THE MAHJONG LINE

PRESENTS

THE RANCH LINE

OFFICIAL FIELD GUIDE

AVOCADO GREEN RELEASE

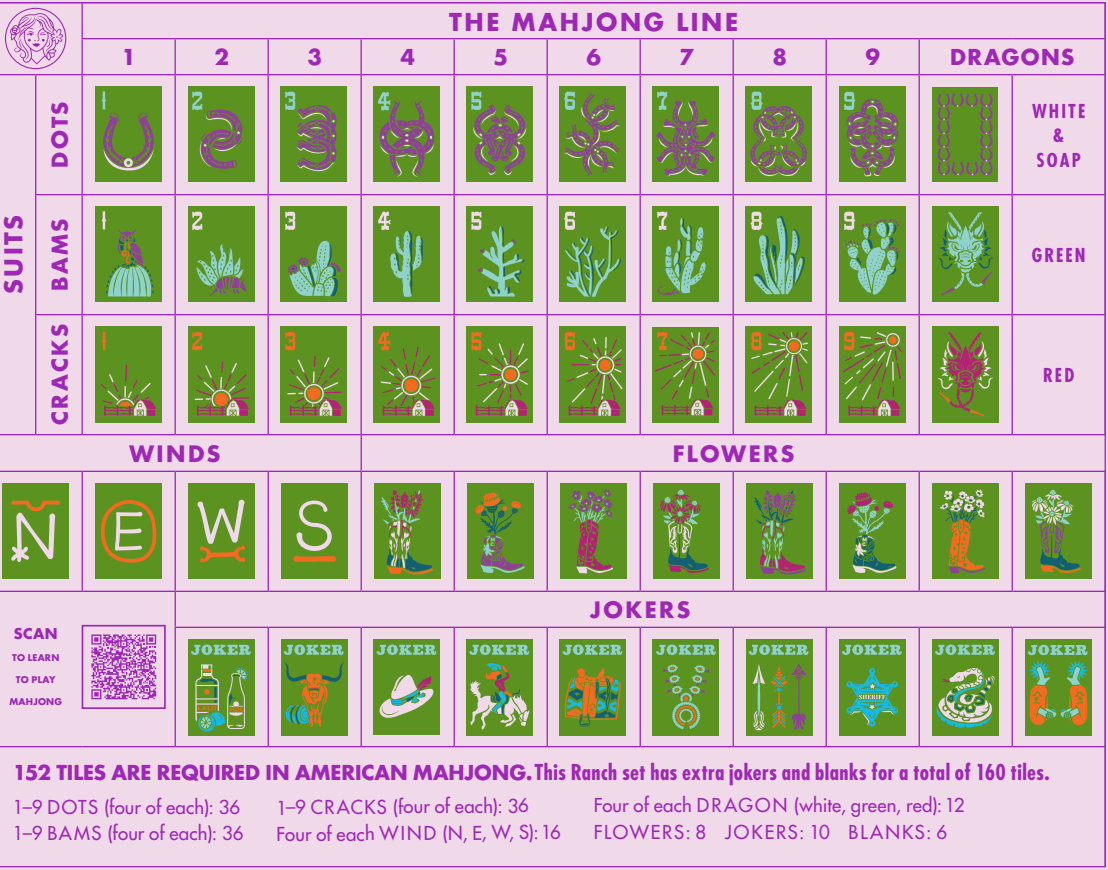
SO WHO IS OUR RANCH GAL?

She's wild and wildly adored. She's an early riser, a straight shooter, and can fix anything needin' fixin'. Her gift is a charming directness coupled with a giant heart for people. She's happiest when surrounded by her menagerie of family. She gives big opinions and even bigger hugs. She loves to shine her light on others and her loyalty is unparalleled. Just don't fence her in.

OUR HOUSE RULES ARE THESE:

Keep the game moving at a nice clip, but no harm in pausing for a sensational, must-hear story.
Say the tile name clearly when discarding. Stack your second left.
Don't pick up for a concealed line or you'll receive a * next to your Mahjong*.
If cocktails are involved, disregard all above rules and have at it.

COMMIT TO THE LINE. REVEAL THE LINE. AND, IN THE END, ALWAYS ACKNOWLEDGE A BEAUTIFUL LINE.



152 TILES ARE REQUIRED IN AMERICAN MAHJONG. This Ranch set has extra jokers and blanks for a total of 160 tiles.

1–9 DOTS (four of each): 36
1–9 BAMS (four of each): 36
1–9 CRACKS (four of each): 36
Four of each WIND (N, E, W, S): 16
Four of each DRAGON (white, green, red): 12
FLOWERS: 8 JOKERS: 10 BLANKS: 6

HELPFUL HINTS

Rules abound in the game of Mahjong. But fear not, no need to master them all at once. The key to the game is understanding **The Big Card**. The winner is the first player to complete a line from the card. Visit **themahjongline.com** to learn more.

- The dealer deals 14 tiles to herself and 13 tiles to everyone else.
- Begin to organize your tiles to help you "find your line." Look for pairs or multiples of the same tile. Determine if the majority are even or odd numbers. Look for consecutive runs in the same suit or different suits. The tiles that don't seem to fit into any of these patterns become your tiles for discard during the Charleston and after.
- Players begin the Charleston to exchange three discard tiles with other players (remember: Right/Over/Left/Left/Over/Right or "ROLLOR").
- Dealer begins by discarding an unwanted tile face up onto the table and naming the tile out loud for all players to hear.
- Counterclockwise, player draws a tile from the wall where dealing ended.
- Same player then discards an unwanted tile from her rack face up onto the table and names the tile.
- The same draw/discard process continues in a counterclockwise fashion.

- Following the discard of any tile, any player can pause the game by announcing "stop" before the next player draws and racks the new tile.
- Player who pauses the game can pick up only the most recently discarded tile if and only if the tile completes a meld of three or more tiles in her line.
- A discarded tile can never be picked up for a single or pair unless it completes the whole line to Mahjong.
- To pick up a discarded tile, player must expose the completed meld on top of her rack.
- Exposed melds will remain exposed throughout the game without being altered.
- Player who paused then discards a tile and play resumes counterclockwise.
- The first player to complete a line from the card announces *"Mahjong!"* revealing her line.
- Because a completed line requires 14 tiles, a player will need to use her final drawn tile to win.

JOKERS: Can be used as any tile, but cannot be used as a single or in a pair. If a joker is in an exposed meld, any player (during her turn) can exchange the appropriate tile for the joker.

BLANKS: Traditionally used as a replacement for a lost tile, the blanks have become a way to give the game added fun and intrigue. If you play with them, they can be swapped for any discarded tile during a player's turn. Blanks do not need to be exposed.

DIRECTION OF PLAY: To really make your head spin, the walls are played clockwise, curtsying from the right. However, game play is counterclockwise.