

How a Turn Works

Play moves counterclockwise around the table, starting with the dealer's first discard, but calling tiles can interrupt the flow of the game.

- 1 Draw a tile from the wall.
- 2 Evaluate your hand.
- 3 Discard one tile face up and call its name.

Calling Tiles

Even when it's not your turn, you can take another player's discard but only under specific conditions.

You Can Call For	Allowed?	What Happens
Pung (3 of a kind)	Yes	Expose the set
Kong (4 of a kind)	Yes	Expose the set
Quint (5 of a kind)	Yes	Expose the set
Pair	Only to go Mah Jongg	Ends the game
Single	Only to go Mah Jongg	Ends the game

How to Call a Tile

- 1 Announce you want the live tile.
- 2 Take the tile.
- 3 Expose the completed set on your rack.
- 4 Discard a tile immediately.
- 5 Play then continues counterclockwise from the player who called the tile, which means players might be skipped.

Prioritizing the Called Tile

Sometimes more than one player wants to call the discarded tile, and priority determines who gets it.

Priority Level	Highest	Next	Lowest
Situation	Player going Mah Jongg	Player completing a set (pung/kong/quint)	Player closest in turn order