

# Preparation & Tiles

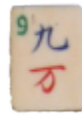
## Major Tiles



## Minor Tiles



## Major Tiles



1 to 9 of Character suit

1 to 9 of Circle suit

1 to 9 of Bamboo suit

## Honour Tiles



Red Dragon



White Dragon



Green Dragon



## Bonus Tiles



Flowers



Seasons

Normally

- 1 Plum
- 2 Orchid
- 3 Chrysanthemum
- 4 Bamboo

- 1 Spring
- 2 Summer
- 3 Autumn
- 4 Winter

## Preparing to Play

- Distribute the tallies
- Determine who is to be East Wind
- Determine the Prevailing Wind  
East Wind at the start
- Shuffle the tiles, face down  
East Wind cries "Pow"
- Build four walls,  
each 18 tiles long and 2 tiles high
- Break into one wall  
and form the kong box
- East Wind deals out the tiles  
13 tiles to South, West and North Wind  
14 tiles to himself
- Select out any flower or season tiles  
and replace them from the kong box

## Tally Points

	Value	No. each	Total
	2 points	10	20
	10 points	8	80
	100 points	9	900
	500 points	2	1,000
<b>10 cent / 10p coin</b>	<b>1,000 points</b>	<b>3</b>	<b>3,000</b>

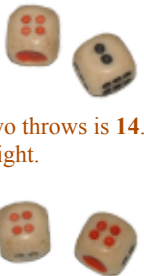
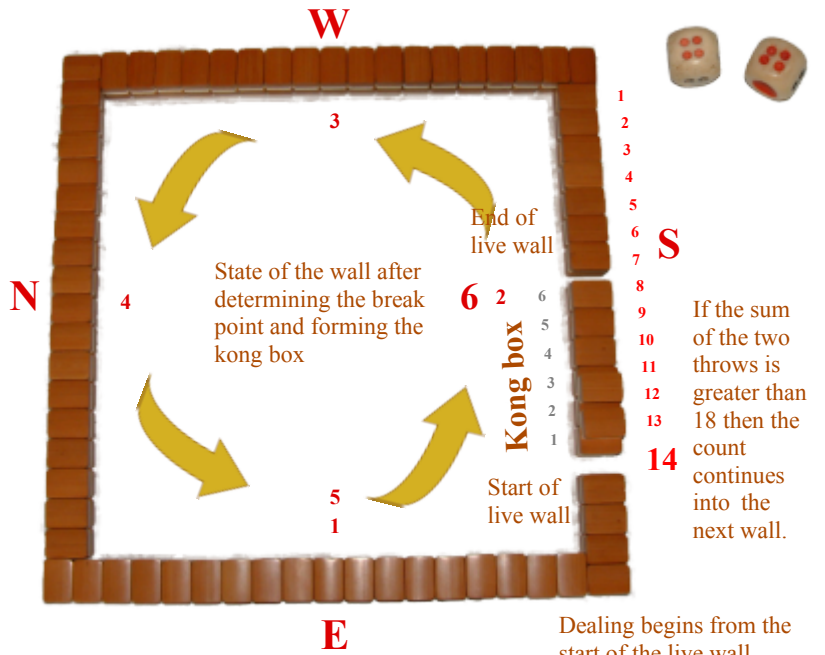
	Value	No. each	Total
	10 points	10	100
	100 points	8	800
	500 points	2	1,000
	1,000 points	1	1,000
<b>10 cent / 10p coin</b>	<b>1,000 points</b>	<b>2</b>	<b>2,000</b>

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## Breaking into one Wall

In this example, East Wind throws 6 then counts anti-clockwise to locate the wall in front of South Wind.

South Wind then throws 8. The sum of the two throws is 14. So he counts along the wall starting from his right.



If the sum of the two throws is greater than 18 then the count continues into the next wall.

Dealing begins from the start of the live wall