

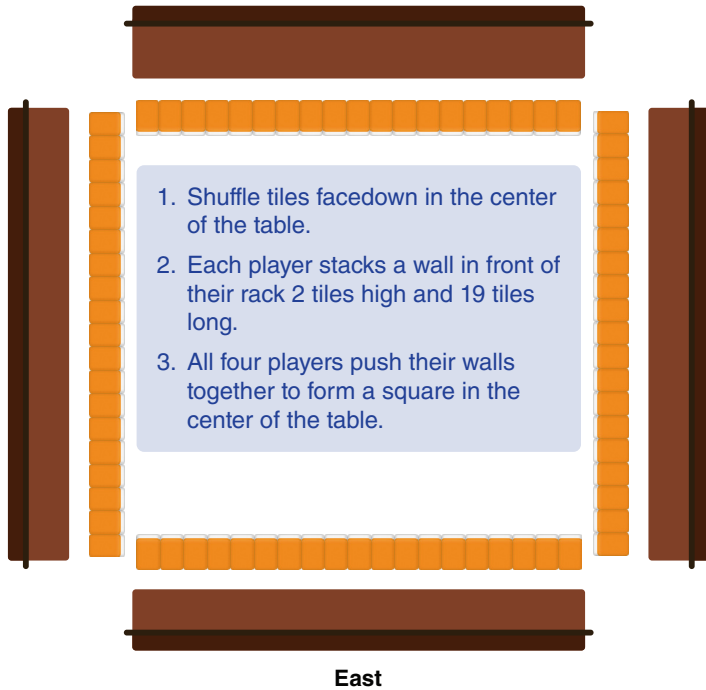
# MAH JONGG SETUP CHEAT SHEET

Before you start gameplay, you have to build the wall, break the wall, and deal tiles from the wall. Then all players participate in the Charleston, a series of tile exchanges.

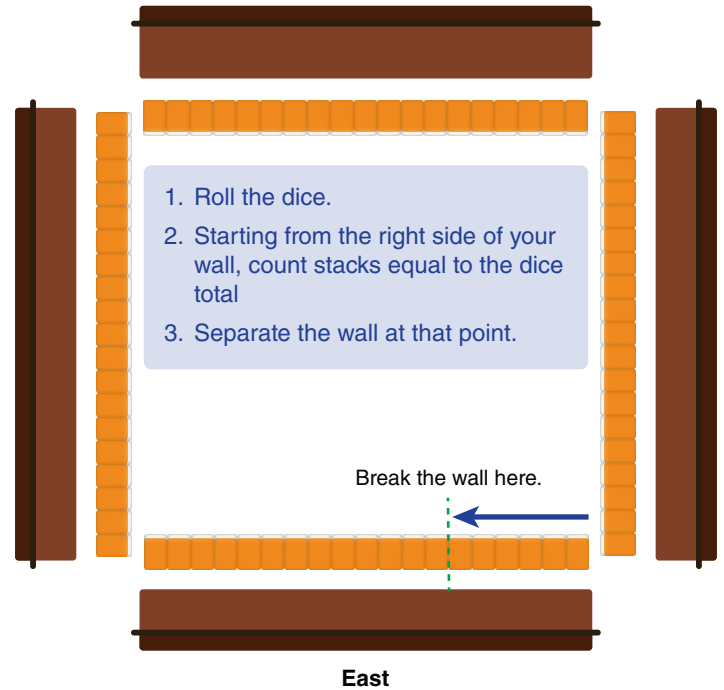
## Building, Breaking, and Dealing from the Wall

The dealer has the job of breaking the wall and dealing the tiles. You choose the dealer by rolling dice at the beginning of the game, and the player with the highest roll becomes the dealer, also called East. The dealer position rotates counterclockwise each round.

### Build the Wall (all players)

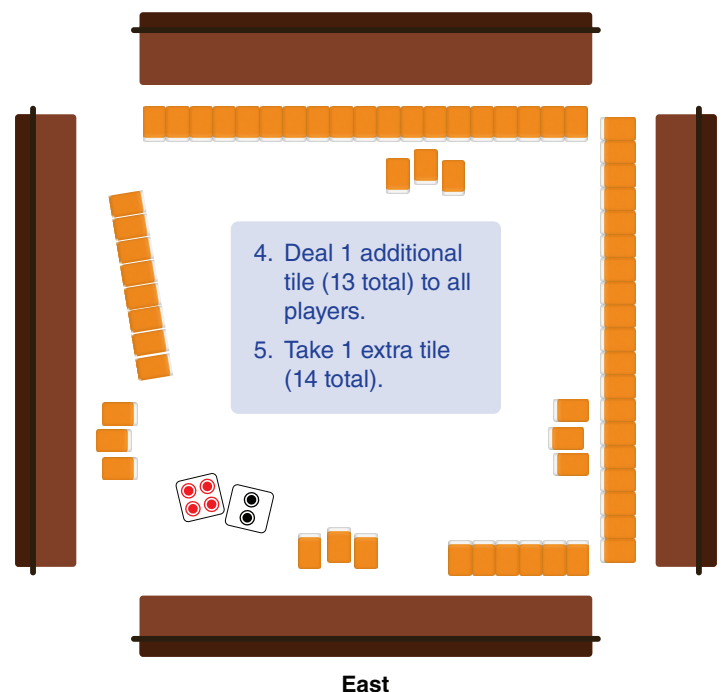
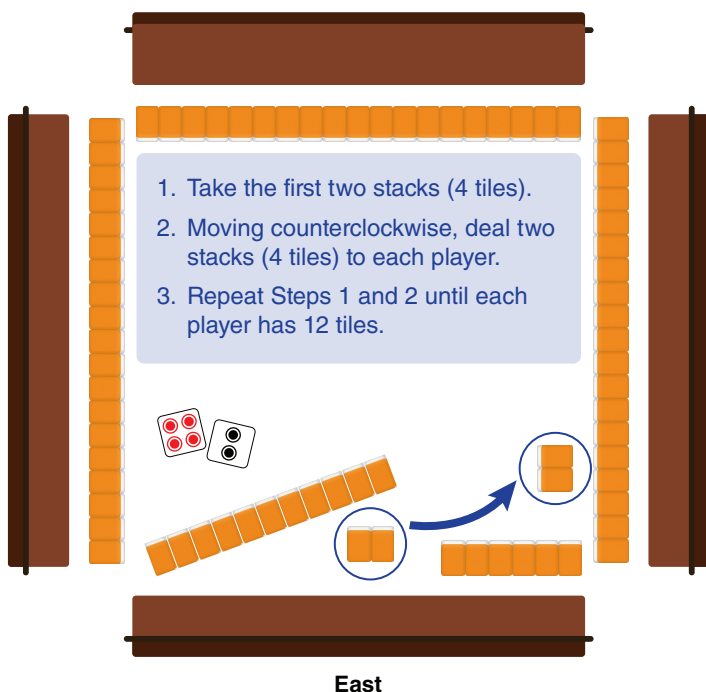


### Break the Wall (dealer only)



Use the wall to deal and draw tiles from.

### Deal the Tiles (dealer only)



**Note:** After all the tiles are dealt, the dealer should have 14 tiles (because they will discard first), and all other players should have 13.

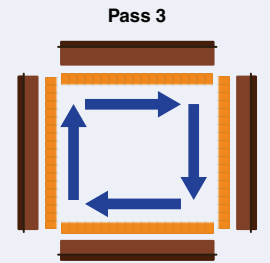
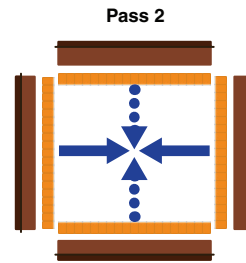
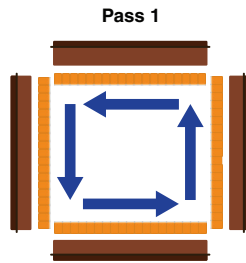
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## Doing the Charleston

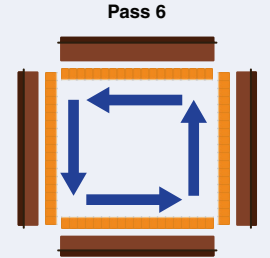
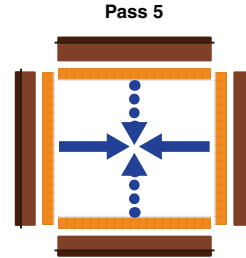
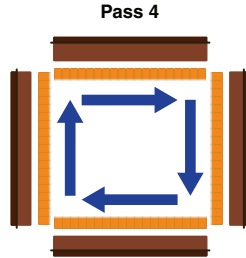
Pass three tiles at a time following the mnemonic pattern: ROLLOR (right, over, left, left, over, right).

**The First Charleston (required):**  
Players should pass three tiles right, over, and left.



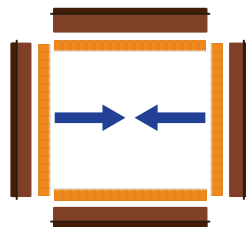
Players can opt to pass tiles blindly.

**Second Charleston (optional):**  
All players must agree to perform the second Charleston. Players should pass three tiles left, over, and right.

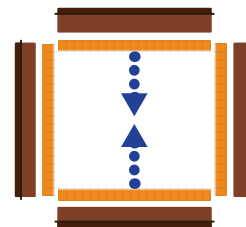


Players can opt to pass tiles blindly.

**Courtesy Pass (optional):**  
Players sitting across from each other must agree to do this extra pass and agree to the number of tiles to pass, up to a total of three. This pass can only be made if all six Charleston passes were completed.



or



## Blind Pass

A blind pass, passing tiles without looking at the tiles you received, can be made during the third and sixth passes only of the Charleston.

## Charleston Strategies and Tips

Each pass is an opportunity to strengthen your position, not just clean up your rack.

### Stay flexible.

Note how the tiles you're passed might fit into more than one hand, so you don't pass on tiles that you may need when you narrow your options.

### Keep multiple possible hands open in early passes.

Avoid breaking useful combinations or dumping singles or pairs too early in the Charleston.

### Pass obvious mismatches.

Any tiles that don't belong in your target hands should be passed so they don't take up valuable space on your rack.

### Prioritize pairs and singles.

Keep pairs and singles needed for your target hands since you can't call those tiles later.

### Never pass Jokers.

Because you can use Jokers to replace tiles in any set of three or more tiles, Jokers are too valuable to pass.