



TOUZAI-Mahjong Game Rules

Playing

Doubles

Scoreing Rules

Tiles and Bones

Tiles (*Pai*)

Mahjong set consists of 136 tiles. These are divided into two groups. One is honors and other is suits.

Suit tiles (*Suu-pai*)

The suit tiles consists of three different suites,numberd from 1 through 9, four of each number.

The suit tiles numberd 1 and 9 (left and right side of BMP)is called terminales and considered honors. The tiles 2 through 8 are called simples.

The three suits are:

Characters (*Wan-zu*)



Dots (*Pin-zu*)



Bamboos (*Sou-zu*)



Honor tiles (*Ji-pai*)

The honor tiles are consists of four winds and three dragons. there are four of each.

Winds (*Hon-pai*)

There called East, South, West, North (*Ton, Nan, Syar, Pei*) from left to right.



Dragons (*Sangen-pai*)

Left is Green (*Hatsu*), middle is Red (*Chun*), right is White (*Haku*)



Bones (*Ten-bou*)

Real Mahjong set contains a set of bones used for scoring like the chips in poker.

The bones should be valued at 100,1000,5000,10000.

In TOUZAI-Mahjong, 1000 score bone is used "Declare Ready".

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100 score bone is used to count numbers of the dealer is dealing.
It means only a imitating of the real mahjong.

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Others are not used.

Playing

The Goal of Majang
Playing procedure

The Goal of Majang

The goal of the game is completing hands. there are three patterns of fourteen tiles.

1. Normal Type.

Composed of four sets of three tiles each (sequence or triplet or four), plus pair.

2. Seven Twins Type.

3. Thirteen Orphans Type .

Playing procedure

Almost all procedure is going on automatically.

1. The 136 tiles are well mixed and builded two high wall. all is kept face down without second tile from dead end of wall. The face up tile is called Double tile.

2. East(= Dealer) gets fourteen tiles. others get thirteen tiles.

3. East begins hand by discarding a tile. Play proceeds to East's right. Each player take one tile from wall and discard a tile. The game is played counter-clock-wise.

4. If you wish to use a discarded tile to make a sequence, triplet or four in your hand, you can declare Chow, Pung or Kong.

5. When you need only one tile to go out, your hand is ready. You can declare Ready.

6. When another player discards or you draw the tile that completes your hand, you may declare Out.

7. if no one has gone out by the time the wall is 14 tiles, it is draw.

8. A round of play consists of a minimum of four hands, and a game consists of four rounds. But it takes much time to play, Japan and TOUZAI-Mahjong have adopted two rounds(= half game). if you haven't enough time, you can play a quota game.

First round is east wind round, second is south wind round

You can select east wind round once more.

Doubles

1 Double

Concealed Hand
No-points
All Simple
Terminal or Honor in Each
Two Identical Sequences
Three Similar Sequences
Three Consecutive Sequences
Round Wind
Own Wind
Green Dragon
Red Dragon
White Dragon
Declare Ready
Robbing a Kong
Going supplement Tile
Go with Last Tile of Wall
Go with Last Discarded Tile

2 Doubles

Four Triplets
One Suit with Honors
Terminal in Each
Three Similar Triplets
Three Concealed Triplets
Three Fours
Seven Pairs
Double Wind
Ready in First Discard
Double 2 Identical Sequences
Ready and Go out

3 Doubles

Three Identical Sequences

4 Doubles

Little Three Dragons

5 Doubles

All Terminals and Honors
One Suit only
Four Identical Sequences

Extra Limit

Big Three Dragons
Little Four Winds
Big Four Winds
All Honors
All Terminals
All Green
Four Concealed Triplets
Nine Gates
Thirteen Orphans
Four Fours
Heavenly Hand

Earthly Hand
Human Hand
Discard Honors
Double Tile

Concealed Hand (*Menzen*) : 1 Double

A hand all of your tiles were drawn from wall.
Concealed Kong is allowed.

No-points (*Pinfu*) : 1 Double

Your hand contains four sequences and a pair of non honor tiles.
the last tile of hand was not a one-chance hand.



All Simples (*Tanyao*) : 1 Double

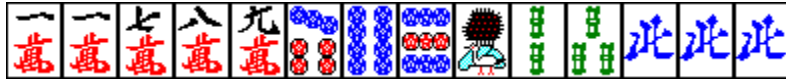
A hand containing only suit tiles from 2 to 8, including no terminals or honors.

This hand is necessarily for a Concealed Hand without you select "All simples with Chow and Pug" rule.



Terminal or Honor in Each (*Chanta*) : 1 Double

Four sets of three tiles and one pair include a terminal or honor.
You may declare Chow or Pung.



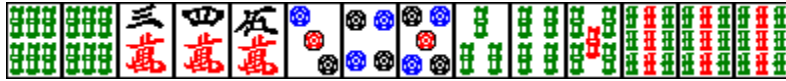
Two Identical Sequences (*lipeikou*) : 1 Double

Two sets of Identical sequences in your hand.



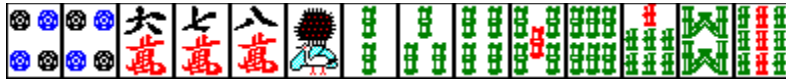
Three Similar Sequences (*Sansyoku*) : 1 Double

If the hand includes three sequences, all three of the same numbers consists of Characters, Dots and Bamboos.



Three Consecutive Sequences (*Ikki-tsukan*) : 1 Double

Three sequences containing from one to nine in one suit.



Round Wind (*Soufuu*) : 1 Double

A triplet of round wind.

Own Wind (*Menpuu*) : 1 Double
A triplet of your wind.

Green Dragon (*Hatsu*) : 1 Double

A triplet of green dragon.

Red Dragon (*Chun*) : 1 Double

A triplet of red dragon.

White Dragon (*Haku*) : 1 Double

A triplet of white dragon.

Robbing a Kong (*Chan-kan*) : 1 Double

you go out on tile a player draws a tile to adds it to a melded triplet to make a melded four.

Going supplement Tile (*Rinsyan*) : 1 Double

A winning hand that goes out on a supplement tile from dead wall, after making a four.

Go with Last Tile of Wall (*Haitei*) : 1 Double

A winning hand that goes out with last tile before the dead wall.

Go with Last Discarded Tile (*Houtei*) : 1 Double

A winning hand that goes out on a tile discarded after the last tile of the wall has been drawn.

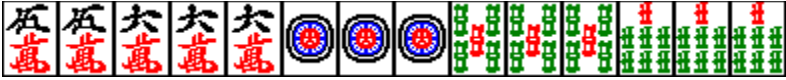
Declare Ready (*Reach*) : 1 Double

When your hand is ready you may "Declare Ready". It is necessarily for a Concealed Hand.

You must pay 1000 points for Declare Ready. Payments are turned over to winner.

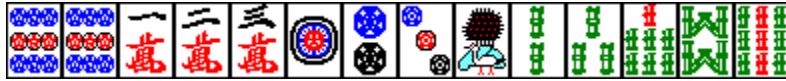
Four Triplets (Toitoi) : 2 Double

The hand that contains four triplets. Pung is allowed.



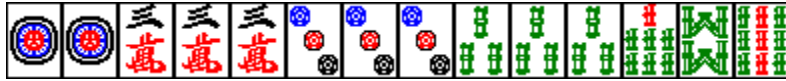
Terminals in Each (*Jun-chanta*) : 2 Double

Four sets of three tiles and one pair include a terminal.
You may declare Chow or Pung.



Three Similar Triplets (*Sansyoku-doupon*) : 2 Double

The hand that contains three triplets, one of each suit, and all three of the same numbers.



Three Concealed Triplets (*San-ankou*) : 2 Double

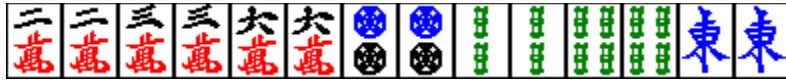
The three triplets are made completely with tiles drawn from the wall.
Concealed Kong is allowed.

Three Fours (*San-kantsu*) : 2 Double

The hand that contains three melded four or concealed four.

Seven Pairs (*Chii-toitsu*) : 2 Double

The hand that contains seven pairs of tiles.



Double Winds (*Renpuu*) : 2 Double

if your own wind is same as round wind, your hand containing triplet of own wind.

Ready in First Discard (*Double reach*) : 2 Double

You declare ready on the first tile drawn from the wall.

Double two Identical Sequences (*Ryanpeko*) : 2 Double

Two of two sets of Identical sequences in your hand.

Ready and Go out (*Ippatsu*) : 2 Double

Declare READY and go out in once subsequent to your own discard.

When other player declared "Chow","Pung" or "Kong", this double is losted.

Three Identical Sequences (*lisou-sanjyun*) : 3 Double

Three sets of Identical sequences in your hand.



Little Three Dragons (*Syou-sangenn*) : 4 Double

A hand containing one triplet of each of two dragons and a pairs of the third.



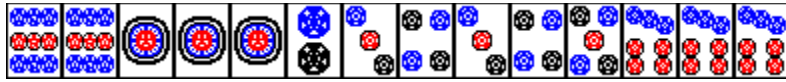
All Terminals and Honors (*Hon-rou-tou*) : 5 Double

The hand containing both terminals and honor tiles, but no simples.



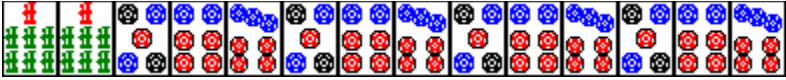
One Suit only (*Chin-iisou*) : 5 Double

The hand that contains the tile of only one suit.



Four Identical Sequences (*lisou-yonjyun*) : 5 Double

Four sets of Identical sequences in your hand.



Big Three Dragons (*Daisangen*) : Extra Limit

A hand containing one triplet of each of the dragons (green,red,white).



Little Four Winds (Syousuushi) : Extra Limit

A hand containing one triplet of each of three winds and a pairs of the fourth.



Big four Winds (*Daisuushi*) : Extra Limit

A hand containing one triplet of each of four winds
(east,south,west,north).



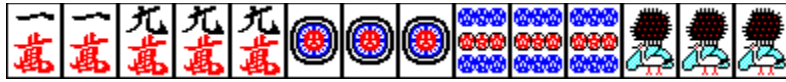
All Honors (*Tu-iisou*) : Extra Limit

Any hand containing only wind and dragon tiles.



All Terminals (Chin-routou) : Extra Limit

Any hand containing only terminal tiles.



All Green (*Ryu-iisou*) : Extra Limit

The hand contains only of green dragons,twos,threes,fours,sixes, and eights of bamboo.



Four Concealed Triplets (*Suu-ankou*) : Extra Limit

The four triplets are made completely with tiles drawn from the wall. The pair alone may include a discard tile.

Concealed Kong is allowed.

Nine Gates (*Cyuuren-poutou*) : Extra Limit

A hand contains a triplet of ones, a run from two to eight and a triplet of nines , and composed of one suit.



: any from one to nine of Characters.

Thirteen Orphans (*Kokushi-musou*) : Extra Limit

The hand is composed entirely of terminals and honors, and contains one lone tile of each.



: any one above shown.

Four Fours (*Suu-kantsu*) : Extra Limit

The hand is composed four melded four or concealed four.

Heavenly Hand (*Tenhou*) : Extra Limit

The dealer goes out immediately with the hand dealer is dealt.

Earthly Hand (*Chihou*) : Extra Limit

Non-dealer goes out on the first tile drawn from the wall.

Human Hand (*Ninhou*) : Extra Limit

You go out on the first tile each discarded.

Discard Honors (*Nagashi-mangan*) : Extra Limit

Your discarded tile entirely of terminals and honors, and no one goes on.

Double Tile (*Dora*) : Double as Numners of tiles

The hand contains the next tile of face up tiles in wall.

Numbers of Doubles is determined that of double tiles contained in hand.

One-chance hand

Waiting for the pair : you have four complete sets and a part of pair.

Waiting for middle of sequence : you have 5-7 suit and wait 6.

Waiting for end of sequence : you have 8-9 suit and wait 7.

Scoring Rules

Score of the Majhang consists of Marks, Score, points.

Points are gave for hand you go on. Score is gave Points mulipulied by Doubles determined tiles combination. Marks is gave multiplied Score by rates.

All calucurations are automatic, so you need not to care these things.

1. Points (Fu)

2. Score (agari-ten)

3. Marks (Kakekin)

Points (Fu)

Initial points

Basic Points	20
Concealed Hand that goes out on a tile discarded .	30

Additional points for combination of tiles

Simples

pair	0
sequences	0
melded triplet	2
concealed triplet	4
melded four	8
concealed four	16

Terminals and honors

pair terminals,no round and your wind .	0
pair honors,round or your wind	2
pair round and your wind	4
melded triplet	4
concealed triplet	8
melded four	16
concealed four	32

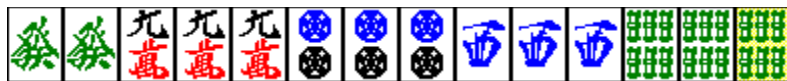
Additional points for type of go out and waiting

Waiting for the both side of sequence	self-drawn ..	2
	discarded ...	0
Waiting for middle of sequence	self-drawn ..	4
	discarded ...	2
Waiting for end of sequence	self-drawn ..	4
	discarded ...	2
Waiting for the pair	self-drawn ..	4
	discarded ...	2
honors,round or your wind	self-drawn ..	6
	discarded ...	4
round and your wind	self-drawn ..	8
	discarded ...	6
Waiting for the triplet	self-drawn ..	6
	discarded ...	2
terminals,honors	self-drawn ..	10
	discarded ...	4

Dealer gets 1.5 times of points.

(example)

self-drawn by 6-bamboo. concealed 9-character triplet, melded 2-dot and west.



Basic Points	20	
combination of tiles		
green(honors) pair	2	
concealed 9-character	8	
melded 2-dot	2	
melded west	4	
go out and waiting (this includes combination)		
Waiting for the simples triplet	6	

Sum	42	-> 50(raised)

Score (agari-ten)

Winner gets score calculated equation as below.

$$\text{Score} = (\text{raised point}) * 2 * 2 \dots * 2$$

^^^^^^^^^^^^^^^^^^

$$(\text{doubles} + 2)$$

2 : Inflation in Japan

score is raised at 100.

Delear

- self-drawn : get double score from other three peple.
- discareded : get double of three times of score from player discarded.

Non-dealer

- self-drawn : get score from other non-dealer, double score form dealer.
- discareded : get four times of score from player discarded.

40 points over 4 doubles is cosidered as Limit, dealer gets 12,000 points,non-dealer gets 8,000 points.
over 6 doubles as One half Limit, dealer gets 18,000, non-dealer gets 12,000.
over 8 doubles as Double Limit dealer gets 24,000, non-dealer gets 16,000

Draw (Ryu-kyoku)

If checked "Payment for Ready" rule, non-ready players pay total 3,000 score to ready player at draw game.

The dealer deal again if his hand was ready, have the deal pass if it was not in east wind. In west wind, dealer doesn't pass anyway.

Marks (*Kakekin*)

Game is over, players are settle score each other.

Initial score 27,000 is default, but you can change initial score rule option.

Marks is caluculated equation as below.

$$\text{count} = (\text{raised})(\text{score} - 30,000)/1000$$

$$\text{Marks} = \text{count} \times \text{rate}$$

Winner gets deffrence between Initial score and 30,000

(exmple)

Initial score 27,000, rate 5,player 2 is winnner.

score of player 3,4 is raised. player 2 gets 1,2000 score of deference of each.

	score	count	Marks
player 1	27,000	0	0
player 2	52,000	20	100
player 3	30,500	1	5
player 4	10,500	-19	-95

Chow (*Chii, Naki*)

If you have two of the three members necessary to make a sequence, and the player on your left discards the missing member, then you may declare "Chow" and claim the discarded tile instead of drawing from the wall.

Pung(*Pong,Toi*)

If you have pair in your hand and any player discards same tile, you may declare "Pung" and claim the discarded tile instead of drawing from the wall. You must discard the tile you want from your hand. The play then continues to your right.

Kong(Kang)

There are two types of four. One is concealed, other is melded. If you have a four same tiles in your hand, you may declare "Kong"(double click right mouse button) and make a concealed four.

There are two ways to make a melded four. TOUZAI-Mahjong ask you to make a melded four in this case.

1. You have a triplet in your hand and any player discards fourth, you may declare "Kong" and claim the discarded tile.

2. Melding your triplet and you draw fourth form the wall, you may declare "Kong" and claim the drawn tile.

In any case of a kong, you must also draw a tile from dead wall to make up this deficit. After drawing the tile, then you discard one.

Out(Ron, Tumo)

When you need one tile to go out, your hand is ready.
anyone discarded the tile that completes your hand, you may declare "Out(Ron)" and take the discarded tile. In this game , TOUZAI-Mahjong automatically ask you instead of you declare "Out(Ron)".

This case called "Discarded".

If you have the tile to go out in your previously discarded tiles, you only go out drawn from the wall.

If you draw the tile that completes your hand you may declare "Out(Tumo)".

This case called "Self-drawn".

You may double click right mouse button in this game.



How to Play TOUZAI-Mahjong

Operation

Menu

Command line option

Operation

Tile operation

Discard tile

Select tile and Double click left mouse button.

Self-drawn

Double click right mouse button.

Declare Ready

Double click right mouse button.

Kong(make concealed four)

Double click right mouse button.

Declare Out to discarded tile, Chow, Pung, Kong

Decision dialogue box is automatically open.

Select decision by click mouse left button.

Window operation

You may change size, position ,shape of each windows.

You also change position of Decision dialogue box.

Key-board operation

Tab key : Change window focus with clockwise, (shift+ : counter clockwise)

arrow : Move focus window.

shift+arrow : Change size focus window.

1,4 : move cursor left and select tile

3,6 : move cursor right and select tile

return : discard tile (same as double click mouse left button)

shift+return : Self-drawn,Declare Ready,Declare Ready,kong (same as double click mouse right button)

esc : Cancel "auto discarding after Ready Declare" mode.

Menu

Game

Game Start

Set rate for score.

Select three players from twelve members.

Members Score

Show members score window.

Show Players Score

Show players score window during game.

Exit

Exit form TOUZAI-Mahjong.

Settings

Wall Window Color

Set main TOUZAI-Mahjong window back color.

Hand Window Color

Set each player's window back color.

Tile Pattern

Select back pattern of tiles.

Tile Size

Select size of tiles.

Tile Speed

Set tile moving speed as your CPU, graphic card.

Player Name

Input your name within ten characters.

Rule and Condition

Set optional rule and condition.

SOUND ON,SOUND OFF

Sound on-off toggle switch.

Help

Game Rules

Guidance of Japanese Mahjong rule.

How to play

Operation guidance of how to play TOZAI-Mahjong.

Regist

Entry ID. if you are Registered user, couldn't select.

About TOUZAI-Mahjong

Show version,author.

Rule Condition

Rule option

All simples contains melded hand :
you can make All simples with Chow.

Payment for Ready :

Non-ready players pay total 3,000 score to ready player at draw game.

Double tile under Double tile :

the Ready-declared player could regard a tile under Double tile as Double tile.

Double tile under Kong tile

the Ready-declared player could regard a tile under face up tile by kong as Double tile.

Double for Ready within a round

Declaring ready and going out in next discard.

Sound

Wave Output

Wave output by sound board. (other Wave file is needed)

MIDI Output

MIDI output by sound board. (other Wave file is needed)

Game

Select Game quarter Game(1/4),half game(1/2,East-East,East-West)

Score

Select initial score 21,000 - 27,000.

Game Option

Auto discarding after READY

After you declare ready, tiles are auto discarded.

Show Player's Score

show Score Window.

No pick up Tiles from Wall

No tile moving for low-power CPU PC.

Command line option

/D : Moving tile speed to half. For high speed CPU PC.

/F : enlarge players face.

WMAHJONG /F20 by double

WMAHJONG /F14 by 1.4 times

/R : Reverse wave output.

/T : Wave and midi error output.

/X : Wave mono output.

TOUZAI-Mahjong Registration

If you registered, you receive ID of TOUZAI-Mahjong. you need no upgrade fee.

Ordering with CompuServe's Software Registration Service:

Enter GO SWREG at the ! prompt and follow the menus.

TOUZAI-Mahjong Registration ID is 2097.

Mail order:

Select one from under 3 way, and Send \$25.00 U.S. to address below with order form paper.

1. U.S. Bill
2. International postal money order.
3. International postal giro.
postal transfer account No. 6-43482 YOKOHAMA JAPAN
(After June '95, use No. 00260-7-43482 JAPAN)

mail to:

732-1 Kuden-chou , Sakae-ku,
Yokohama City, Kanagawa-ken,
247 Japan

name:

Junichi Saitoh

----- order form -----

I order ID of TOUZAI-Mahjong.

Name: _____ Date: _____

Company: _____

Address: _____

City, State: _____

Zip, Country: _____

Phone: _____ Fax: _____

Electronic Mail address: _____

Where didi you get this copy (vender,BBS,friend):
