



MAHJONG

— S O C I E T Y —



BOOKLET EXPLAINER



MAHJONG

SOCIETY

BOOKLET EXPLANATION

WHAT DO LETTERS AND NUMBERS MEAN?

A simple reference for reading an American Mahjong card



Beginner rule: Read the symbols exactly as they appear on the card. Numbers tell you which numbered tiles to use, letters stand for special tiles, and the color of the symbol tells you the suit.

1. THE THREE NUMBERED SUITS



DOTS

tiles show circle/dot designs.

Think of them like bubbles.



BAMS

bamboo-style tiles. "Bam" is easy to remember because bamboo is green.



CRAKS / CRACKS

tiles show Chinese characters. Remember "Crak" as red,

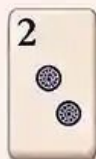
like a firecracker.



CARD COLOR	SUIT	EASY MEMORY TRICK
 GREEN	 Bams	 Bamboo
 RED	 Cracks / Cracks	 Firecracker
 BLUE	 Dots	 Bubble / Dot

2. WHAT THE NUMBERS MEAN

- ❖ A number tells you the number printed on the tile. The color tells you which suit that number belongs to.
- ❖ Example: a "2" can mean 2 Dot, 2 Bam, or 2 Crak, depending on the color used on the card.
- ❖ Repeated numbers show how many matching tiles you need. For example, 222 means three matching 2s; 4444 means four matching 4s.



222
(three 2s)



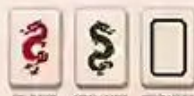
4444
(four 4s)



3. WHAT THE LETTERS MEAN



SYMBOL	MEAN	HOW TO READ IT
D	Dragon	The D represents a Dragon. Its color tells you which Dragon/suit pairing to use.
F	Flower	Any Flower tile.
N	North	North Wind.
E	East	East Wind.
W	West	West Wind.
S	South	South Wind.
Joker	Wild card	Can substitute in eligible sets of 3 or more matching tiles.



4. DRAGONS AND THEIR SUIT PAIRINGS



- Red Dragon pairs with Craks / Cracks.
- Green Dragon pairs with Bams.
- White Dragon also called "Soap" — pairs with Dots.
- White Dragon / Soap can also represent 0 (zero) when a hand uses a zero.
- When Soap is being used as 0, it can appear with numbered Bams, Craks, or Dots as required by the hand.

DRAGON	PAIRS WITH	REMEMBER
Red Dragon	Craks / Cracks	Red → firecracker
Green Dragon	Bams	Green → bamboo
White Dragon / Soap	Dots	White/blue → bubbles / dots

5. JOKERS, FLOWERS, AND WINDS



Joker — a wild card that can help complete an eligible set of 3 or more identical tiles (such as a pong, kong, or quint).

A Joker cannot be used to replace a single tile or a pair.



Flower — shown as F on the card. Flowers are interchangeable unless a specific rule or hand says otherwise.



Winds — N = North, E = East, W = West, S = South.



6. HOW TO READ A COMBINATION

Read each group separately, then collect the exact tiles the card is asking for. The examples below are practice examples for reading the symbols; always follow the exact full hand printed on the official card.

PRACTICE EXAMPLE A: DDD FFFF 222 4444



- DDD = Three Dragons Use the Dragon color shown on the card.
- FFFF = four Flowers.
- 222 = three matching 2s in the suit/color shown on the card.
- 4444 = four matching 4s in the suit/color shown on the card.

PRACTICE EXAMPLE B: FFFF 5555 777



- FFFF = four Flowers.
- 5555 = four matching 5s in the suit/color shown on the card.
- 777 = three matching 7s in the suit/color shown on the card.
- If the card uses different colors for 5555 and 777, those groups must be made in the corresponding different suits.

7. EASIEST MEMORY TRICK



Bam = GREEN → bamboo is green.



Crak = RED → think of a red firecracker.



Dot = BLUE → think of a round blue bubble.

Then match the Dragons:



→ Bams



→ Craks



→ Dots



QUICK CHECK

Before choosing tiles, check: symbol • number • color/suit • how many of that tile are shown.