

THE **MAHJONG** LINE
PRESENTS

THE **MINIMAL** LINE

**OFFICIAL
FIELD GUIDE**



**LILAC
RELEASE**

SO WHO IS
OUR **MINIMAL** GAL?

Clever with a dry wit, this girl loves a good Eames chair, the smell of coffee shops, abnormally long walks on crisp days and the pulse of NYC. Countless friends claim her as their “best” because her loyalty is only surpassed by her discretion. Many a secret she has kept. Her penmanship is like modern art, and she never makes an error. You want this girl in your foxhole. Steady as she goes.

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.

NUMBERS																
		1	2	3	4	5	6	7	8	9	DRAGONS					
SUITS	DOTS															
	BAMS															
	CRACKS															
WINDS				FLOWERS												
NORTH		EAST		SOUTH		WEST										
152 TILES FOR PLAY (TML set contains 2 extra jokers and 6 blank tiles for a total of 160 tiles)																JOKER
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, S, W): 16 Four of each DRAGON (white, green, red): 12 FLOWERS: 8 JOKERS: 8																JOKER

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 **NMJL 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.

