Red Five in the winning hand.

Normal fives and red fives



Renho -- Roughly equivalent to the Chinese game's Earthly Hand. Player takes a discard to go Out within the first turn of the deal.

Riichi -- More correct spelling for the Japanese pronunciation of the English word "Reach." See "Reach."

Rinchan Kaiho -- Going Out on a loose tile (a tile taken from the back of the Wall after a Kan).

Rohan -- 6 Fan (also called "Ryuhan").

Ron -- Going Out on someone's discard. The discarder will pay for all. Pronounced "roan."

Ryanhan -- 2 Fan.

Ryanhan Shibari -- 2 Fan minimum score (note that this actually refers to the hand's Yaku value -- the hand must contain a Ryanhan Yaku, not just 2 Dora tiles or 2 Red Fives) which kicks in when the dealer

has won 5 hands.

Ryanpeikou (or ryanpeeko) -- Hand with 2 identical Chows in one suit, and 2 identical Chows in another suit as well. Concealed.

Ryuhan -- 6 Fan (also called "Rohan").

Sacred Discard -- A tile which had previously been discarded and which a player may not claim for a win. Japanese term is "Furiten."

Sakizuke Ari -- The "Sakizuke" rule ("Ari" meaning simply "applies" in this context) allows the player to turn the tide in midstream, so to speak. An apparently valueless hand can be suddenly made to have a Yaku value at any time during play.

Sananko -- Three concealed Pongs.

Sanbaiman -- A hand that is worth 11 or 12 Fan (one step below Yakuman).

Sangenpai -- The three dragon tiles.

Sanhan -- 3 Fan.

Sanrenko -- Three sequential Pongs in one suit (could also be regarded as 3 identical Chows in one suit).

Sanshoku -- Same-number Chows in all three suits (can be thought of as three sequential "knitted" Pongs).

Sanshoku Dokou -- Same-number Pongs in three suits (kind of like three identical "knitted" Pongs).

Shousangen -- Little Three Dragons. Two Pongs of Dragons, and a pair ("Head") of Dragons.

Shuntsu -- A three-in-a-row sequence of tiles ("chii" is the word spoken when exposing a sequence).

Sozu -- The suit of Bamboo. A tile in the suit is called "(number) so" or "(number) zo."

Suhan -- 4 Fan.

Tanki (tankimachi) -- Going Out waiting for a duplicate of a lone tile to complete the pair (head).

Tanyao -- All Simples hand.

Tenho -- Heavenly Hand. Dealer goes Out on his original deal.

Tenpai -- A hand which needs just one more tile to be complete. Western terms: "fishing" or "calling."

Thirteen Orphans -- "Unique Wonders" hand; "Thirteen Impossible." One of each Terminal, Wind, and Dragon, plus a duplicate of any tile. Worth double if player goes Out on the duplicate. This is the only hand for which Robbing the Kong is allowed in the Japanese game.

Toi-Toi -- All-Pong hand.

Tsumo -- Going Out on a self-picked tile.

Uhan -- 5 Fan.

Uma -- Some players add a point spread into the endgame results (just prior to converting the final 1- or 2-digit score into money).

Ura Dora -- The tile indicated by the tile under the Dora indicator tile ("Ura" means "Under").

Wareme -- This is an optional feature which is not used in Shanghai Dynasty. The player whose Wall is broken at the start of play stands to earn or pay double at the conclusion of the hand.






Yakitori -- A special marker used to denote which player has won at least one hand. The marker is left face-up until the player wins, then it is turned face-down (in Shanghai, we hear a chicken cluck when this occurs). When all are turned face-down, there is a "phoenix" and all yakitori markers are turned face-up again.



Yaku -- Needed to complete a winning hand. A Yaku can be worth anywhere from one Fan on up. Not everything that is worth a Fan qualifies as a Yaku (for example, Dora or a Red Five do not constitute a Yaku).

Yakuman -- The ultimate attainable score (loosely can be considered the same as a "Royal Flush") -- in actuality it's possible to get "Double Yakuman" or even higher multiples of Yakuman. Equivalent to 13 or more Fan (see "Kazoe Yakuman").

For more about Japanese Mah-Jongg:

-  [Japanese Mah-Jongg; Rules & Options](#) *(Many images; can be slow to load.)*
-  [Japanese Yaku \(Special Hands\)](#) *(Many images; can be slow to load.)*
-  [Scoring Japanese Mah-Jongg](#)
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Or on to the next chapter:

-  [Western Mah-Jongg](#)

Western Mah-Jongg -- Rules & Options

米国麻雀



[Western Special Hands](#) *(Many images; may be slow to load.)*

Since 1920 when Joseph P. Babcock introduced the game to the United States, the American game has gone through quite an evolution, and has branched out into several different evolutionary branches. The rules used in Shanghai: Second Dynasty's Western Game are the rules which can commonly be found in Mah-Jongg books readily available in bookstores throughout the English-speaking world. You can learn about Mah-Jongg books in another chapter of this guide.

Essentially, the Western game of Mah-Jongg is a happy blend of the Chinese and American games. The Western game is Rummy-like in that the player can form any combinations of four-groups-and-a-pair (similar to the Chinese and Japanese games), or if the player so chooses, the player can choose to use the combinations found on the "card." The Western card (unlike the American card), however, remains the same, not changing from year to year. The Western game, like the American game, uses a Charleston. Flowers are luck tiles (as they are used in the Chinese game), not used in the hand (as is done in the American game). Jokers are optional.

An important hallmark of the Western game is that "Payment To All" is the rule. When a player wins, all players pay the winner. Then, non-winners compare the value of their hands, and exchange payment as appropriate. It is possible for a non-winner to win more than the winner due to this rule!

When you click on the Western option in the Mah-Jongg Game Setup dialog box, this dialog box will appear, giving you the different options you can select for the Western game.

Western Mah-Jongg Options

<input checked="" type="checkbox"/> Flowers/Seasons	<input type="checkbox"/> Jokers
<input checked="" type="checkbox"/> Kitty	<input checked="" type="checkbox"/> Double Dice

Special Hands Allowed ▼

Restrictions on Winning Hands No Restrictions ▼

Flowers/Seasons

Some players prefer to play without the Flowers and Seasons because these tiles add an element of luck (reducing the importance of strategy somewhat). A Flower (a term used to cover both Flower tiles and Season tiles) is worth four points, and a Bouquet (all four Flowers, or all four Seasons) is worth 1000 points, paid immediately upon melding it. Most Western players use the Flowers, so Shanghai: Second Dynasty normally does too. If you want to play without flowers, remove the X in this box.

Kitty

Players ante up 100 points at the beginning of a hand; player can only claim the Kitty if his hand is all Pung or all Kong. Additionally, more money can go in the kitty if a Goulash (Wall Game) occurs.

Jokers

As you might guess, Jokers are "wild tiles" which can be used to represent any other tile. Jokers can be used to fill out a Pung or Kong or Chow, but never to fill a pair or stand in for a single tile (such as the "8" in "1861" for the Civil War hand). Jokers add an element of luck to the game. If you want to use them, put an X in this box.

Double Dice

Some players like to increase the winnings and excitement, by doubling the score whenever the dice show a double number (both dice show the same number). If you want this feature, put an X in this box.

Special Hands (Allowed/Not Allowed)

The main characteristic of the American game that differentiates it so much from the Chinese is in the

variety of special hands available for play. The Chinese game recognizes around 20 ways of going out. In the various English-language books on Western Mah-Jongg you will find many special hands described. Shanghai: Second Dynasty supports 50 special hands which are fairly widely described in those books. For more information on the Special Hands recognized in Shanghai: Second Dynasty, see the Special Hands section.

Restrictions on Winning Hands (No Restrictions/Clean With At Most One Chow)

After you have mastered the game and want to increase the challenge, you can restrict play to require that any winning hand must be "clean" (all one suit, with Honors allowed) with no more than one Chow allowed.

Defaults

Clicking this button resets all options back to their "factory" settings.



Features of the Western game

Charleston

One of the distinctive features of the Western and American games is the Charleston. This is a very important aspect of the Western game - the player can mold and shape the hand in this phase. After the

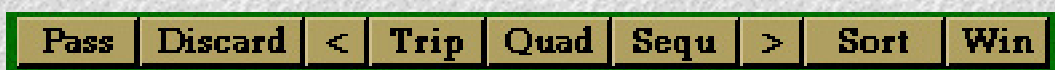
deal, and before play begins, players exchange tiles with each other by passing three tiles to a player (and receiving three in turn, from another player) in this order: to the player on the right, across, and left. The tiles are automatically passed to that player by the computer. The game automatically passes you A.I. players' tiles - you need to highlight three tiles in your hand and press Pass.

A "blind pass" of one, two, or three tiles is permitted on the last pass of the Charleston: for example, if you have only two tiles that you want to exchange with your neighbor, then you can click those two tiles, and one of the three face-down tiles passed to you by your other neighbor. The highlighted tiles will be passed on to your exchange partner.

Jokers (optional)

When playing for Special Hands, Jokers are just about essential - unless you and your opponents are all extremely skilled and patient! Melded Jokers can be redeemed on a player's turn - if an opponent has a melded Pung of East Winds, for example (and one of the tiles is a Joker), and you have an East Wind tile, then when it's your turn (after you draw but before you discard), you can highlight your East Wind tile, then click on the melded Joker, to add the Joker to your hand. Effectively, your opponent keeps his/her melded Pung and you get a wild tile to meld into something of your own later. If you redeem a Joker you may hold it in your hand until you can use it in a meld or a win.

Discarded Jokers cannot be taken - "down is dead." When a player discards a Joker (something a player might want to do towards the end of the game, when his options are limited and he wants to make sure nobody else wins), the discard is regarded as being identical to the previous discard. For example, if West discards an Eight Bam, and North then follows up by discarding a Joker, the Joker is regarded as being an Eight Bam. If East then wishes to claim the Eight Bam for a Pung, Kong, or Chow, he may take the Eight Bam (not the Joker). Jokers cannot be passed during the Charleston. In certain cases, the computer may not recognize how you want to use a Joker, especially in Chows of special hands.



Goulash (Wall Game)

When a game is played "to the wall" (all the tiles are drawn and nobody wins), a Goulash occurs. Essentially, another hand is played (starting with a Charleston). East remains East throughout the Goulash but the deal passes after the hand is complete, no matter who wins.

A Complete Mah-Jongg Hand

Putting all of this together, a typical complete Mah-Jongg hand might look like the illustration below.



This hand contains an exposed pung of North Winds, two concealed Chows of Cracks, a Pung and a Pair of Bams (you just picked a One Bam to complete the Pung of One Bams, and the hand). Four groups and a pair, for a total of 14 tiles.

Example of a complete Mah-Jongg hand:
four groups-of-three plus a pair.

The groupings in a Mah-Jongg hand can either be exposed or concealed, depending on the rules and the kind of hand you're trying to build. A player may also choose to build a Special Hand which is a defined combination of tiles which is given a special name (see the Special Hands section).

Western Mah-Jongg Scoring

Don't forget: In Western Mah-Jongg, all players are scored when one player goes out.

Points:

- Going Mah-Jongg - 20
- Exposed Pung of Simples - 2
- Concealed Pung of Simples - 4
- Exposed Pung of Terminals - 4
- Concealed Pung of Terminals - 8
- Exposed Pung of Honors - 4
- Concealed Pung of Honors - 8
- Exposed Kong of Simples - 8
- Concealed Kong of Simples - 8
- Exposed Kong of Terminals - 16
- Concealed Kong of Terminals - 32
- Exposed Kong of Honors - 16
- Concealed Kong of Honors - 32
- Flower - 4
- Season - 4
- Pair of Terminals - 2
- Pair of Dragons - 2
- Pair of Winds - 2
- Sweep - 2

Bouquet of Flowers - 1000

Bouquet of Seasons - 1000



*A bouquet must be four flowers **or** four seasons.*



A bouquet cannot be a mix of flowers and seasons. It earns 1000 points from each player.

Doubles:

Rounding before doubles - Yes

Pung of Dragons - 1

Pung of Winds - 1

Pung of Prevailing Wind - 1

Own Flower - 1

Own Season - 1

Clean Hand - 1

Pure Hand - 3

Going Out on Loose Tile - 1

Fully Concealed Hand - 1

Concealed Hand - 1

Prevailing Flower - 1

Prevailing Season - 1

Limit - 500 (East pays and receives double)

Opening stake - 10000

Player 1	A.I.#1	A.I.#2	A.I.#3
9440	9800	10960	9800
-560	-200	960	-200
Concealed Pung of Terminals			8
Concealed Pung of Terminals			8
Concealed Pung of Honors			8
Concealed Pung of Honors			8
Mah-Jongg			20
Pung of Prevailing Wind			x2
Total			240
Round:East			<input type="button" value="Hide"/> <input type="button" value="OK"/> <input type="button" value="Up"/> <input type="button" value="Down"/>

When any player goes Mah-Jongg, the Mah-Jongg Results box is displayed. Study the Results to learn more about how hands are scored (especially keeping in mind that "Payment To All" is the rule in Western Mah-Jongg), and you'll be on your way to developing your own strategy for playing. When the Score Display is visible, you can use the Up and Down buttons (when highlighted) to scroll up and down the list, to see how the winning hand is scored. You can use the Hide button to hide the Score Display so that you can examine the center of the table.


Player 1	A.I.#1	A.I.#2	A.I.#3			
North	East	South	West			
9410	9980	10870	9740			
Points:	40	40	0	120		
North	0	0	-40	120		
East	0	0	-80	240		
South	40	80	0	120		
West	-120	-240	-120	0		
9330	9820	10630	10220			
Round:East				OK	Next	Prev

When the Payments Display is visible, you can use the Next and Prev buttons to see how other hands in the game were paid. In Western Mah-Jongg all players earn points for the tiles they have collected (not only the winner is paid). You can click on the player's name to see how that player's hand was scored.

Western Mah-Jongg Strategies

Because Western mah-jongg is a blend of the Chinese and American games, the strategies for those games *both* apply to the Western game. See the chapter on [Chinese strategies](#) *and* the section on [American strategies](#).

On to the next part of this chapter:

 [Western Special Hands](#) (*Many images; may be slow to load.*)

Or on to the next chapter:

 [More About Mah-Jongg](#)

Western Special Hands

This section illustrates the special hands recognized by Shanghai: Second Dynasty. There are many other special hands recognized by players around the world; we wanted to allow for the most widely recognized or most "logical" patterns. And we have also added one new special hand in recognition of the history of Hong Kong, which has been very important to the history of Mah-Jongg.

Special hands are used most widely in the Western game. The Chinese game recognizes a small number of special hands. In the West, some players require special hands - that is to say, a normal legal hand of chows and Pungs and a pair does not qualify for a win. When playing "special hands required," it is recommended to play with the Jokers (otherwise, most players believe that Jokers make the game too easy). Some players prefer to play without special hands. Most players allow their use and just award bonus points when one is attained.

The hands are shown here in their natural state (without Jokers).

By their very nature, many special hands must be concealed. It is not possible to meld (expose) a pair or a single "unconnected" tile during the course of play, and "knitted" Pungs or pairs also cannot be melded. Each of the hands below is marked as to whether it is Concealed or Exposed, and how much it earns.

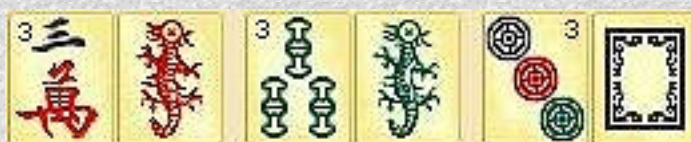
Jewel Hands

To understand the "jewel" hands it is important to keep two concepts in mind. Firstly, the Bams suit is comprised of "green" tiles (2, 3, 4, 6, 8) and "red" tiles (1, 5, 7, and 9) - for the purposes of the Jewel hands, the other suits also are broken into identical groups.



The Green Bams (2, 3, 4, 6, 8) - The Red Bams (1, 5, 7, 9)

Secondly, in Western Mah-Jongg each suit is associated with a dragon. The Red Dragon is associated with the Craks (and, in the case of Ruby hands, with the Red Bams), the Green Dragon is associated with the Bams, and the White Dragon is associated with the Dots.



Red Dragon is associated with Craks ("Ruby").
Green Dragon is associated with Bams ("Jade").
White Dragon is associated with Dots ("Pearls")



Jade Hand

Exposed --- Limit

Pungs (or Kongs) and/or Chows of green Bams with a pair of Green Dragons.

Note: Some players require this hand to contain no more than one Chow, but Shanghai: Second Dynasty allows multiple Chows in the Jade Hand. Keep in mind that when you have multiple Chows concealed in the hand (the same hand as seen above), the sorting does not separate the Chows as seen above.



This is how a pair of 2-3-4 Chows would look when concealed in the hand.



Imperial Jade

Exposed --- Double Limit

(Also called: Jade Dragon)

Pungs or Kongs (may include no more than one Chow) of Green Dragons and Green Bams, with a pair of Green Bams.



Pearl Hand

Exposed --- Limit

Pungs or Kongs or chows of 2, 3, 4, 6, 8 of Dots, with a pair of White Dragons.



Pearl Dragon

Exposed --- Double Limit

Pungs or Kongs (may include no more than one Chow) of White Dragons and 2, 3, 4, 6, 8 Dots with a pair of Dots (those numbers only).



Ruby Hand

Exposed --- Limit

Pungs or Kongs of Red Bams with a pair of Red Dragons.



Imperial Ruby

Exposed --- Double Limit

(Also called: Royal Ruby)

Pungs or Kongs of Red Dragons and Red Bams, with a pair of Red Bams.



Ruby Jade

Exposed --- Limit

Pungs or Kongs of Red Dragons, Green Dragons, Red Bams, and Green Bams, with a pair of any Bams.



Ruby Crack

Exposed --- Limit

(Also called: Red Coral)

Pungs or Kongs (Chows allowed) of 2, 3, 4, 6, 8 Craks and Red Dragons. Pair of any of those particular tiles.



Dirty Pairs

Pair Hands

Concealed --- Half Limit
(Also called: Small Seven Pairs)
Seven pairs of anything.



Clean Pairs

Concealed --- Limit
Seven pairs in one suit (Winds or Dragons allowed).



All Pair Honors

Concealed --- Limit
Seven pairs of Terminals, Winds, and/or Dragons only.



All Pair Terminals

Concealed --- Limit
(Also called: Earthly Twins)
Seven pairs of Terminals only (Kong is counted as two pairs if fully concealed in the hand).



Honorable Twins

Concealed --- Limit
A pair of each Wind and each Dragon.



All Pair Jade

Concealed --- Limit
Pairs of Green Bams and Green Dragons (Kong is counted as two pairs if fully concealed in the hand).



All Pair Ruby

Concealed --- Limit
Pairs of Red Bams and Red Dragons (Kongs are counted as two pairs if fully concealed in the hand).



All Pair Ruby Jade

Concealed --- Limit

Pairs of Green Dragons, Red Dragons, Green Bams, and Red Bams.



Gertie's Garter

Concealed --- Limit

1-7 in any two suits. This can also be thought of as 7 sequential "knitted" pairs in any two suits.

"Knitting" refers to the matching of identical numbers across multiple suits.



Gertie's Garter seen as sequential knitted pairs.



Knitting

Concealed --- Half Limit

Any seven "knitted" pairs in any two suits. No Winds or Dragons. Shown here as it might look in the hand.



Dragon's Breath

Concealed --- Limit

Five pairs in any one suit, plus one of each Dragon, plus any one Dragon (making for one Dragon pair).

Sequence Hands



Wiggly Snake

Concealed --- Limit

(Also called: News Hand, News Line-up) 1-9 in one suit plus NEWS plus any Wind (making for one paired Wind).



Grand Sequence

Concealed --- Limit

1-9 in one suit plus a Pung of any Dragon plus any other 2 tiles from the same suit (making for two paired tiles in the suit). Here it's shown as it might look in the hand.



Greta's Garden

Concealed --- Limit

1-7 in one suit plus NEWS plus one of each Dragon.



Dragon's Tail

Exposed --- Half Limit

Concealed --- Limit

(Also called: Honor Line Up)

1-9 in one suit plus a pair of Dragons and a Pung of Winds (or a pair of Winds and a Pung of Dragons).



Five Odd Honors

Concealed --- Half Limit

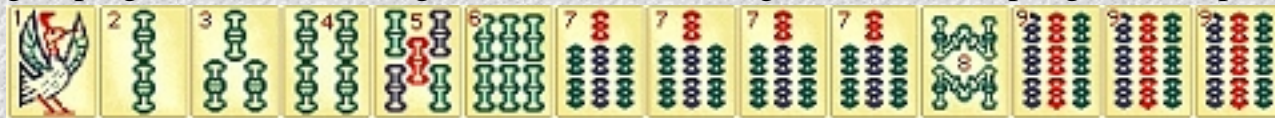
1-9 in one suit plus five single Dragons and Winds in any combination (must not be any pairs). Shown above as it might look in the hand.



Run, Pung, and a Pair

Concealed --- Limit

1-9 in one suit plus a Pung and a pair in the same suit (effectively making for a Kong and a Pung in the grouping). Shown above organized as a run, a Pung (also called a "pung"), and a pair.



Run, Pung, and a Pair as it might look in the hand.

Gate Hands



Confused Gates

Concealed --- Limit

Pung of ones in one suit, 2-8 in another suit, and a Pung of nines in the third suit.



Heavenly Gates

Exposed --- Half Limit

Concealed --- Limit

(Also called: Nine United Sons, Nine Connected Sons, Nine Gates) Pung of ones and nines, plus a run of 2-8 (all in one suit) plus any one tile of that suit.



Dragon Gates

Concealed --- Limit

Pung of any terminal, 2-8 of same suit, and Pung of associated Dragon (see previous discussion of how Dragons are associated with suits).



True Gates

Concealed --- Limit

Pung of ones, Pung of nines, plus pairs of 2, 4, 6, 8 all in one suit only.

Number Hands



Chop Suey

Concealed --- Limit

Chows of 1-2-3 in all three suits, plus NEWS plus any Wind (making for one pair of Winds).



Sukiyaki

Concealed --- Limit

Chows of 4-5-6 in all three suits, plus NEWS plus any Wind.



Chow Mein

Concealed --- Limit

Chows of 7-8-9 in all three suits, plus NEWS plus any Wind.



Numbers Racket

Exposed --- Double Limit

(Also called: Parallel Hand, Tri-Numbers)

Pungs of the same number in all three suits, plus a Pung of Winds and a pair of Dragons (or a Pung of Dragons and a pair of Winds).



Lil

Concealed --- Limit

1-2-3 in one suit, 4-5-6 in another suit, and 7-8-9 in the third suit, plus NEWS and any Wind.



Down You Go

Concealed --- Double Limit

(Also called: Descending Even)

Kong of twos, Pung of fours, pair of sixes, and one eight all in one suit, plus NEWS.



Up You Go

Concealed --- Double Limit

(Also called: Ascending Even)

One two, pair of fours, Pung of sixes, and Kong of eights all in one suit, plus NEWS.

Honor Hands



All Winds and Dragons

Exposed --- Limit

Pungs or Kongs and a pair of Winds and Dragons only.



All Honors

Exposed --- 3 Doubles

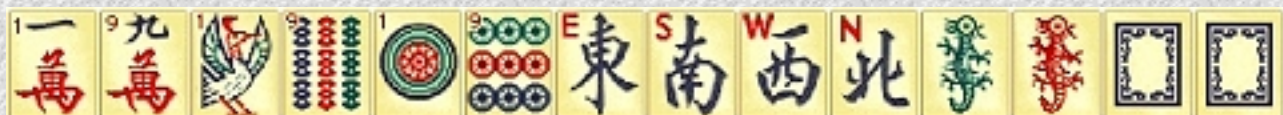
Pungs or Kongs and a pair of Winds, Dragons, and Terminals.



Heads and Tails

Exposed --- Limit

Pungs or Kongs and a pair of ones and nines (Terminals) only.

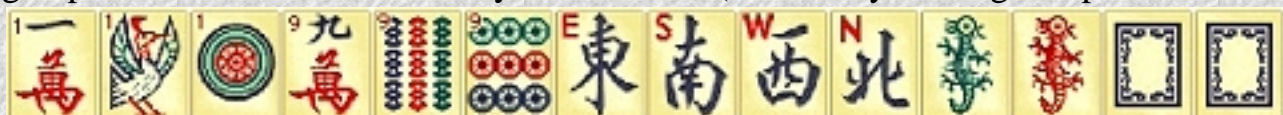


Unique Wonders

Concealed --- Double Limit

(Also called: Thirteen Orphans, Thirteen Impossible)

A one and nine of each suit (effectively, a "knitted Pung" of ones and nines) plus NEWS plus one of each dragon plus one additional tile of any of the above (effectively making one pair in the hand).



Unique Wonders seen as knitted pungs.



Windy Dragons

Exposed --- Limit

A pair of each Wind plus two Pungs of Dragons.



Big Three Dragons

Exposed --- Limit

(Also: Three Great Scholars)

Pungs of all three Dragons, plus any Pung or Chow plus a pair in the same suit (or a pair of Winds).



Big Four Winds

Exposed --- Limit

(Also called: Four Blessings)

In the Western Game, Big Four Winds must be four Pungs of Winds plus a pair of anything. In the Chinese game, one of the Winds can be a pair (but the player's Own Wind must be one of the Pungs).



Gone With the Wind

Exposed --- Double Limit

Pungs or Kongs of all four Winds plus a pair of Dragons.



Windy Chows

Concealed --- Half Limit

A Chow in each suit plus NEWS plus any Wind tile (making a pair of that Wind).

Odds & Ends



Triple Knitting

Concealed --- Half Limit

(Also called: Crochet)

Four "knitted" Pungs plus a knitted pair. As described previously, "knitting" is the practice of matching numbers in different suits.



Triple Knitting as it would be seen in the hand.



Christmas

Exposed --- Double Limit

Pungs of twos and fives (for "25") in one suit, a Pung of Red Dragons, a Pung of Green Dragons, and a pair of White Dragons.



Civil War

Concealed --- Double Limit

1861 in one suit, 1865 in another suit, plus Pungs of North Winds and South Winds.



Civil War as it might look in the hand.



Hong Kong

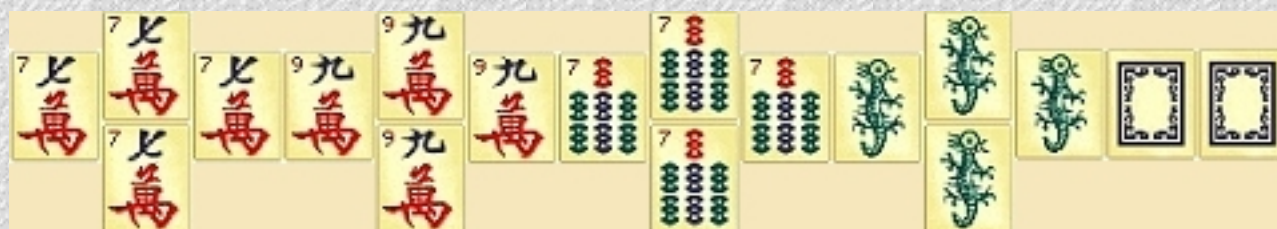
Concealed --- Double Limit

1842 in one suit, 1997 in another suit, plus Pungs of East Winds and West Winds.



Hong Kong as it might look in the hand.

This special hand was created for *Shanghai: Dynasty* in recognition of the importance of Hong Kong to the history of Mah-Jongg.



All Kong

Exposed --- Limit

(Also called: Four Fours)

Four Kongs of anything plus a pair of anything. Note: some players require that all four Kongs be in the same suit, but *Shanghai: Second Dynasty* isn't quite so strict.

Back to the previous part of this chapter:

 [Western Mah-Jongg; Rules & Options](#)

Or on to the next chapter:

 [More About Mah-Jongg](#)

More About Mah-Jongg

 [More About Mah-Jongg; Dictionary & FAQ](#)

 [Books about Mah-Jongg](#)

 [Tips On Buying Mah-Jongg Tiles](#)

 [How To Print Your Mah-Jongg Results](#)

Dictionary of Mah-Jongg Terms

(A few but not all Japanese mah-jongg terms are listed here, for the convenience of players of other forms of mah-jongg. Click this link for a full [glossary of Japanese Mah-Jongg terms](#).)

- * All-Chow Hand - Hand that contains four chows and a pair. Not necessarily an alternate term for "Pin Huu" (see).
- * American Mah-Jongg - Probably more properly called "Modern American Mah-Jongg," to distinguish it from other forms called "American." Characterized by a double Charleston, 152 tiles (including 8 jokers), the use of flowers in the hand, no chows, and the use by all players of a card which changes every year.
- * Announcing - In American and Western mah-jongg, when a player discards a tile, s/he must say its name audibly. Some players of the Chinese game may also use this practice.
- * Arabic numerals - The numbering system used in the West (1, 2, 3, etc.). Mah-jongg sets made for use in Asia are made without Arabic numerals. Sets made for export are made with Arabic numerals.
- * Babcock, Joseph P. - American businessman and entrepreneur who first wrote the rules for Mah-Jongg in English and introduced the game to the United States, in 1920.
- * Baht - Cantonese term for White Dragon. This explains why there is sometimes a B on this tile. Mandarin: Bai-ban. Some Chinese dialects may pronounce the name with a P sound rather than a B sound. Japanese: Haku (white).

- * Bakelite - A composite material that was at one time used in the manufacture of tiles. For more information, see <http://beachsite.com/majexchange/id.htm>.
- * Balls - Alternate name for the suit of "Dots" (see).
- * Bamboo - One of the three suits in the mah-jongg set. The suit is comprised of tiles numbered from One to Nine (there are four of each tile). Most of the tiles are green, so the set is sometimes referred to as "jade." Many American players shorten the suit name to "Bam." The emblems on the tiles resemble either strings of coins or sticks of bamboo. The One Bam usually resembles a bird (a sparrow or peacock).
- * Base Points - In Chinese, Japanese, and Western scoring, the hand is awarded points for pungs, kongs, and other attributes. The base points are then doubled for certain special attributes. See also "Doubles."
- * Bettor - (1) An alternate name for "Wind Marker" (see), when used by a person betting on the game. (2) A person betting on who will win the game.
- * Bird - Alternate name for the "One Bam" tile.
- * Blanks - Some mah-jongg sets come with extra blank tiles which can be used as replacements in case a tile is broken or lost. Some mah-jongg sets (especially Japanese sets and older Chinese sets) use blank tiles as White Dragons.
- * Blind pass - In Western and American mah-jongg, the first left pass and the last right pass may be passed "blind." The player who cannot bear to part with 3 tiles from the hand has the option of taking tiles passed by another, and passing them unseen. Sometimes called "stealing."
- * Bone and bamboo - Materials sometimes used in the manufacture of mah-jongg tiles.
- * Bouquet - Having all four Flowers (1, 2, 3, 4) - or all four Seasons (1, 2, 3, 4). Applies only to Chinese and Western mah-jongg. The Flowers must be distinguishable from the Seasons (either by different-colored kanji or by some other means).
- * Breaking the wall - After the dice are rolled by the dealer, the dice count is used to determine where the dealing of tiles will begin. Roughly analogous to "cutting the deck" in a card game. This process prevents cheating by randomizing where the deal starts. In all forms of mah-jongg except American, the dice tell not only where in the wall to make the break, but also which wall to break.
- * C - Abbreviation for "Concealed." No exposures made prior to declaring mah-jongg.
- * Call - What a player does when claiming a discard. The player speaks up and takes the discarded tile. In Asian forms of mah-jongg, the player usually states the type of exposure being made ("pung" or "chow"),

but in American mah-jongg, the player might only say "Call," or "I want that."

* Calling - When the hand is complete except for one tile, the hand is "calling" or "fishing" or "waiting" or "ready." Usage: "The player's hand was ready; the player was calling for a One or Four Dot."

* Card - In American Maj, players must make hands listed on a special card, which is changed each year. The American Mah-Jongg Association [tm] and the National Mah Jongg League [tm] publish such cards.

* Carrying Pole - Alternate name for the "Two Bam" tile.

* Catalin - A plastic used in the manufacture of older tile sets. For more information, see <http://beachsite.com/majexchange/id.htm>.

* Celluloid - A plastic used in the manufacture of older tile sets.

* Characters - Alternate name for the suit of "Craks" (see).

* Charleston - Named for a dance craze in the 1920s, when Mah-Jongg first became popular in the United States. Mah-Jongg procedure -- a special elaborate "dance" in which the players exchange tiles before play begins. (1) American. There are two Charllestons. First Charleston (mandatory) is 3 passes: 3 tiles right, then 3 tiles across, then 3 tiles left. Second Charleston (optional; may be stopped by any player) is also 3 passes: 3 tiles left, then 3 tiles across, then 3 tiles right. (2) Western. The Charleston may or may not be used. If used, first Charleston is mandatory. Then there may also be an optional "Ding Dong" (see).

* Chi - Japanese term for "chow" (see).

* Chicken Hand - A hand which scores no doubles. A zero-fan hand.

* Chinese Classical Mah-Jongg - The form of mah-jongg played in China in the early part of the Twentieth Century. Analogous to the card game Rummy; characterized by a small number of special hands, and a scoring system similar to that used in Western mah-jongg (see).

* Chinese Mah-Jongg Contest Rules - For several decades, mah-jongg was banned in mainland China. The Chinese government recently realized they couldn't stop the people from playing mah-jongg, so they created a strict set of rules. At the time of this writing, not many details are available in English.

* Chips - Round plastic chips or bone sticks, used to keep score during a game.

* Chow - (1) Noun. A sequence of three tiles in a row (such as 1-2-3 or 5-6-7), in one suit. (2) Verb. To take a tile for form a sequence. Used in all forms of mah-jongg except American.

* Chung - Chinese term for Red Dragon. See, that's why there's a C on those tiles sometimes. It all makes

sense! Japanese: Chun.

* Circles - Alternate name for the suit of "Dots" (see).

* Claim - When one player discards a tile, if another player wants it to complete a grouping or to win, that other player must verbally claim the discarded tile. See also "Take."

* Clean Hand - All the tiles in the hand are one suit, and there are Winds or Dragons in the hand. See also "Pure Hand" and "Cleared-hand game."

* Clear Hand - Cantonese term for "Pure" (see meaning 1). Also: "Clear Door."

* Cleared-hand game - Optional Western rule under which all players' hands must be Clean, with no more than one Chow in the hand.

* Cold wall - An optional table rule in American Mah-Jongg. When the last few stacks (either an arbitrary number of stacks or the last stacks remaining in front of the dealer) are in play, players are not allowed to claim discards for exposures (only for Mah-Jongg).

* Composite - A term for materials used in the manufacture of some older tile sets. For more information, see <http://beachsite.com/majexchange/id.htm>.

* Concealed Hand - When you have 13 tiles in your hand (no exposed/melded groupings) and go Out on a discarded tile.

* Concealed Kong - All forms of mah-jongg except American. A kong being considered one of the four groupings making up "four groupings and a pair," the tile count is in disrepair if the hand contains four of a kind. Therefore the player can take a loose tile to repair the tile count, by means of exposing the kong. So as not to ruin the hand's "concealed" status and so as to garner the base points for the kong being concealed, this special kind of kong is shown with two tiles turned face-down. This kong is technically regarded as being "concealed" even though all players can see it.

* Corresponding Dragons - The three Dragons correspond to the three suits. Red = Craks (Ruby). Green = Bamboo (Jade). White = Dots (Pearls).

* Counters - Alternate name for "Chips" (see).

* Courtesy - Alternate name for "Optional Pass" (see). Not to be confused with the "Curtsey" (see).

* Craks - One of the three suits in the mah-jongg set. The suit is comprised of tiles numbered from One to Nine (there are four of each tile). The tiles are red, so the set is sometimes referred to as "ruby." The Chinese character at the bottom of the tile stands for "Ten thousand." The Chinese character at the top of

the tile is the number (one to nine). The name "craks" undoubtedly is an American shortening of the word "characters."

* Curtsey or Curtsy - American/Western. The practice of angling one's wall in towards the center of the table for easy reach of all players.

* Daily Double - An optional rule used in Western and American Maj. The number rolled by the first dealer is designated as the "daily double" -- whenever that same number is rolled again, the winner of that hand earns double.

* Dangerous Tile - See "Hot Tile."

* Dead - (1) A hand which has an error in it (wrong number of tiles, or invalid exposures) is dead. (2) A tile which was discarded prior to the previous player's turn is dead. (3) A joker which has been discarded is dead ("down is dead").

* Dead Wall - In most Asian forms of mah-jongg, the last 14 tiles in the wall are not used in play. The last 7 stacks then form the "dead wall." Also known as "the King's Hand."

* Dealer - The player who rolls the dice and breaks the wall and throws out the first tile. Designated "East" in all forms of mah-jongg.

* Dealing machine - A special table, used in Japanese mah-jongg. The machine contains two sets of tiles: one on top and one inside. At the end of a hand, a player presses a button on the top of the table, a hole opens up, and all the tiles are pushed in. The button is pressed again, and four walls of 17 stacks are raised up so the next hand can begin. Some newer machines may be usable to play Chinese mah-jongg with flowers (requiring walls whose length is 18 stacks), but it is doubtful that any machines have been built which are suitable for the American game (the walls in American mah-jongg are 19 stacks long).

* Decals - The American game requires 152 tiles to comprise a complete set. (The regular 144-tile set plus eight jokers.) Many sets (especially older sets) do not come with that many tiles, so players must obtain extra tiles which match the other tiles in the set, and apply joker stickers or decals.

* Declare - When your hand is complete, you must so declare. Nobody will know you're the winner if you don't say something and/or expose all your tiles!

* Declared Kong - Alternate term for "exposed kong." Some players make a further distinction between "declared concealed" and "declared exposed" kongs.

* Ding Dong - Western game. Optional procedure. After the Charleston, each player passes one tile to the other players. Whether there will be a Ding Dong or not is up to the dealer to decide.

- * Discard - (1) Noun. The last move in a normal turn. Player must get rid of one tile by placing it face-up on the table. (2) Verb. A tile which has been placed on the table.
- * Dogging - American game. Practice of breaking up the hand in such a way as not to give a win to another player, especially by means of discarding jokers.
- * Dora - A special bonus tile in the Japanese game. Short for "dragon."
- * Dots - One of the three suits in the mah-jongg set. The suit is comprised of tiles numbered from One to Nine (there are four of each tile). The tiles are circular, so the set is sometimes referred to as "pearls." This suit undoubtedly evolved from Chinese cards on which coins were depicted.
- * Double East - All forms of mah-jongg except American. Dealer in the East round can earn a double (a "fan") for being the East player, AND a double for it being the East round. Both the Own Wind double AND the Round Wind double apply, thus the player is "Double East." Also: Double South, Double West, Double North.
- * Doubles - After the base score is determined, doubles (in Asian forms, "fan") are applied. The player's score may be doubled once or twice or even more, depending on the rules in play.
- * Double Dice - Some Western and American players use an optional rule in which the score is doubled if the dice both show the same number when rolled by the dealer.
- * Down - A fine point in the American rules. A discard is "down" when its name has been announced or the tile touches the tabletop, whichever happens first. Before the discard is down, no player can claim it. After the discard is down, it is too late for the discarder to change his/her mind or to redeem a joker or change an exposure.
- * Dragons - The White, Green, and Red Dragons make part of the "honor tiles" in a mah-jongg set. In Chinese, Western, and Japanese rules, having a pung of dragons doubles the score.
- * Draw - To take a tile from the wall (alternate term: "Pick").
- * Draw Game - Alternate term for "Wall Game" (see).
- * Earthly Hand - When a player completes a hand and wins on the dealer's first discard.
- * East - (1) One of the four Wind tiles in a mah-jongg set. (See "Winds.") (2) The dealer. (3) The first round in a game (all forms of mah-jongg except American).
- * Eat - Alternate term for "Take" (see).

- * Exposed hand - If the player has exposed any tiles (claimed a discard to form a pung, kong, quint, or chow), the hand is said to be Exposed.
- * Exposure - If the player claims a discard to form a pung, kong, quint, or chow, the completed grouping must be laid down face-up for all to see. This is called an "exposure." In this manual, the term "meld" is used interchangeably.
- * Exposure in error - Especially in American mah-jongg, a player might mistakenly make an exposure which clearly shows that the player's hand does not match anything on the card.
- * Faht - Cantonese term for the Green Dragon. Now you know why sometimes this tile has an F on it! Japanese: Hatsu.
- * False Declaration - It sometimes happens that a player declares mah-jongg with an invalid hand. Perhaps the hand does not properly match one on the card (American), or perhaps the hand was exposed when it should properly have been concealed. Perhaps the hand does not meet the minimum "fan" requirement (Chinese, Japanese).
- * Fan - Alternate name for "Doubles" (see). Pronounced "fahn."
- * Feed - To discard a tile which someone else can use, especially for a win.
- * Fishing - Alternate term for "Calling" (see).
- * Flower - (1) In the Chinese and Western game, four tiles which are treated as bonus tiles. (2) In the Japanese game, those extra tiles that come with some sets but nobody ever uses them. (3) In the American game, eight tiles which are used in several hands on the card. Flower tiles may depict flowers or Chinese historical events or personages, or animals or boats or buildings. See also "Seasons."
- * Flower Replacements - Chinese and Western games. Since flowers (and seasons) are bonus tiles (not used in the hand), replacement tiles (AKA "loose tiles") must be taken from the back end of the wall when the flowers are exposed.
- * Flower Wall - Alternate term for "Dead Wall," when flower replacements are taken from the dead wall.
- * Frish - Optional American procedure. A player who gets a really lousy deal can request a redeal.
- * Fully Concealed Hand - When you have 13 tiles in your hand (no melded groupings) and go Out on a self-drawn 14th tile.
- * Fully Concealed Kong - Four of a kind, contained in the tiles of the hand and not exposed for other players to see. Unless playing American rules, or a rule set that allows Pairs hands that allows identical

pairs, a fully concealed kong probably causes problems with the tile count and should be declared (exposed as a "concealed kong") in order to repair the tile count of the hand. Also called an "undeclared kong."

* Future - Alternate term for "Picking ahead" (see).

* Game - (1) In the Chinese and Western games, four rounds make a game. (2) In the Japanese game, a game consists of one or two rounds. (3) In the American game, each hand is considered a "game" unto itself.

* Garden Wall - Alternate name for "Flower Wall" (see).

* Goolie - Alternate name for "Kitty" in the Western game (see).

* Go Pie - American. When a player uses all of the money in her "pie," she is said to "go pie." What happens after that point may be subject to table rules, but most players allow a player who has gone pie to continue playing for free until and unless she starts winning again.

* Go To The Wall - Alternate term for "Wall Game" (see).

* Goulash - Western rules. Procedure for what to do after a Wall Game (see).

* Great Wall - Alternate term for "Wall" (see).

* Green Bams - The 2, 3, 4, 6, and 8 tiles in the suit of Bams. These tiles use no colors other than green.

* Grouping - A term used in this dictionary to encompass groups of identical tiles -- i.e. pairs, pungs, kongs, quints, and chows. An "exposable" grouping would then be a pung, kong, quint, or chow, since pairs cannot be exposed prior to declaring mah-jongg.

* Hand - (1) The 13 or 14 tiles in front of each player. (2) The course of play in which one player deals one hand of tiles to each player, and play proceeds through until a player wins or a "wall game" occurs.

* Head - Alternate term for "Pillow" (see).

* Heavenly Hand - When a player has a complete winning hand on the initial deal.

* Hinge - Optional way of setting up a wall in Western mah-jongg, when only 4 jokers are used. The resulting extra two stacks are placed in a corner of the table as a "hinge" between two walls.

* Hong Kong Mah-Jongg - The form of mah-jongg most commonly played in Hong Kong. Very similar

to Chinese Classical but the scoring system is simpler.

* Honors - A term used in a variety of ways by different mah-jongg authors. (1) Winds and Dragons. (2) Winds, Dragons, and Terminals. (3) Dragons. (4) Red Dragons.

* Hop Toi - The practice of dealing a pair from the end of one wall and the end of the next wall, at the corner of the table. In some rules, it is forbidden for anyone except the owner of those tiles to touch them (even the "curtsy" must not occur until the owner has taken the Hop Toi tiles), and some special significance is attached if flowers are among the Hop Toi tiles.

* Hot tile - (1) A tile which has not appeared among the discards and the wall is getting short. (A "raw tile.") (2) A tile which has not appeared among the discards in a long time, and the wall is getting short. (3) A tile which is likely to be desired by a particular player, judging by that player's exposures.

* Hot wall - Optional procedure in American mah-jongg. Defined as either the last stacks in front of the dealer or an arbitrary number of stacks, when these stacks are in play, the discarder who gives someone a win must pay for all players. Optionally, the discarder is exempt from the penalty if it can be shown that the discard was reasonably "safe" (see) -- i.e., the tile was not a "hot tile" (see).

* House rules - Alternate name for "table rules" (see).

* Impure - Opposite of "pure." Depending on rule book in use, "impure" may mean: (1) Hand composed of mixed suits. (2) Hand contains too many or too few tiles.

* Ivory - Some ivory sets do exist, but most of the time if you have an antique set that you believe to be made of ivory, it's probably actually bone. To learn more about how to tell the difference between ivory and bone tiles, see <http://beachsite.com/majexchange/id.htm> or <http://members.aol.com/pungchw3/mj168-01.htm>.

* Jade - Western term for hands formed with "Green Bams" (see) and Green Dragons.

* Japanese Classical - A seldom-played form of mah-jongg roughly similar to Chinese Classical, but with extra features added.

* Japanese Modern - The form of mah-jongg played in Japan today. Characterized by the use of 136 tiles, orderly placement of the discards, numerous special hands ("yaku"), "Reach," and "Dora."

* Jewel Hands - Hands which use particular tiles of one suit, together with the dragon associated with (corresponding to) that suit. Primarily a feature of Western mah-jongg but becoming accepted by some players of some Chinese games.

* Joker - American and Western rules (possibly used by some players of the Chinese game). A powerful

"wild tile" which can represent any other tile in a pung, kong, quint, or chow.

* Jokerless - American rules. A hand which contains pungs or kongs and yet contains no jokers earns double the normal score.

* Kan - Japanese term for "Kong" (see).

* Kanji - a Japanese word, sometimes used in this glossary to refer to Chinese writing.

* Kards - A deck of cards with which mah-jongg can be played. Spelled with a K to distinguish it from the American "card" (see).

* King - Some decks of Chinese kards (see) come with extra "King" kards. Used as jokers (see).

* King's Hand - Alternate name for "Dead wall" (see).

* Kitty - (1) Optional Western procedure; players pool a predetermined sum, and it is won by a player who wins with an all-pung hand. (2) Optional American procedure; players contribute a dime to the kitty whenever there is a wall game.

* Knitted Pung - Western rules. Same-number tile in each suit (for example, a Four Bam, a Four Dot, and a Four Crak). Not an exposable grouping.

* Kong - (1) Noun. Four identical tiles. In games in which jokers are used, jokers can comprise from one to four of the tiles in the grouping. In all forms of mah-jongg except American, a kong is treated the same as a pung, so a replacement tile must be taken to maintain the proper tile count in the hand. (2) Verb. To create a four-of-a-kind exposure.

* Kong Box - (1) Alternate name for "Flower Wall" (see). (2) Eight stacks, set aside specifically for replacement tiles for kongs.

* Kong Replacements - Chinese and Western games. Since kongs are treated as pungs, replacement tiles (AKA "loose tiles") must be taken from the back end of the wall when the kongs are created (so as to maintain the proper number of tiles in the hand).

* Limit - An arbitrary cap to the amount of points a player can earn in the Chinese and Western games.

* Loose Tile - Tile drawn from the back of the wall (to replace a tile lost from the hand to meld a Kong, or when exposing a Season or Flower).

* Lower Seat - The player who goes after you in the order of play (the player on your right).

- * Mah Que - (1) Cantonese spelling of "mah-jongg." Pronounced: "mah cheuk." (2) Alternate name for "pair" (see).
- * Mah-Jongg - (1) The name given to the game by Joseph P. Babcock in 1920 when he introduced the game to the United States. Many other spellings may be used elsewhere. In Chinese, the game may be called "mah cheuk," "mah que," or "majiang." (2) When a player "goes Mah-Jongg," the player wins the hand. Alternate term for "Out."
- * Mah-Jongg Masters Millions Rules [tm] - A form of mah-jongg created in recent years in order to enable players of some forms of mah-jongg to play together in tournaments.
- * Maj - American abbreviation of "mah-jongg." Sometimes: "Mahj." Pronounced with a soft J ("zh" sound).
- * Majan - Japanese spelling of "mah-jongg." Pronounced with a hard J.
- * Majiang - Mandarin spelling of "mah-jongg." Pronounced with a hard J.
- * Maj In Error - Alternate name for "False Declaration" (see).
- * Manzu - Japanese name for the suit of "craks."
- * Maximum Hand - Alternate term for "Limit" (see).
- * Meld - (1) To expose a tile grouping (pung, kong, quint, or chow) when taking a discard. (2) An exposed tile grouping.
- * Mish - American game. Optional procedure. After the two Charlestons and after the Courtesy, players may put any number of unwanted tiles into the center of the table, mix them up, and take back the same number put in.
- * Mixed Hand - (1) Hong Kong. Alternate term for "Clean Hand" (see). (2) Western. Having tiles from different suits in the hand.
- * Moon - Alternate name for the "One Dot" tile.
- * Nan - Chinese for "South."
- * Natural - Alternate name for "jokerless" (see).
- * NEWS - (1) American term for "Winds" (see). (2) A section on an American card where hands utilizing

mostly Wind tiles are listed. (3) Hands in the Western game that include one of each Wind tile.

* New Style - See "Shanghai New Style."

* Nine Pieces Warning - Hong Kong rule. If a player makes three exposures in one suit, players should be cautious about discarding tiles in that suit. The player with the three exposures is supposed to verbalize a warning. Then, if a player discards a tile in that suit and it results in a Pure or Clean hand, the discarder must pay a penalty. In *Shanghai's* Chinese game, you hear a warning when someone exposes "nine pieces," but there is no penalty.

* Non-Scoring Hand - Alternate name for "pin huu" (see).

* No-Points Hand - Alternate name for "pin huu" (see).

* North - (1) One of the four Winds tiles in a mah-jongg set. (2) The fourth player; the player to the dealer's left (some American players may not adhere to this usage). (3) The fourth and last round in a game (Chinese and Western rules).

* One Bird - Alternate name for the "One Bam" tile.

* One Chance Chow - Filling a Chow with the one possible tile. For example, if you have a 6 and an 8, and you go Out on a 7, or if you have an 8 and a 9, and you go Out on a 7.

* Opening the wall - Alternate term for "Breaking the wall" (see).

* Optional Pass - American. After the Charleston is complete, players may optionally pass up to 3 tiles across.

* Out - When a player "goes Out," the player wins the hand. Alternate term for "Going Mah-Jongg."

* Own Flower (Own Season) - Chinese and Western rules. Seats correspond to the numbers on the Flower and Season tiles thusly: E=1, S=2, W=3, N=4. So if your seat is South, and you get a Flower or Season with a 2 on it, you earn a Double if you go Out.

* Own Wind - All forms of mah-jongg except American. Having a pung or kong of the Wind tile which corresponds to your seat position. For example, if you are the dealer and you have a pung of East. (See "Seat Wind.")

* Pai - The Asian term for a "tile." Pronounced "pie."

* Pair - Two identical tiles. In American mah-jongg, a pair can be comprised of flowers (or one flower can be paired with one season).

* **Pair Hand** - (1) All forms of mah-jongg except Taiwanese and Philippine. A hand comprised of seven pairs rather than the usual "four sets and a pair." (Note: four sets and a pair is not necessarily "usual" in the American game, but you get the idea.) (2) Taiwanese rules. A hand comprised of seven pairs and a pung instead of the usual "five sets and a pair." (Unknown, at the time of this writing, if such hands exist under Philippine rules.)

* **Pass** - (1) One of the moves in the Charleston, in which 1, 2, or 3 tiles are given face-down to another player. (2) "Passing" is an alternate term for "Charleston" (see).

* **Payment to all** - Chinese and Western rules. Not only the winner earns points. When this rule is used, first the winner's hand is scored, and all players pay the winner. Then, non-winners compare their scores and settle up accordingly (the winner is not involved in that settling-up).

* **Pearls** - Alternate name for the suit of "Dots" (see), especially when Jewel hands (see) are part of the rules in use.

* **Pei** - Chinese term for "North." Also "Bei" (depending on dialect).

* **Philippine Mah-Jongg** - A form of mah-jongg in which a hand consists of 16 tiles (rather than 13), and in which Winds and Dragons are treated as Flowers.

* **Phoenix** - Japanese game. When all players have won a hand, the yakitori markers are turned face-up again.

* **Pick** - To take a tile from the wall (alternate term: "draw").

* **Picking Ahead** - Optional procedure used by advanced players. Normally, players take turns playing. Player 1 picks and discards, then Player 2 picks and discards, and so on. When "picking ahead," a player does not wait for the previous player to discard before picking a tile from the wall. Can result in conflicts, which the players have to be prepared to deal with.

* **Pie** - (1) In American mah-jongg, the amount of money each player brings to the table. Usually \$5 or \$10. (2) Alternate spelling of "pai" (see).

* **Pillow** - All forms of mah-jongg except American. In those forms of mah-jongg, a hand is normally comprised of "four sets and a pair." The pair is sometimes referred to as the "pillow."

* **Pinfu** - Japanese spelling of "pin huu" (see).

* **Pin huu** - All forms of mah-jongg except American. A hand which is special by dint of its being practically worthless. All chows with a valueless pair. Depending on the rules in use, the winning tile

might be required to be a tile to complete a two-way call (if it's a one-chance call, then pin huu is not earned). Also called "no points" or "non-scoring hand" by some authors.

* Pin wu - Alternate name for "pin huu" (see).

* Pinzu - Japanese name for the suit of "Dots" (see).

* Pivot - American term. It is desirable to alter seating positions every so often, so as to vary the Charleston. Every two rounds, the first dealer switches seats ("rotates") with the player on the right.

* Plum Blossom - Alternate term for the "Five Dot" tile.

* Pon - Japanese term for "pung" (see).

* Prevailing Wind - Round Wind (see).

* Pung - (1) Noun. A group of three identical tiles. In games in which jokers are used, jokers may comprise one, two, or three of the tiles in the grouping. (2) Verb. To take a discarded tile to form a triplet.

* Pure Hand - May be defined differently, depending on the rule book in use. (1) All the tiles in the hand are one suit. There are absolutely no Winds or Dragons in the hand. Opposites: "clean" or "mixed." (2) The hand has the correct number of tiles. Opposite: "impure."

* Quad - Alternate name for "Kong."

* Quint - American game. Noun. Five identical tiles. Since there are only four of every tile (excepting Flowers), jokers are expected to exist in a quint. The quint can include up to five jokers, in fact.

* Racked - American term. When a player has drawn a tile from the wall and placed it among the tiles in the hand.

* Racks - American sets come with racks upon which the hand tiles are placed, and a flat top upon which exposures are placed. Asian players play without racks (the tiles are stood on end; exposures are placed to the side or between the hand and the wall).

* Raw tile - A tile which has not yet been discarded. Probably a Hong Kong term.

* Razzle - Alternate name for "Charleston" (specifically, the first Charleston).

* Reach - Japanese term. A special procedure used when the hand is concealed and "ready" (see).

- * Ready - (1) Alternate term for "Calling" (see). (2) Alternate term for "Reach" (see).
- * Red Bams - The 1, 5, 7, and 9 tiles in the suit of Bams. These tiles all have (or ought to have) some red paint on them somewhere. Used in Jewel hands (see).
- * Redeeming a Joker - Procedure for taking exposed jokers from another player's rack. If you win by redeeming a joker, it is regarded as "self-pick" (see) -- the player from whom you acquired the joker did not "feed" you the win.
- * Reverse Counting - the practice of counting from the other end of the wall, when the number rolled is greater than half the number of stacks in the wall. In games in which flowers are used and jokers are not used, the wall is 18 stacks long. If the dealer rolls 12, it's quicker to count 6 stacks from the other end than it is to count 12 stacks from the normal end.
- * River - Japanese term for the neatly-placed discards, which can be viewed to see a history of the game (called "Reading the river"). Only in Japanese mah-jongg are the discards placed neatly in this fashion (in all other forms of mah-jongg, the discards are placed haphazardly).
- * Robbing the Kong - If a player draws a tile which he adds to a melded Pung, and another player can use that tile to go Out immediately, that player can claim the tile, go Out, and double his score.
- * Roman Letters - The Western alphabet. Tiles made for use in Asia do not have the Roman letters E, S, W, N on them, for example. If you have an Asian tile set, you have to be able to recognize the kanji (the Chinese characters).
- * Roof Off - Playing without a Limit.
- * Rotation - see "Pivot."
- * Round - When the deal has passed all the way around the table.
- * Rounding Before Doubles - If a player's score is not divisible by ten, then the score is rounded up to the next multiple of ten (if the score is 48, it's rounded up to 50). Then that number is doubled as applicable.
- * Round Wind - All forms of mah-jongg except American. Each round is associated with a wind, in the order East, South, West, North. This order of the winds derives from the Chinese. In the spring (season #1), the wind comes from the east. In the summer, the wind comes from the south. In the autumn, the wind comes from the west, and in the winter, the wind comes from the north.
- * Ruby - A term used when Jewel hands (see) are part of the rules in use. (1) A hand made with "Red Bams" (see) and Red Dragons. (2) A hand made with Craks and Red Dragons ("Ruby Crack").

- * Safe tile - A tile which, judging by the discards and exposures and one's own tiles, is safe to discard.
- * Seasons - (1) In the Chinese and Western game, four tiles which are distinguished from the Flowers, but are used in the same way, as bonus tiles. (2) In the American game, "Seasons" are "Flowers" with season names written on them. Seasons are not used in the Japanese game.
- * Seat Wind - The wind associated with the player's wind position. Each seat is associated with a wind, in the order East, South, West, North. This order of the winds derives from the Chinese. In the spring (season #1), the wind comes from the east. In the summer (season #2), the wind comes from the south. In the autumn, the wind comes from the west, and in the winter, the wind comes from the north. Since mah-jongg is played counter-clockwise, the seat positions when viewed from above do not correspond to actual compass directions. Some American players may assign seat positions according to actual compass directions, rather than in the traditional manner described herein.
- * Self-pick - To win on a tile drawn from the wall.
- * Sequence - (1) Alternate term for "chow" (see). (2) In the American game, a "sequence hand" is comprised of sequential pungs, kongs, quints, and/or pairs.
- * Set - A full set of mah-jongg tiles is either 136, 144, or 152 tiles and at least two dice. Some sets may come with extra tiles, racks, chips, and extra dice.
- * 7-pair Hands - Alternate term for "Pair Hands" (see).
- * Sha - Japanese term for "West." Chinese: Sai, Hsi, Syi (depending on dialect and Romanization used).
- * Shanghai - (1) The city from where J.P. Babcock first exported mah-jongg sets to the United States. (2) Activision's trademarked name for a solitaire game played with mah-jongg tiles. (4) A card game similar to Rummy.
- * Shanghai New Style - A form of mah-jongg which uses scoring similar to that used in Hong Kong mah-jongg, combined with special hands similar to those used in the Japanese game. Also called simply "New Style."
- * Simples - The suit tiles numbered from two through eight.
- * Singapore Style Mah-Jongg - A form of mah-jongg in which special Flower tiles can be used to capture one another (Cat tile captures Rat tile, Fisherman captures Fish, Old Man captures Pot of Gold, etc.).
- * Soap - American term for the "White Dragon" tile.
- * South - (1) One of the four Wind tiles in a mah-jongg set. (See "Winds.") (2) The player to the right of

the dealer (some American players may not adhere to this usage). (3) The second round in a game (all forms of mah-jongg except American).

* Sozu - Japanese name for the suit of "Dots" (see)

* Stealing - Alternate name for "blind passing" (see).

* Sticks - (1) Bone chips or plastic sticks that come with some mah-jongg sets, used in scoring the game. (2) Alternate name for the suit of "Bams" (see).

* Suit - Tiles numbered from one through nine which all bear the same symbol. See "Craks," "Bams," and "Dots." In the Western and American games, Dragons are associated with suits. Green Dragons are considered part of the suit of Bams ("Jade"). Red Dragons are considered part of the suit of Craks ("Ruby"). White Dragons are considered part of the suit of Dots ("Pearls").

* Sweep - Making a Pung or Kong or Chow from East's first discard.

* Table rules - Rules used by a group of players which may not be identical to the rules used by another group of players. It is not unusual for each and every table to use some slight variation of the rules used by other tables. Tom Sloper, producer of Activision's Shanghai games, has a theory: "When mah-jongg was first created and then was played at a second table, a second set of rules probably sprang up right then and there!"

* Tai - Taiwanese. Probably means "points" or "fan" (see) interchangeably.

* Tail - An optional method of setting up the Wall. Because American racks are often shorter than the 19-stack walls, some players take the extra tiles and arrange them into a short "tail."

* Taiwanese Mah-Jongg - A form of mah-jongg characterized by hands of 16 tiles rather than 13. Scoring and special hands roughly analogous to the Modern Japanese game.

* Take - To take a tile that was just discarded. In mah-jongg, a discard can only be taken to complete a grouping or the hand. The price for taking a discarded tile to make a grouping is that the completed grouping must be exposed for all to see.

* Tenpai - Japanese term for "calling" (see).

* Ten Thousand - Alternate name for the suit of "Craks" (see).

* Terminals - The suit tiles numbered One and Nine (the tiles at each end of a suit).

* Throw - Alternate term for "Discard" (see).

* **Tile count** - (1) The number of tiles used on the table, if flowers and jokers are not included, is 136. (2) The number of tiles used on the table, if flowers are used but jokers are not used, is 144. (3) The number of tiles used on the table, if both flowers and jokers are used, is 152. (4) All forms of mah-jongg except Taiwanese and Philippine. The number of tiles in the hand, when it is not your turn, is 13. On your turn, your tile count becomes 14, at least momentarily. (5) Taiwanese and Philippine mah-jongg. The number of tiles in the hand, when it is not your turn, is 16. On your turn, your tile count becomes 17, at least momentarily.

* **Tong** - Chinese term for "East." Also Tung, Thung, Dung. Japanese: Ton.

* **Trades** - A term for certain special Flower tiles which depict tradesmen. If your set has Trades, just use them as Flowers.

* **Triple** - Alternate name for "Pung" (see).

* **Turn** - The course of play during which a player picks a tile from the wall (or takes a discard from the table) and then discards a tile. Between picking and discarding, other events may occur -- the player may take a loose tile (Chinese, Western, Japanese) or the player may redeem a joker (American, Western).

* **Upper Seat** - The player who plays before you in the order of play (the player at your left).

* **Vietnamese Mah-Jongg** - A form of mah-jongg that utilizes 160 tiles. Little is known about this form, at the time of this writing.

* **Waiting** - Alternate term for "Calling" (see).

* **Wall** - A row of two-tile-high stacks of tiles. In the course of setting up a game, each player builds a wall on his/her side of the table. When 136 tiles are used (as in the Japanese game, or when not using Flowers in the Chinese and Western games), the wall is 17 stacks long. When 144 tiles are used (when using Flowers in the Chinese and Western games), the wall is 18 stacks long. When 152 tiles are used (when 8 Jokers are used in Western and American mah-jongg), the wall is 19 stacks long. See also "Tail" and "Hinge."

* **Wall Game** - When the tiles in the wall are gone and nobody has won.

* **Wan** - Alternate name for the suit of "Craks" (see).

* **West** - (1) One of the four Wind tiles in a mah-jongg set. (See "Winds.") (2) The player across from the dealer. (3) The third round in a game (Chinese and Western games).

* **Western Mah-Jongg** - A blend of Chinese and American rules. Same scoring system as Chinese, uses

flowers and chows as the Chinese do, but there is an optional Charleston, and a card of numerous special hands (50-80) which stay the same (the card does not change from year to year as in American).

* Wind Marker - Usually a round marker that comes with the mah-jongg set. In all forms of mah-jongg except American, the marker is used to denote the "Prevailing Wind" (see). In American mah-jongg, used by the bettor to indicate which player s/he thinks will win the hand.

* Winds - The East, South, West, and North tiles in a mah-jongg set. In all forms of mah-jongg except American, the Winds are ordered E, S, W, N. American players order the Winds to spell the word "NEWS."

* Woo - (1) Verb. Alternate term for going "Out" or "Going Mah-Jongg." (2) Noun. Some American players refer to non-American mah-jongg as "Woo."

* Wu - Alternate spelling of "Woo." Meaning: "I win."

* X - Abbreviation for "Exposed." Exposures (melds) are made prior to declaring mah-jongg.

* Yakitori - Japanese game. A special marker to denote players who have or have not yet won a hand.

* Zero - The American game sometimes requires a tile to represent a zero (in a number hand or in a year hand). White Dragons are used for this purpose.

Answers to Frequently-Asked Questions ("FAQs")

Q: I am new to the game of Mah-Jongg: is there a tutorial for learning how to play?

A: There are many ways that players new to the game of Mah-Jongg can learn how to play:

1. This guide: it provides step-by-step information on starting a game, options, and strategies.
2. Rules & Strategy in the Help menu: it also contains step-by-step instructions and information.
3. The Status/Hint Box: once you are in the game, the Status box under the Action bar will display useful information on what actions have taken place in the game and what you need to do. If you click on the box, you will get more helpful hints and information on what you need to do.
4. The Action Bar: the buttons will light up when you can take an action, so keep your eye on it.

5. Suggest A Move: you can either select this in the Help menu or by typing Ctrl-M. The computer will suggest an action for you (it may not ultimately help you win, but it will certainly keep you going...).
6. Context-sensitive information: right-clicking (Macintosh users: Ctrl-clicking) on the tiles (anywhere on the table) will tell you the name of the tile and offer some courses of action.
7. "The sink-or-swim" method: just start a game and click on anything. You'll find out how the game moves by watching other players' actions, watching the Action bar and what buttons light up, and by reading the messages in the Status/Hint box.

Q: How do I know when it's my turn?

A: Look on the screen to see whose name is highlighted in yellow. Also, you will know that it's your turn if you have 14 tiles in your hand. If you're playing online (against other human players), you will know soon enough when the other players hit the Urge button and tell you to "Play." When playing against A. I. opponents offline, it's your turn most of the time.

Q: The game has started, the tiles are dealt, and I have a bunch of tiles in my hand. What do I do next?

A: 1. First, look to see if it's your turn, by looking at your name at the bottom of the screen on the left. (If your name is highlighted in yellow, it's your turn). If it's not your turn, wait for your turn.

2. If it's your turn, then you need to draw and discard a tile. Drawing happens automatically if the player to your left discards a tile that you cannot claim. Look at the Action bar to see which buttons are lit up (the Discard button should be lit and you should have 14 tiles, one of which is highlighted). To discard, click on a tile to select it, and then click on the Discard button or click on the tile again. After discarding a tile, you have three seconds to change your mind. Click on the discarded tile while it's flashing to take it back.

Q: I need to discard a tile. What tile should I discard?

A: 1. Click on the Status/Hint box for additional instructions or more information.

2. First, look at your hand and see what tiles you have in each suit, and which tiles you cannot use to make a Chow, Pung, or Kong (see the explanation of suits, terms, and examples in the manual). Discard a tile that is least useful (that seems to be "by itself") and that you have the least chances of doing something with. For example, if you have a 3 Dot in your hand, and there are three 3 Dot tiles already discarded or in someone's exposed melds, then you will have less chances of making a Pung with your 3 Dot (unless you have Jokers) and you will not have a chance of making a Pair with it. Discard it.

3. If still not sure, click on Suggest a Move in the Help menu. The computer will suggest a tile that you can discard, based on what it "thinks" is a reasonable strategy.

Q: The Pass button is lit up in my Action bar, but I know it's not my turn. What's going on?

A: If you're playing offline (only against A.I. players), that means you can use the tile that has just been discarded. Check what other buttons are lit in the Action bar, and see what action is available. If you don't want to claim that tile, then just click Pass to let the computer know that you're not interested in claiming that tile (see the manual for more information on Claiming Discards) and to let the other players take their turns.

If you're playing online (against other human players), then you need to press the Pass button every time a player discards a tile, to signal that you are not thinking about claiming that tile and to keep the play going. If you don't do that quickly enough, other players will hit the Urge button to tell you to hurry.

Q: Someone discards a tile and I can use it. What do I need to do?

A: 1. First of all, see if it's your turn (the player whose name is highlighted).

2. If it's not your turn, check to see if these buttons on your Action bar are lit: Pung/Triple, Kong/Quad, or Win. If any of them are lit, then check your hand to see where you can use that tile (see this guide for explanations of terms and rules), then click on the button to claim the tile (see the section Claiming Discards in this guide).

3. If it's your turn (if your name is highlighted in yellow), then check to see if these buttons on your Action bar are lit: Chow/Sequence, Pung/Triple, Kong/Quad, and Win. If any of them are lit, then check your hand to see where you can use that tile and click on that button to claim the tile (see this guide for explanations of terms and rules and the Claiming Discards section for rules on claiming discards).

4. If it's not your turn and none of the above-mentioned buttons are lit, then you cannot claim that discarded tile (see Rules & Strategy in the Help menu for more information, or check this guide).

Q: I think I have a winning hand. What do I need to do?

A: It is a good idea to read this guide or the Rules & Strategy prior to starting to play, to see what constitutes a winning hand, and what options apply. If you have already done this, follow the steps below:


1. Check if the Win button is lit up on the Action bar. (But be careful: If you're playing the Chinese Rules and you have selected the False Declaration Penalty option, or if you're playing the American Rules and you have selected the Maj In Error option, the Win button will always be lit, regardless.)

2. If the Win button is lit and False Declaration Penalty option is OFF, then click on Win and "your" voice will declare a win, and the score box will appear.

3. If the Win button is not lit and you think you have a Special Hand, then check the Special Hands section in the manual or on the Reference Card to see if your Special Hand is recognized by the game. If it's not on the list, then the game does not support that hand.
 4. If the Win button is not lit, then check the tiles in your hand to see if the hand scores the required minimum. If below the required minimum, then you can't win (see the manual or Rules & Strategy for more information).
 5. If you're playing Japanese and the game is not letting you take a tile for Win, read the sections on Chonbo, Furiten, and the 1-4-7 rule.
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 **More About Mah-Jongg; Dictionary & FAQ**

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 [How To Print Your Mah-Jongg Results](#)

Books About Mah-Jongg

Want to learn more about the ancient game of Mah-Jongg? Here is a list for suggested reading:

THE COMPLETE BOOK OF MAH-JONGG 1987 by A.D. Millington, Wiedenfeld & Nicolson, ISBN 0-213-16951-7

Describes in exacting detail the Classical Chinese Mah-Jongg as played in the West, and gives an excellent history of the evolution of Mah-Jongg in the twentieth century. See if you can find it at the library or on the Internet -- this book is a treasure for students of the classical game.

MAH-JONGG; BASIC RULES & STRATEGIES 1998 by Dieter Kohnen, Sterling Publications; ISBN 0-8069-0752-5

A new book that not only describes the Classical Chinese game as played in the West, but is also easily available for purchase in the United States. (It's not as in-depth as Millington, but just try to find a copy of Millington if you live in the US.) The book's special hands include seven-pair hands (so it's not "pure" classical Chinese) and the book even includes one all-too-brief page about the Japanese game.

MAH JONGG MADE EASY 1984 by National Mah Jongg League (No ISBN #)

This rulebook describes the fine points of the NMJL rules. Rule changes since 1984 are not reflected in this book, unfortunately. Yearly special hand cards (i.e. member dues) cost \$5.00. Write to NMJL, 250 W. 57th St., New York, NY 10107

THE CHINESE GAME OF MAHJONG 1979 by Samuel K. Perlmen and Mark Kai-Chi Chan, Book Marketing Ltd., ISBN 962-211-0169

This excellent book describes the game as played today in Hong Kong; covers both Old Style and New Style. Available through <http://www.ninedragons.com>, <http://www.amazon.co.uk>, or write to: Book Marketing Ltd., North Point Industrial Bldg., 499 King's Road 17/F Flat A, North Point, Hong Kong.

LET'S PLAY MAHJONG! by Benny Constantino, 1990, Federal Publications, ISBN 962-302-129-1

Briefly (very briefly) describes Hong Kong "old style" Mah-Jongg. Not as in-depth as Perlmen & Chan. Write to: Federal Publications Ltd., Units 903-905, Tower B, 9/F, Hunghom Commercial Centre, 37 Ma Tau Wai Road, Hung Hom, Kowloon, Hong Kong. Tel 334-2421.

THE HAPPY GAME OF MAH-JONG by David H. Li, Premier Publishing, ISBN 0-9637852-3-0

Takes a scholastic approach in teaching the Hong Kong "old style" game. Premier Publishing, Box 341267, Bethesda MD 20827 and available on the Internet. **

INTERNATIONAL MAHJONG RULES by Cofa Tsui, 1998, ISBN 0968368700
Hong Kong "old style." Available from the IMJ website (<http://www.cofatsui.com/mahjong.html>) or from www.amazon.com for \$20. Paperback - 17 pages. **

MAH JONGG; WRIGHT-PATTERSON RULES 1963-1996 by Wright-Patterson Mah Jongg Group.
(No ISBN #)

This Western game is the one played by officers' wives on American military bases; it's basically similar to the game described by Strauser & Evans and Thompson & Maloney but has more special hands, and other specific differences. If you play by the Wright-Patterson rules, no other book will do! Write to OWC Mah Jongg, WPAFB OWC, P.O. Box 67, Fairborn, OH 45324

MAH JONG, ANYONE? 1964 by K. Strauser & L. Evans, Charles E. Tuttle Co., ISBN 0-8048-0390-0
This book describes the Western rules (not the NMJL rules and not the WPAFB rules) of Mah-Jongg. This has long been one of the easiest-to-find Mah-Jongg books in America, and does a good job of describing the "vanilla" Western game.

THE GAME OF MAH JONG ILLUSTRATED 1990 by P. Thompson & B. Maloney, Kangaroo Press, ISBN 0-86417-302-4

This book describes Western mah-jongg, as it is played in Australia (very similar to the game described by Strauser & Evans). Brief mention of Classical Chinese rules. The descriptions of the Western special tile combinations are accompanied by pictures, which makes the book larger yet in some ways easier to use than Strauser & Evans.

IMPROVE YOUR MAH JONG 1991 by P. Thompson & B. Maloney, Kangaroo Press, ISBN 0-86417-398-9

Western rules in more detail for players who have already mastered the basics of Western mah-jongg. Emphasis is on scoring, and pictures of the special tile combinations. Brief mention of Classical Chinese rules.

THE MAH JONG PLAYER'S COMPANION 1997 by P. Thompson & B. Maloney, Kangaroo Press, ISBN 0-86417-891-3

In-depth strategy guide for players of the Western game. How to turn a random hand into a Western special hand. This book is *not* for beginners -- the rules of the game are not described in the book. This is Western *strategy*, only.

A MAH JONG HANDBOOK 1964 by E. Whitney, Charles E. Tuttle Co., ISBN 0-8048-0392-7
This book describes the classic Chinese, Western, and Japanese rules as they were 30 years ago. If you are new to mah-jongg, this book is not recommended (it's too difficult to sort out the rules for the game you want to learn from the two games you don't want to learn). This book is, however, an excellent reference for those already knowledgeable in various ways of playing mah-jongg.

HOW TO PLAY MAH JONG 1993 by K. J. Carkner, Penguin Books Australia Ltd., ISBN 0 14 017638

A pocket-sized book that packs a lot of solid information about Chinese, Western, and even a couple of pages about Japanese Classical rules, and seems to do a pretty good job keeping them separate from one another (unlike Whitney). Available for purchase on the Internet.

KNOW THE GAME: MAH-JONG 1994 by Gwyn Headley & Yvonne Seeley, A & C Black. ISBN 0 7136 3742 0.

Produced in association with the British Mah-Jong Association (BMJA, whose president is also a Seeley). The official BMJA game uses the classical Chinese rules (there is no Charleston), but the book takes into account some popular Western hands (Knitting, for instance) and features (Goulash; limit of one chow per hand). Describes rules for home play and also tournament rules. Available through <http://www.amazon.co.uk>.


THE GAME OF MAHJONG 1974 by Max Robertson, Whitcoulls (New Zealand), ISBN 0 7233 0306 1
A "Handy Little Book" which describes Western-style rules; the book is widely used in English-speaking countries outside North America. Available on the Internet from Whitcoulls.


MAH JONG FOR BEGINNERS 1952 by S. Kanai & M. Farrell, Charles E. Tuttle Co., ISBN 0-8048-0391-9

This book describes the classic Japanese rules as they were 45 years ago. This book introduces the beginner to the basics of the Japanese game, but few in Japan play the game this way today. Modern popular rules (Reach and Dora, for example) are not described in this book.

*** - Note: the books marked with a double asterisk use non-standard terminology.*

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Tips on Buying Mah-Jongg Tiles

If you are interested in buying a Mah-Jongg set (either to play the game of Mah-Jongg or to play the game of Shanghai), there are many places to shop. You should base your selection on: (1) the type of Mah-Jongg you wish to play; (2) whether or not you can read the Chinese characters of the Craks suit without Arabic numerals; (3) what looks and feels nice to you. If you buy a beautiful set but can't use it to play, that's probably not the best set for you. So make sure you know what you need and want. Different sets are comprised of different numbers of tiles, and may or may not come with specific special tiles.

If you want to play American Mah-Jongg, or if you want to play Western rules, you need an American-style Mah-Jongg set -- 152 tiles. In addition to the standard 136 suit tiles and dragons and winds, you need eight Flowers/Seasons and eight Jokers, four racks, and chips. American Mah-Jongg sets can cost more than twice as much as Chinese sets due to the need for these extra parts. Some people use the blank tiles (which often come in addition to White Dragons and Flowers) as Jokers, usually by applying decals.

If you want to play Chinese Mah-Jongg, you will find a wide variety of plastic or bone-and-bamboo tile sets at board game stores or toy stores. To play Chinese Mah-Jongg, you do not need hard-to-find Jokers. You just need a standard 144-tile set (in addition to the standard 136 suit tiles & dragons & winds, there are also 4 Flowers & 4 Seasons). Most Chinese sets also do not come with racks or chips. Just choose a set that looks attractive to you and is of a pleasing size and material (and, assuming you cannot read the Chinese characters on the Craks, make sure that the set has Arabic numerals).

If you want to play Japanese Mah-Jongg, you may need to buy a Japanese set-but only if you play with Red Fives (otherwise you can use a Chinese set or a Western set, and just not use some of the tiles). Japanese sets are comprised of just the basic 136 tiles (the suits and dragons and winds-no Flowers or Seasons). If you want to play with Red Fives and you are not inclined to paint them yourself (or if sometimes you won't want Red Fives on the table), you need to make sure that the set also comes with the Red Fives. Note that Japanese Mah-Jongg sets usually do not come with both White Dragons and blank tiles (in Japan, blank tiles are used for White Dragons), and may not come with eight Flowers (Japanese players do not play with Flowers-you may get four Red Fives and only four Flowers in your set). If you get a Japanese set, it can be used for Chinese Mah-Jongg as long as you use the blanks for White Dragons or as long as you play without using the Flowers (or you might have to use the Red Fives as Flowers). If you use blank White Dragons, you might want to buy a set in which the tile backs are colored differently from the tile fronts-it's a dead giveaway to everybody if you get a blank and turn it over to look at the back. Finally, Japanese sets do not have Arabic numerals on them -- so you and your

friends need to be able to read the Chinese numerals on the Crak tiles.

In Malaysia 88 tile sets are for sale. These sets are not suitable for any of the games in *Shanghai: Second Dynasty*.

If you want to play Singaporean Mah-Jongg with "Cat catches Rat" play, make sure you have those special tiles! If you have a Singaporean set, use the Cat and Rat and Fisherman and Fish (or Old Man and Bag Of Gold) as Flowers and you can play Chinese Mah-Jongg just fine.

Speaking of Flowers. Mah-Jongg sets come with a bewildering variety of "Flowers," "Seasons," and "trades." If you play American style, just use any 8 of those and call them all "Flowers." If you don't use Flowers, no problem. If you play MJ with Chinese/Western Flowers, though, you need all your Flowers/Seasons/trades to be numbered from 1 to 4. If they're not numbered, how can you tell which seat they correspond to? You may have to write numbers on them. Better to buy a set that comes with all the tiles you need for your style of playing.

Q: "What the heck is the deal with these blank tiles?"

A: If your set has blank tiles, the blanks are either white dragons, or the blanks are extra tiles which you can use as replacements or Jokers. Some sets' white dragons have a black rectangular design, or a black-outline picture of a dragon. If the set does not have those tiles, then four of the blanks are white dragons. Here's the breakdown of a tile set:

- Suit tiles (1-9, craks & bams & dots: 4 of each tile) -- $9 \times 3 \times 4 = 108$
- Wind tiles (E,S,W,N: 4 of each tile) -- $4 \times 4 = 16$ (added to 108, total now 124)
- Dragon tiles (4 each green, red, white -- the white dragons /may/ be "blank") -- $3 \times 4 = 12$ (added to 120, total now 136)
- Flowers & Seasons (4 each, for a total of 8) -- added to 136, total = 144
- Some sets also come with Jokers (8 are needed by the American/NMJL game; I'm not sure how many Jokers are normally used in Western/Wright-Patterson when Jokers are used) and/or extra Flowers and/or extra blanks.

If your set has extra blank tiles, it is a good idea to swap the spares with the white dragons every now and then, and use them in play. If you don't, and you eventually must use a spare, you don't want it to look too obviously new.

One minor consideration in choosing a Mah-Jongg set for purchase is the backs of the tiles. There are three types of tile backs: white, color, and bamboo. White backs can cause confusion if your White Dragons are blank (as per the Japanese style)-then when you draw one of these, if you turn it over to see the other side, everybody will know you have a White Dragon. For this reason, I prefer tiles with colored or bamboo backs. Bamboo backs look nice and seem authentic, but because they're rounded, they don't stack as well as flat-backed plastic tiles. Shanghai (the solitaire tile-matching game) can be played with real Mah-Jongg tiles, and the flat-backed plastic tiles are best for this purpose.

Some players think that bone-and-bamboo tiles are "more authentic" and therefore more desirable than plastic tiles, but in my opinion plastic tiles are better to play with. Greater uniformity and easier stacking are important in play.

Q: "How do I tell if my set is bakelite or catalin or celluloid or plastic?"

A: There is an excellent description of how to identify your tiles' material at The Maj Exchange, <http://beachsite.com/majexchange/id.htm>. The mysterious "scrubbing bubbles" test is also explained!

Q: "I have an ivory set. How much is it worth?"

A: Whoa, calm down a sec. Your set is most likely not ivory but rather cow bone. I have heard that the ivory tiles do not yellow with age, as cow bone tiles do. Take a look at <http://beachsite.com/majexchange/id.htm> for a definitive description of ivory vs. bone. Another good site is <http://members.aol.com/pungchw3/mj168-01.htm>.

Q: "I have an antique MJ set from the mid-1800's, complete with original English instructions. How much is it worth?"

A: No way!!! That's impossible. The game of Mah-Jongg /may/ have been played as early as the mid-1800s (although this is doubtful), but sets were most definitely not manufactured for foreign export until after 1911 when the game was made available to the Chinese public. The earliest known documented writings of a game similar to Mah-Jongg are from the 1890s. It may have been played with cards (not tiles) prior to 1900-1911. The first sets for export to the West were made in the 1920s. That means that tiles did not have Arabic numerals (1,2,3,4...) or Roman letters (E,S,W,N...) on them until the 1920s -- and there were no instructions written in English until then either. You may indeed have an antique set, but you're going to have to re-evaluate the set's age.

To actually determine the worth of your set, you'll have to have it appraised. Or maybe it would be easier to just check out the sites where sets are sold, look for a set similar to yours, and see how much it goes for. Your set must be complete, or the value is /greatly/ reduced.

Many stores that sell board games can order a Mah-Jongg set for you if they don't have them in stock. Just make sure you know what you'll be getting. If you live in a large city, there may well be Chinese or Japanese import shops, where the chances are very good that you'll find a selection of Mah-Jongg sets for sale.

There are various sites on the Internet where you can find Mah-Jongg sets (but probably not tables!) for sale. You can use your Internet Search utility to locate such sites. Whenever shopping over the Internet, use caution when giving your credit card number and mailing address.

 [Books About Mah-Jongg](#)

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How To Print Your Mah-Jongg Results

Shanghai: Second Dynasty does not have any built-in printer drivers, but your computer probably does. If you want to print Mah-Jongg results, follow these steps:

Printing Mah-Jongg Results in Windows 95

- When the Results box is displayed on screen, press Alt-Print Screen on your keyboard.
- Switch to MSPaint, the picture accessory that comes with Windows 95 or any other paint program (you do not need to quit *Shanghai: Second Dynasty*). If your monitor is set to a resolution higher than 640x480, you can go to MSPaint by using the Start button\Programs\Accessories. If your monitor is set to 640x480 resolution, you can minimize *Shanghai: Second Dynasty* by moving the cursor to the top of the screen and then clicking on the Minimize button, then you can use Start to navigate to MSPaint.
- In MSPaint, you can Paste by using Edit\Paste, or by hitting Ctrl-V.
- Now you can print or save the picture. You can use any of a variety of widely available graphics utilities to crop the picture or convert it to a picture format that doesn't take up as much hard disk space as a .BMP file does. More information on graphics programs and compression utilities can be found in the chapter on [Customizing Tile Sets](#).

Printing Mah-Jongg Results on a Macintosh

- When the Results box is displayed on screen, press Command-Shift-3 (hold in the Command and Shift keys while pressing the 3 key on your keyboard) to make a snapshot.



The Command key is sometimes referred to as the Apple key.


- Hide *Shanghai: Second Dynasty* by going to the upper right corner of the screen, where you will find an option to do this (no need to quit the game).
- Look in the root directory of your hard drive for the file "Picture1." This is the snapshot you just made. If you made multiple snapshots, each one is assigned a higher number.
- Open the picture with a graphics program (more information on graphics programs can be found in the

chapter on [Customizing Tile Sets](#)). Once you are looking at the results box in a graphics program, you can print it.

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Using the Menus in Shanghai: Second Dynasty

When playing *Shanghai: Second Dynasty* with your monitor set to 640x480 pixels (the recommended setting since that way the game fills the screen), you can cause the menus to be displayed by moving the cursor to the top of the screen.



What menus you see depends on what game mode you are playing. Many of the menus are unavailable when playing online (connected to other players via the Internet).

File Menu

About...

This option displays the credits. A lot of fine folks worked really hard to make this game; they're listed here.

Wall of Fame...

The Wall of Fame keeps track of the top ten scores for games of Timed Shanghai, 2-Player, Arcade, Dynasty, Pandamonium, and Mah-Jongg.

New Game

Select this option to start a new game of the currently selected game (re-shuffling the Shanghai tiles, or re-dealing the Mah-Jongg tiles).

Back One Move

Choose this option to replace the last pair of tiles you removed. You can keep replacing tiles all the way to the start of the game if your heart so desires. This option is grayed out until you make at least one move, of course. Back One Move is not available in all game modes (it is not available in any multi-player game, Arcade, or Mah-Jongg).

Show All Moves...

If you need help finding a match, select this option and the computer will highlight all of the available matches for you. This option is not available in all game modes (it is not available in any multi-player game, Arcade, or Mah-Jongg).

Shuffle Tiles

Select this option to shuffle all the tiles remaining on the screen; this will give you a second chance at clearing the screen-but not a very clear conscience. This option is not available in all game modes (it is not available in any multi-player game, Arcade, or Mah-Jongg).

Load A Game...

This option lets you load a previously saved game. Just select Load Game... and locate the game you want to resume. Click OK to load the game. This option is not available when playing against other players online.

Save A Game...

You can always save a game in the middle of gameplay, and continue it later. Just name your game and file it in the folder of your choice. This option is not available when playing against other players online.

Pause Game

Select this option to pause any timed game, like Two-Player or a Arcade game. This option is not available in all game modes (it is not available in any multi-player game online, for example).

Quit Game

Select this option to quit *Shanghai: Second Dynasty*.

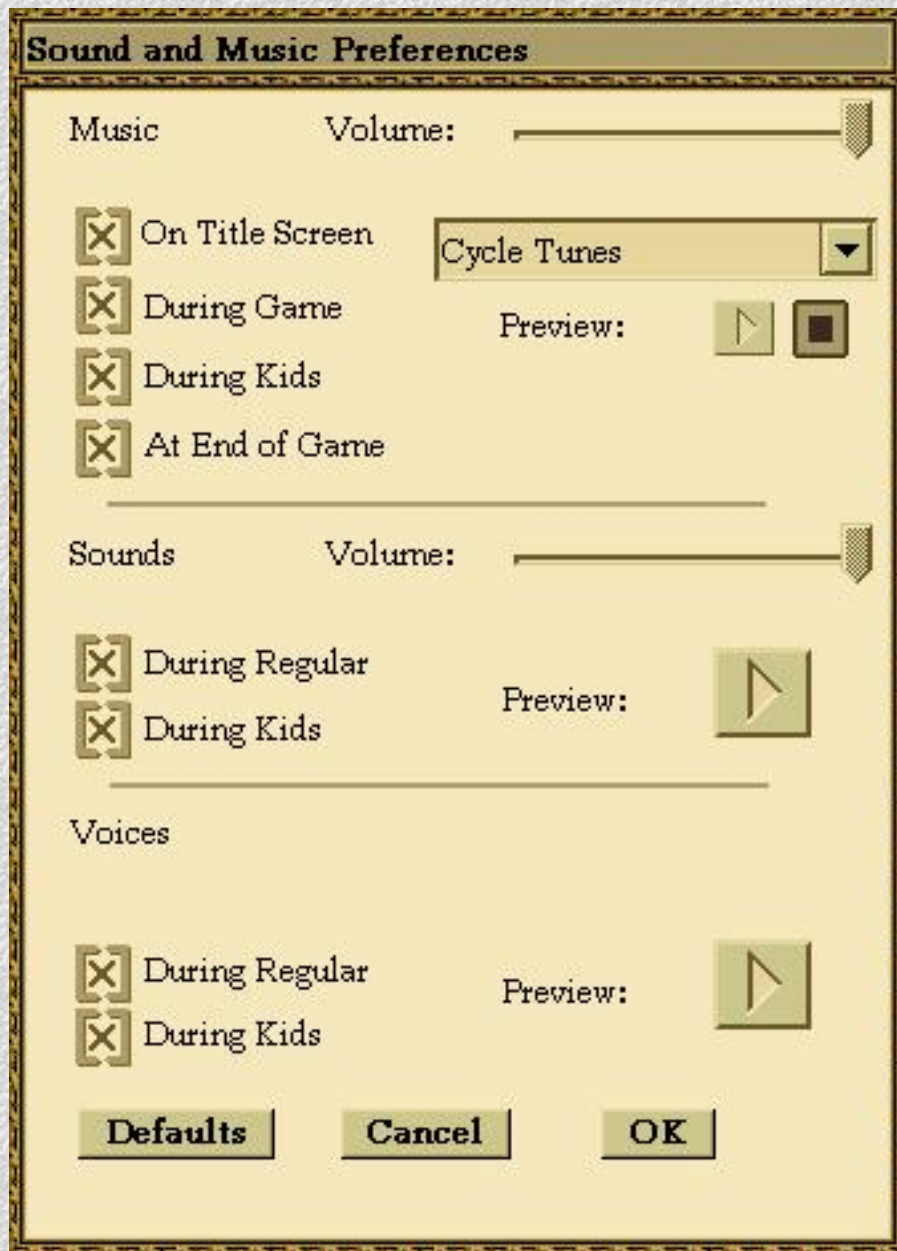
Preferences Menu

Timer

This option is available in Classic Shanghai only (essentially, it is another way to play Classic Shanghai). Selecting it allows you to start a timer which tells you how long it took you to clear a layout. Your ten best times are saved on the Wall Of Fame.

Sounds And Music...

Under the Preferences menu, when you select Sounds And Music, you get a multi-purpose dialog box:



Music

This section of the Sounds And Music dialog box lets you control when you hear music, which music you will hear, and how loud it will be. Fiddle with the controls and all will be clear.

The music for *Shanghai: Second Dynasty* is themed in homage to the Eight Immortals, Chinese spirits or "patron saints." There are nine tunes that can be selected during the game.

1. ***Patron of Happiness (Chang Kuo-lao)***: Chang Kuo-lao is said to have lived in the seventh or early eighth century. He is most frequently portrayed as a ruler carrying a bamboo tube-drum with iron sticks, standing next to a mule. He is the emblem of old age.

2. ***Patron of Literature (Lu Tung-pin)***: Born circa 755 AD and died in 805 AD, Lu Tung-pin is most often shown with a fly-whisker, dressed as a scholar and honored as such. He also had a magic sword with which he performed unusual feats, such as using the sword to cut a person's hair.

3. ***Patron of Flowers (Lan Ts'ai-ho)***: Lan Ts'ai-ho is known as the strolling singer and is portrayed as either a woman or a young boy carrying a flower-basket.
4. ***Patron of Actors (Ts'ao Kuo-ch'iu)***: Said to have been connected with the Sung Imperial family, Ts'ao Kuo-ch'iu is generally shown with castanets or a jade tablet of admission to court.
5. ***Patron of Music (Han Hsiang-tzu)***: Purportedly the nephew of the Tang Dynasty statesman and scholar Han Yu, Han Hsiang-tzu is often shown with a flute.
6. ***Patron of Home (Ho Hsien-ku)***: A woman said to have lived in the late seventh century, Ho Hsien-ku is most frequently shown with a lotus blossom or flower basket. She's occasionally portrayed carrying a peach and a sheng reed-organ.
7. ***Patron of Life (Chuan Chung-li)***: The Patron of Life is usually illustrated holding a fan. He represents the military man.
8. ***Patron of Medicine (Li T'ieh-kuai)***: "Iron-crutch Li" always carries a crutch and a gourd. Li T'ieh-kuai is the emblem of the sick.
9. ***The Eight Immortals***: Track nine stands as an epilogue to the other tracks.

Sounds

This section lets you control whether you will hear game sounds or tile animation sound effects or not, and how loud they will be. The volume level you select for sound effects also controls voices. If you elect to have no sounds, you will also not hear any voices.

Voices

This section lets you control whether you will hear voices or not. When we say During Regular, that is just meant to clarify whether you will hear voices during non-Kids games or not. The volume control for the voices is in the Sounds section just above. If you disable sounds, voices will also be turned off.

Tile Animation

Turn your tile animations ON or OFF during gameplay. (You may prefer to turn tile animations off during time-limit games, but while a tile animation is running, you can continue playing, clicking on yet more tiles.)

Background Picture

A background image is normally displayed in the classic Shanghai game; you can choose to leave the background image on while you play, or turn it off. When Background Picture is off, you get a solid-color background (the color differs for each tile set). You can also have a background picture in the Mah-Jongg games.

Cursor Effects

Turn Cursor Effects ON and your cursor will change when it's over a tile to let you know that that tile is free to be removed or not; turn this option OFF and you're on your own! This option only applies to Shanghai (tile-matching) games, not to Mah-Jongg.

Guaranteed Winnable

This option applies only to the Shanghai games (not applicable in Mah-Jongg). When this option is checked, every time the computer builds a new arrangement of tiles, the computer makes sure that there is at least one path to success. If you prefer the challenge of a purely random arrangement of tiles (which may or may not be winnable), you can turn this option OFF. "Guaranteed Winnable" does not mean that you will win-it's only a guarantee that a win is possible.

Autopass

This option only applies to the Mah-Jongg game (it does not apply in any Shanghai tile-matching game). Autopass allows the game to move quickly-when a discarded tile is not usable by you, the game will not make you press the Pass button (the next player will draw and play). If you want to study each discard, turn Autopass Off; you will have to press Pass after each discard.

Highlight Free Tiles

This option applies only to Kids mode. When this option is selected, all free (selectable) tiles are highlighted. For an increased challenge, turn this option off.

Prompts

Turn this option OFF if you do not need any onscreen prompts telling you how to play.

Tile Count

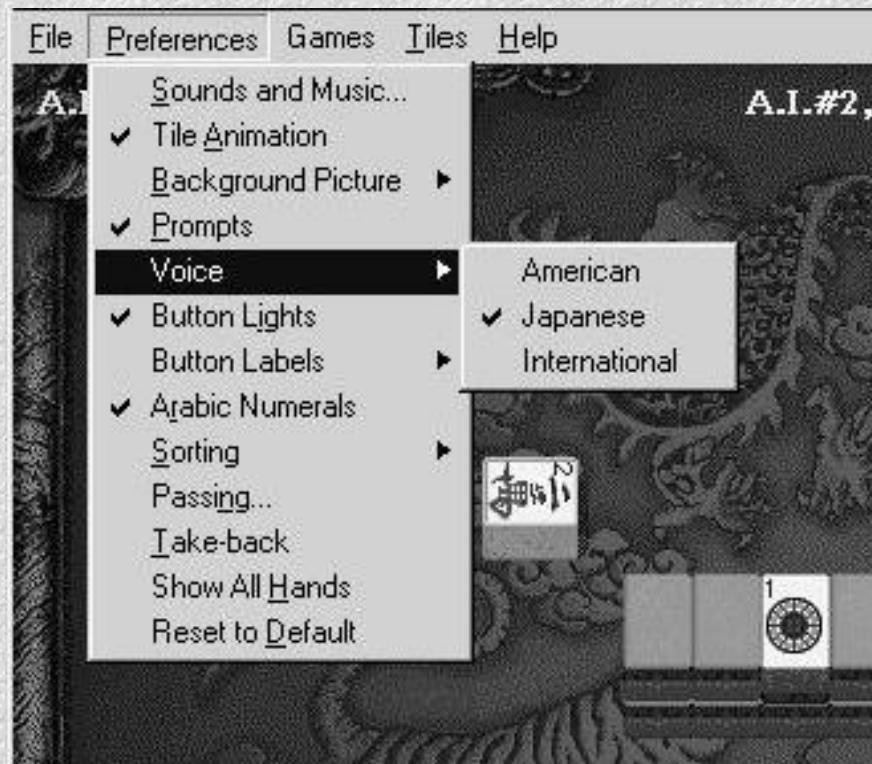
You can completely remove the info boxes (and achieve an uncluttered look) on the screen by turning Prompts and Tile Count OFF.

Arabic Numerals

This option only applies to the Mah-Jongg tiles (no matter whether used in a Shanghai game or a Mah-Jongg game). When this option is ON (checked), small Arabic numerals (and Roman letters) are displayed on the Mah-Jongg tiles. If you cannot read Chinese numbers, you should keep this option ON when playing Mah-Jongg.

Button Labels

This option only applies to the Mah-Jongg game. You can choose to have the Mah-Jongg game interface buttons labeled with the Chinese terms (Pong, Kong, Chow), the Japanese terms (Pon, Kan, Chi), or the English terms (Triple, Quad, Sequence).



Voice Preference (Mah-Jongg Games)

When you are playing Mah-Jongg, you have a Voice preference under the Preferences menu. There are three voice choices (and yes, they're choice voices too).

1. **American voices** -- Because more than 90% of the players of American Mah-Jongg are female, these voices are all female. American players announce the names of the tiles they discard, and American players do not announce the number of tiles in the exposure they're making when they claim a discard. (American players don't call out, "Pung!" -- they say "I want that!") So if you want to hear voices announcing the names of discards, select the American voices.

2. **Japanese voices** -- If you play Japanese Mah-Jongg, these voices will definitely make you feel like you're really in Japan! Everybody speaks Japanese if you select this option. The Japanese players do not announce the names of tiles they discard.

3. **International voices** -- These are the voices we used in Shanghai: Dynasty (the precursor to *Shanghai: Second Dynasty*). Two players (one male and one female) speak American English, one female player speaks Cantonese, and one male player speaks Japanese. These players do not announce the names of tiles they discard. All these players occasionally use English words.

Reset to Default

Selecting this option resets all the Preferences to the "factory" settings.

Games Menu

New Game

Select this option to start a new game of the currently selected game option.

Classic Shanghai

Match tiles in the classic tradition of Shanghai. Click on this option to start a new one-player Classic Shanghai game.

Windstorm

Match tiles just like Shanghai, until the prevailing wind changes. Available tiles then become those that can slide up or down, not right or left. If there's a windstorm, tiles can be matched that can slide up, down, right, or left.

Kids

Click here to play Classic Shanghai with smaller layouts, a helpful voice, and other kid-friendly features.

Power Dragon's Eye

Dragon's Eye is back, now with Power tiles. Take the role of either the Dragon Slayer or the Dragon Master in ancient war to bring a dragon to life. In Power Dragon's Eye, Power tiles come into play whenever the Dragon Slayer matched two Jokers. You never know to whose advantage the Power tile will be, maybe allowing the Dragon to roar into existence!

Arcade Mode

Click on this option to start a new Arcade game. It's kind of like settling down to a nice thick novel - an Arcade game consists of a series of 25 solitaire games of Classic Shanghai, played against the clock. It's the ultimate Classic Shanghai challenge!

2-Player

Select this option to play a two-player game of Classic Shanghai against a friend (no A.I. opponents available), taking turns sharing one mouse.

Dynasty

Click here to start a game against up to four A.I. opponents in which each player races to be the first to clear his/her/its layout. Power Tiles add to the excitement.

Pandamonium

Play against up to four A.I. opponents simultaneously on one layout. You'll see why we call it "Pandamonium."

Mah-Jongg

Play against three A.I. opponents in the classic Chinese game. Choose American, Japanese, Western, or Chinese rules.

Multi-Player Connect...

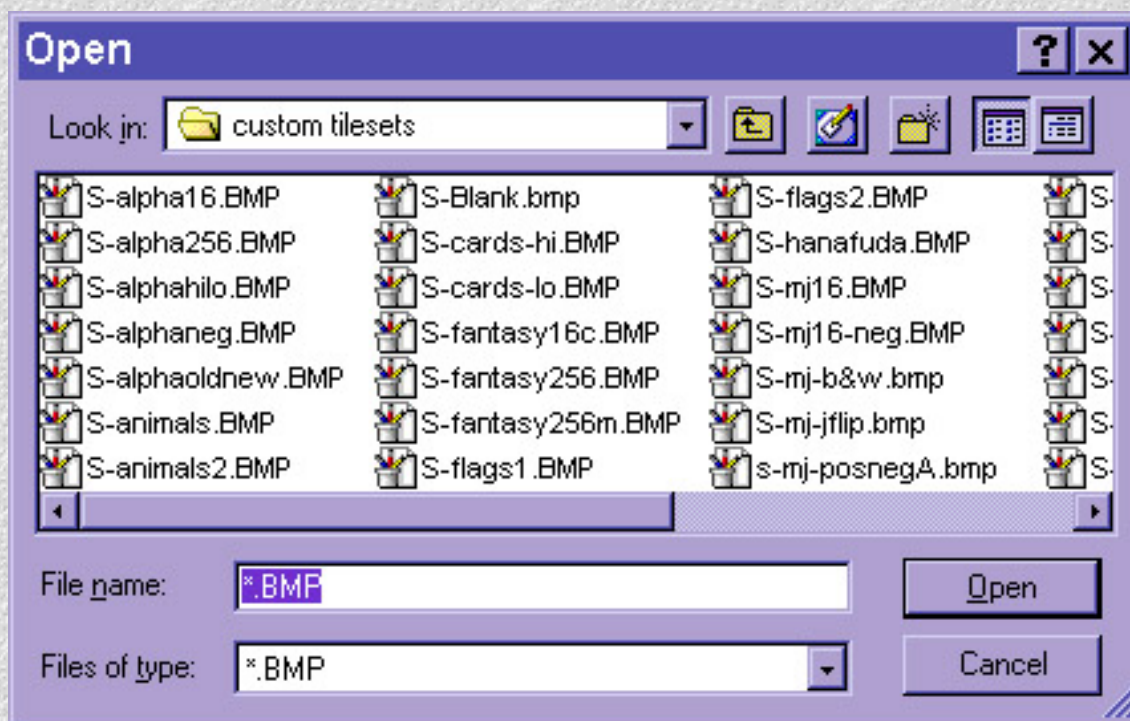
Ready to play Dragon's Eye, Dynasty, Pandamonium, or Mah-Jongg against real people? Click [here](#) and get ready for some serious online gaming.

Tiles Menu

For a change in scenery, or an enhanced or reduced challenge, you can play on one of nineteen themed tile sets (Shanghai games only; Mah-Jongg can only be played using the Mah-Jongg tiles, of course) - just pull down the Tiles menu to choose the tile set of your choice.

Custom Tiles...

If you have created or acquired any custom tile sets, click [here](#) to open a window to find and access them. A number of custom sets are included with your game. Check them out! See [Importing Custom Tile Sets](#) in the in-game manual.



Guide To Tile Sets

This option will allow you to get a quick preview of the many tile sets that come with *Shanghai: Second Dynasty*. A screen with one tile from each of the tile sets will be displayed. Just click on that tile to change your current tiles to that tile set. Click Cancel to exit the screen.



Note: To identify a particular tile while playing, Right-Click (Macintosh users: Ctrl-Click) it. You instantly get information on a tile when you right-click a tile (you'll see the name of the tile and its status - what you can do with it). This feature only works with the animated tile sets provided with the game (it does not work with any custom tile sets).

Layouts Menu

You can choose from many increasingly difficult Classic Shanghai layouts (which are also playable in Windstorm, Pandamonium and 2-Player), seventeen layouts for Dynasty, or eleven layouts for Kids. Select the game first, and then the layout you'd like to play.

Create A Layout

Want to try your hand at creating your own layout? Click [here](#) and you can. Discover what makes a layout easy or difficult. Detailed instructions can be found in the in-game manual.

Kids Layout

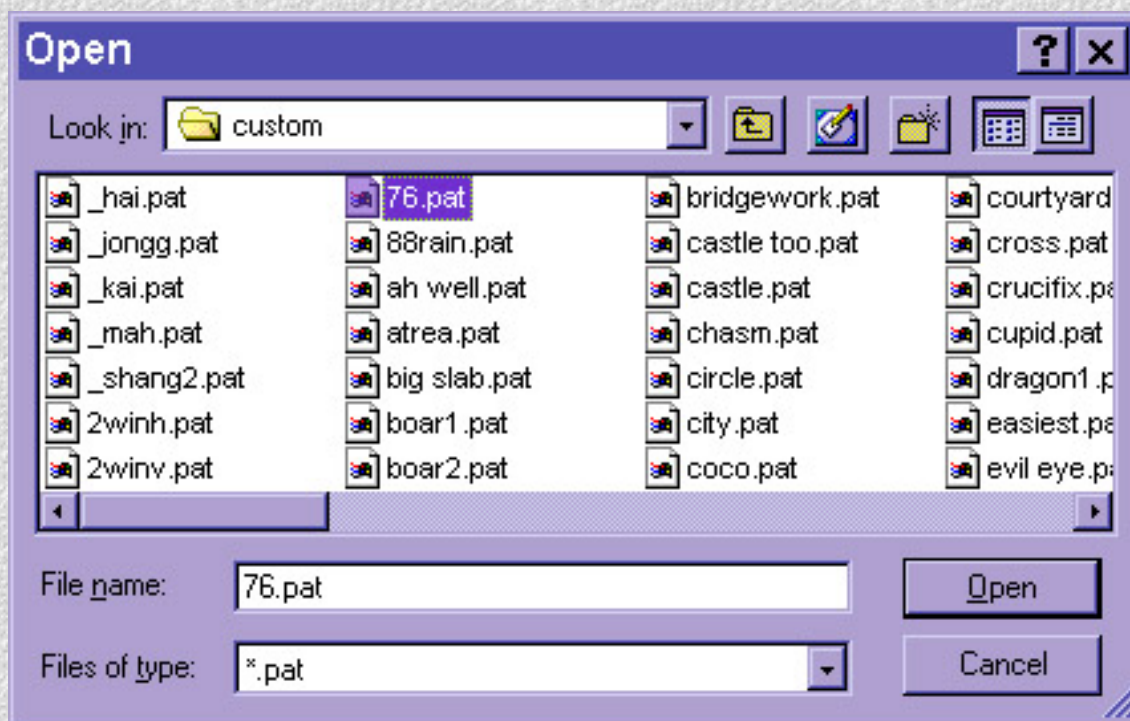
Layouts of fewer than 72 tiles especially designed for kids' learning and fun.

Classic Layouts

Fifteen easy, fifteen normal, sixteen advanced, and fifteen master layouts of the Shanghai game.

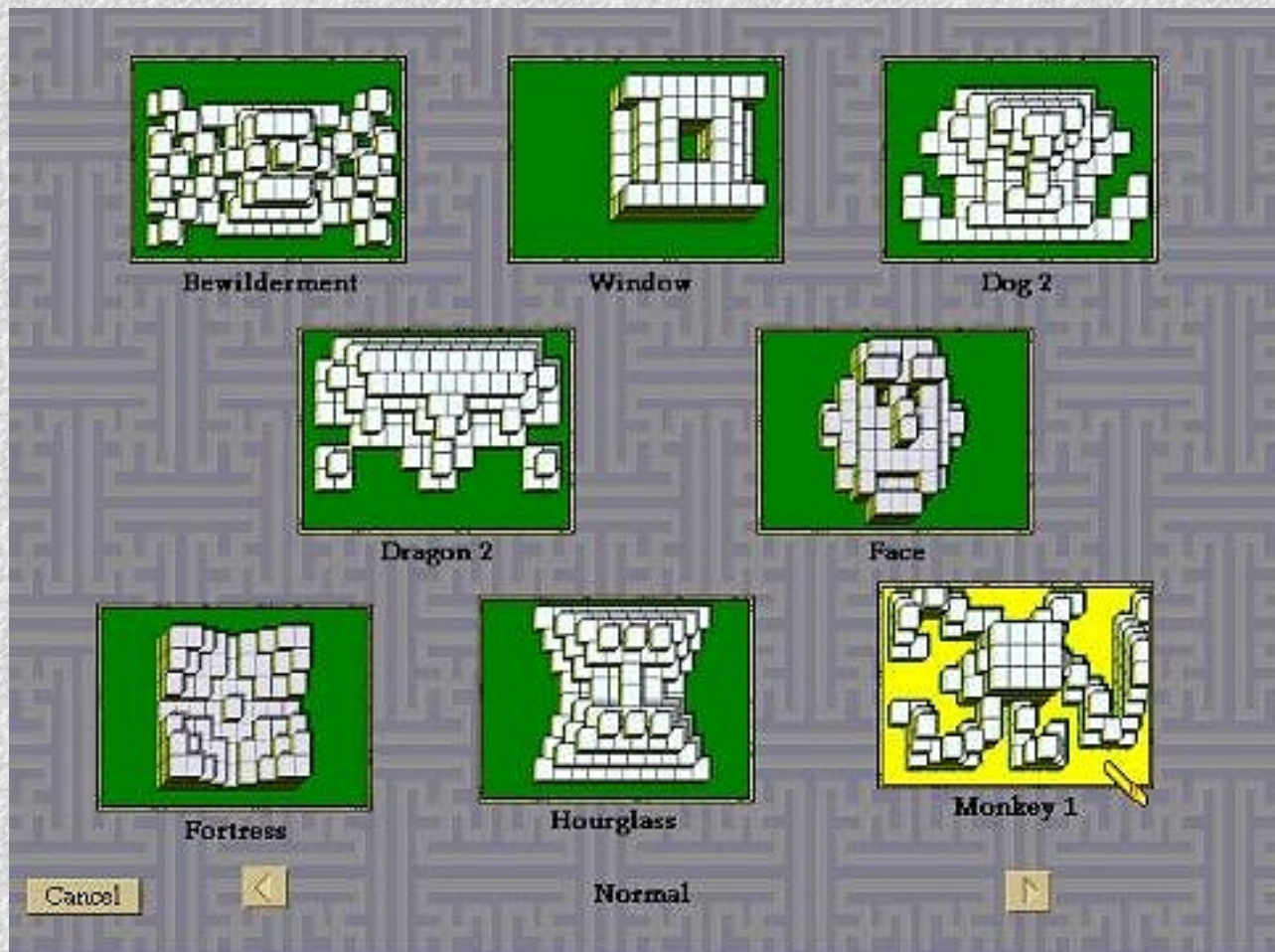
Custom Layouts...

If you have created or acquired any custom layouts, click here to open a window to find and access them. A number of custom layouts are included with your game. Check them out! Layout files have a .pat extension after the layout name.



Guide To Layouts...

This option will allow you to get a quick preview of the regular layouts that come with *Shanghai: Second Dynasty*. A screen will appear which shows the layouts and ranks them by difficulty. Just click on a layout to start a new game with that layout. Click the onscreen arrow buttons to view more layouts. Click Cancel to exit the screen.



Help Menu

Manual (Rules)

Open the Manual by selecting it from the Help menu for a complete on-screen guide to playing the *Shanghai: Second Dynasty* games.

Note: The Manual feature is also viewable through your Internet browser. Just open the game's folder, and double-click on the file "manual.htm," or open that file with your browser through any method that works for you. Then you can use your browser's Print function to print any chapter you desire.

Back One Move

This option is available only in Classic Shanghai and Kids' mode. Choose this option (or press Ctrl-B or Backspace) to replace the last pair of tiles you removed. You can keep replacing tiles all the way to the start of the game if your heart so desires.

Show All Moves

Choose this option to show all of the available matches on the screen.

Shuffle Tiles

This option will shuffle the tiles remaining on the screen into a new configuration. This is one way to continue a game where you are stuck.

Show What's Left

The computer will show you all of the tile matches that are left on the screen. You will see how many matches you have left and how many of each tile. Select the menu option again to resume playing.

Start Over

This option allows you to start the current layout over to try and avoid getting stuck or achieve a higher score.

Find A Match

If you need help finding a match in Shanghai, select this option (or press Control-M) and the computer will highlight a match for you.

Suggest A Move

(Mah-Jongg games only.) If you need help deciding what to do in Mah-Jongg, select this option (or press Control-M) and the computer will suggest an action for you. There's no guarantee that the computer's suggestion will give you an easy win, however. . . (Note: this feature is only available when playing against A.I. opponents; it is not available when playing against real people over the Internet.)

Show All Moves

(Shanghai game only.) Select this option and the computer will show you every possible pair you can remove at that specific point in the game.

Shuffle Tiles

Select this option to shuffle all the tiles remaining on the screen; this will give you a second chance at clearing the screen-but not a very clear conscience. Not applicable in the game of Mah-Jongg, naturally. This is only available in Classic Shanghai and Kids' mode.

Start Over

(Shanghai game only.) If you don't feel like you're off to a good start (but want to try the same tile arrangement again), select Start Over to restart your game using the same exact arrangement of tiles.

Declare a Win

(Mah-Jongg games only.) So you are positive that you have a winning hand, but the Win button won't light up. Click this menu option and find out what would happen to you in this situation in real life.

View Current Card

(American Mah-Jongg game only.) If you have misplaced your printed AMJA card, or if you are working from a custom card file and don't have a printed copy, you can use this feature to rummage through the card file the computer is using. You can select a hand or check the details of how the hand is composed or

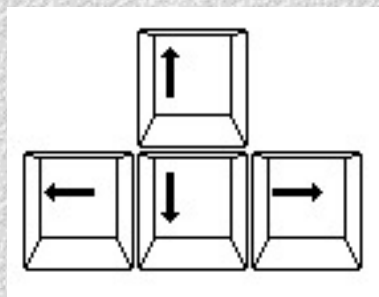
scored. Click the Exit button when you are done and want to return to your game.

Show Closest Hands

(American Mah-Jongg game only.) Want the computer to suggest a hand from the card? Select this option on the menu. Pay special attention to the upper right corner to see how many different hands the computer suggests. If it says "1 out of 3," use the Next Hand button to review the others. If it says "1 out of 1," then this is the only hand the computer suggests. Note of Caution: The computer's suggestions are not necessarily the best ones for you. These are just suggestions in case you need a kibitzer looking over your shoulder. You can ignore the computer's suggestions and still stand a good chance of making a winning hand.

Keyboard Commands for Windows

New Game - Ctrl-N
Rules & Strategy... - Ctrl-R
Back One Move - Ctrl-B or Backspace
Shuffle Tiles - Ctrl-F
Find A Match - Ctrl-M (Shanghai game)
Suggest A Move - Ctrl-M (Mah-Jongg game)
Load Game... - Ctrl-O
Save Game... - Ctrl-S
Pause Game - Ctrl-P
Quit Game - Ctrl-Q
Change Camera View - Arrow Keys
Create a Layout - Ctrl-E
Insert Mode - + (Layout Editor)
Select Mode - - (Layout Editor)
Insert Boxes Mode - \ (Layout Editor)
Play This Layout - Ctrl-P (Layout Editor)
Cancel/Return to Game - Ctrl-C (Layout Editor)
Clear Layout - Ctrl-X (Layout Editor)
Type a message - Spacebar (online games only)
Send a message - Enter (online games only)
Close message-entry window - Esc (online games only)

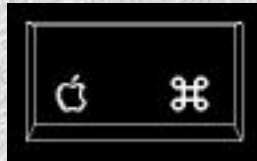


The arrow keys let you change the camera view so you can peer down into the nooks and crannies in the

tile layout.

Keyboard Commands for Macintosh

New Game - Command-N
Rules & Strategy... - Command-R
Back One Move - Command-B
Shuffle Tiles - Command-F
Find A Match - Command-M (Shanghai game)
Suggest A Move - Command-M (Mah-Jongg game)
Load Game... - Command-O
Save Game... - Command-S
Pause Game - Command-P
Quit Game - Command-Q
Change Camera View - Arrow Keys
Create a Layout - Command-E
Insert Mode - + (Layout Editor)
Select Mode - - (Layout Editor)
Insert Boxes Mode - \ (Layout Editor)
Play This Layout - Command-P (Layout Editor)
Cancel/Return to Game - Command-C (Layout Editor)
Clear Layout - Command-X (layout Editor)



The Command key is sometimes referred to as the Apple key.

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