

Wright-Patterson SIAMESE MAH JONGG®

This version was created by Gladys Grad in 2015 (www.siamesemahjongg.com).
These guidelines were modified by Michele Frizzell for [Wright-Patterson Mah Jongg rules](#) with permission from Gladys Grad.

Object of the Game

Each player attempts to complete two valid hands from the Wright-Patterson Mah Jongg rule book. The game ceases when one player declares two mah jonggs or when all the tiles from the wall have been used.

Adjustments

1. The Charleston is omitted.
2. Chows must be self-drawn unless ready to win.
3. East is not paid double if they win and they do not pay double if they lose.
4. Each player should have a [pair of colored dice](#) to mark their racks with a Seat Wind (1=E, 2=S, 3=W, 4=N). The Dealer will play for East and South and their opponent will play for West and North.

Set Up and Game Play

Place tiles and racks from one mah jongg set on the table. Each player, sitting across from each other, will need to use two racks. OPTION: Use specially designed racks available at www.siamesemahjongg.com. Use standard racks to help build and curtsy the non-player walls.

Building the walls, breaking the wall, building the Flower Wall, and identifying the Prevailing Wind should be done as normal. The deal begins with East picking the first set of 4 tiles. Their opponent picks 4 tiles and so on until each player has 24 tiles on their racks. To end the deal, East picks a final 4 tiles then their opponent picks 3 tiles. The results should be with East having 28 tiles and their opponent having 27 tiles. Players may arrange their tiles on both of their racks as they choose.

East declares Flowers and exchanges from the Flower Wall are made. East discards the 28th tile to begin the pick and discard phase of the game. Their opponent picks their first tile from the wall then discards and so on. When claiming a discard to complete a set, the exposure must be placed on the correct rack. Once the turn ends, the exposure must remain where placed.

Dead Hands

Exposures for two different hands cannot be placed on the same rack. If this happens and it's noticed by the opponent, the hand will be declared dead. The player with the dead hand may continue playing the second hand on the second rack, ignoring the dead hand.

If a player is declared dead for two hands, the game ceases. If their opponent has not yet declared a mahjong, the offending player will pay their opponent the value of a Double Limit hand. If their opponent has declared a mahjong, the offending player will pay their opponent the value of a Triple Limit hand.

Declaring Mah Jongg

When a mah jongg is declared, the hand is exposed and verified. The player discards and the game proceeds with the next player.

Scoring

Payout Option 1: Use scoring on pages 29-32 in the Wright-Patterson rule book using [Wright-Patterson colored chips](#). Each player counts the score for their winning and incomplete hands to get a total score. The player with the lowest score will pay the player with the highest score the difference between their scores.

Payout Option 2: Players receive payment for declared mah jonggs only. Incomplete hands do not get scored.

- Bouquet25¢ or 25 points (immediate payment)
- Single Limit value25¢ or 25 points
- Double Limit value50¢ or 50 points
- Triple Limit value75¢ or 75 points

Game Results	Value
Wall Game	Players contribute 25¢ or 25 points to a pot for the player with the next mah jongg This pot will increase with each wall game
One player has one mah jongg	Value of the hand
Each player has one mah jongg	Difference between the values of the two hands
One player has two mah jonggs declared separately	Value of the hand for the first mah jongg Double the value of the hand for the second mah jongg If the opponent has a mahjong, the value of their hand will offset the debt
One player has two mah jonggs declared simultaneously; this is called a "double mah jongg"	Double the value of both hands; If opponent has a mahjong, the value their hand will offset the debt

[Wright-Patterson Siamese Mah Jongg Lesson on YouTube](#)