144-Tile Mahjong Usage Instructions

I. Product Overview

The 144-tile mahjong set is a classic Chinese casual tabletop game prop, designed for 4 players to compete and entertain. The winner is determined by forming a valid "hu" (winning hand) combination. Based on the traditional 136-tile set, this set adds 8 flower tiles, combining competitiveness and fun. It is widely suitable for family gatherings, friends' leisure activities and other scenarios.

Target Audience: Ages 12 and above (Children must be accompanied by adults to avoid accidental swallowing)

Usage Scenarios: Family entertainment, friends gatherings, leisure clubs and other compliant entertainment venues

II. Tile Composition (Detailed Classification of 144 Tiles)

The 144 mahjong tiles are divided into two categories: "Basic Tiles" (136 tiles) and "Flower Tiles" (8 tiles). The quantity, marking and characteristics of each type are as follows:

2.1 Basic Tiles (136 Tiles)

Basic tiles include "Numbered Tiles" and "Honor Tiles", which are the core components for forming a winning hand. Each type of tile has 4 duplicates (4 sets of identical tiles). The specific classification is as follows:

2.1.1 Numbered Tiles (108 Tiles)

Numbered tiles are divided into three suits: "Wan Tiles", "Pin Tiles" (also known as Circle Tiles) and "Suo Tiles" (also known as Bamboo Tiles). Each suit has number markings from 1 to 9, with 4 tiles for each number, totaling 36 tiles per suit × 3 suits = 108 tiles.

- **Wan Tiles**: Marked as "10,000" to "90,000" (some simplified versions are marked as "1 Wan" to "9 Wan"). The character "Wan" is usually marked next to the number on the tile surface. There are 9 numbers × 4 tiles = 36 tiles.
- **Pin Tiles**: Marked as "1 Pin" to "9 Pin" (some regions call them "Circle Tiles"). The number of circular patterns on the tile surface corresponds to the number (e.g., 1 Pin has 1 circle, 9 Pins have 9 circles). There are 9 numbers × 4 tiles = 36 tiles.

- **Suo Tiles**: Marked as "1 Suo" to "9 Suo" (some regions call them "Bamboo Tiles"). The number of long strip patterns on the tile surface corresponds to the number (e.g., 1 Suo is usually a "chicken" pattern, 2 Suos have 2 long strips). There are 9 numbers × 4 tiles = 36 tiles.

2.1.2 Honor Tiles (28 Tiles)

Honor tiles have no number markings and are divided into "Arrow Tiles" and "Wind Tiles", including 12 Arrow Tiles and 16 Wind Tiles.

- **Arrow Tiles**: Include three types: "Zhong" (Red Dragon), "Fa" (Green Dragon) and "Bai" (White Dragon). Each tile is marked with Chinese characters ("Zhong" is a red Chinese character, "Fa" is mostly green or red, "Bai" is blank or has a bordered blank surface). There are 3 types × 4 tiles = 12 tiles.
- **Wind Tiles**: Include four types corresponding to four directions: "Dong" (East), "Nan" (South), "Xi" (West) and "Bei" (North). The tile surface is marked with Chinese characters. There are 4 types × 4 tiles = 16 tiles.

2.2 Flower Tiles (8 Tiles)

Flower Tiles are auxiliary tiles that do not participate in forming basic winning hands. They are usually used for "drawing replacement tiles" or "increasing fan (winning multiplier)". They include "Four Seasons Tiles" and "Four Gentlemen Tiles", with 1 tile for each type, totaling 8 tiles.

- **Four Seasons Tiles**: "Chun" (Spring), "Xia" (Summer), "Qiu" (Autumn), "Dong" (Winter). The tile surface is mostly equipped with patterns or Chinese characters corresponding to the seasons.
- **Four Gentlemen Tiles**: "Mei" (Plum Blossom), "Lan" (Orchid), "Zhu" (Bamboo), "Ju" (Chrysanthemum). The tile surface is mostly equipped with patterns or Chinese characters corresponding to the plants.

III. Basic Usage Process

3.1 Preparation Stage

1. **Arranging and Shuffling Tiles**: Place all 144 tiles face down in the center of the table. Four players jointly shuffle the tiles with their hands to ensure the order is random (avoid exposing the tile faces during shuffling).

2. **Stacking Tiles (Building the Great Wall)**: Each player sorts the shuffled tiles into several piles, with 2 tiles per pile. Then stack them clockwise along the edge of the table to form a closed rectangular "tile wall". The height of the tile wall is 2 tiles stacked, and the total length should accommodate all tiles (144 tiles form 72 piles, with each player responsible for stacking 18 piles).
3. **Determine the Dealer and Turn Order**: Determine the "Dealer" (first-round dealer) by rolling dice or by agreement. After confirming the Dealer, the turn order clockwise is "East (Dealer)", "South", "West", "North". The winner of each round becomes the Dealer of the next round.

3.2 Tile Drawing Stage

1. **Opening the Wall**: The Dealer rolls the dice (usually 2 dice). The sum of the dice points determines which pile to start drawing tiles from (the points correspond to the player counted clockwise, then count the piles corresponding to the points from the tile wall in front of that player).
2. **Drawing Order**: The Dealer first starts drawing tiles clockwise from the opening position, drawing 3 piles (6 tiles) each time, drawing twice in a row, totaling 12 tiles. Then the Dealer draws 1 more tile (the 13th tile), so the Dealer's hand has 13 tiles. Then starting from the Dealer's next player (South), the other 3 players draw 12 tiles in turn clockwise (each draws twice, 3 piles each time), so non-Dealers have 12 tiles in their hands.
3. **Replacing Flower Tiles**: After drawing the initial hand, players need to check if there are Flower Tiles in their hands. If there are Flower Tiles, they must immediately place the Flower Tiles face up on the table and draw the same number of replacement tiles from the undrawn part of the tile wall (replacement tiles are drawn from the end of the tile wall in order). If there are still Flower Tiles after replacement, continue replacing until there are no Flower Tiles in the hand (Flower Tiles are not counted in the number of tiles in the hand, only used for increasing fan or replacing tiles).

3.3 Tile Playing Stage (Core Process)

Tile playing proceeds cyclically clockwise, with a cycle of "drawing a tile - discarding a tile - chowing/punging/konging and replacing - winning". The core rules are as follows:

1. **Drawing and Discarding Tiles**: Starting from the Dealer, when it's a player's turn, they first draw 1 tile from the tile wall (making the number of tiles in the hand 14), then select 1 useless tile from the hand and discard it face down to the center of the table to complete one round of tile playing.

2. **Chowing**: If the tile discarded by a player can form a "sequence" with 2 tiles in one's own hand (e.g., a player has 1 Wan and 2 Wan, and the next player discards 3 Wan), the next player can call "Chow", take the discarded tile and form a sequence with their 2 tiles, place it face up on the table, then discard 1 tile from their hand (Chowing is only allowed with the tile discarded by the next player).
3. **Punging**: If the tile discarded by any player can form a "triplet" with 2 tiles in one's own hand (e.g., a player has two 5 Pins, and another player discards 5 Pin), the player can call "Pung", take the discarded tile to form a triplet, place it face up on the table, then discard 1 tile from their hand (Punging has higher priority than Chowing).
4. **Konging**: If a player has 3 identical tiles in their hand and another player discards the 4th identical tile, they can call "Exposed Kong". If a player draws the 4th identical tile themselves, they can call "Concealed Kong". After Konging, place the 4 tiles face up on the table (Concealed Kong can be placed face down), then draw 1 replacement tile from the end of the tile wall and discard 1 tile (replacement tile is required after Konging, and Konging has higher priority than Chowing and Punging).
5. **Replacing Flower Tiles**: During the tile playing process, if a player draws a Flower Tile, they must immediately show the Flower Tile and draw 1 replacement tile, then perform the tile discarding operation.

3.4 Winning Stage

1. **Winning Conditions**: After a player draws, chows, pungs or kongs tiles, if their hand forms a tile combination of "four groups plus a pair", they win the game. "Four groups" can all be sequences, all be triplets, or a mix of sequences and triplets (each group has 3 tiles); "a pair" refers to 2 identical tiles (Arrow Tiles, Wind Tiles or Numbered Tiles can all be used as the pair, and some rules restrict the pair to be Numbered Tiles of 2, 5 or 8).
2. **Winning Methods**: Winning can be achieved by "Self-drawn Win" (forming a winning hand by drawing a tile oneself) or "Called Win" (forming a winning hand with a tile discarded by another player). After winning, the hand must be displayed for verification by other players.
3. **Special Wins**: In some regional rules, Flower Tiles can increase the "fan" (winning multiplier). The specific fan rules can be agreed upon by players in advance (e.g., each Flower Tile counts as 1 fan). In addition, there are special tile combinations such as "Pure Suit" (hand consists of only one suit of Numbered Tiles) and "Big Three Dragons" (hand includes triplets of Zhong, Fa and Bai), which have higher fan values.

IV. Notes

- **Usage Norms**: This product is a casual entertainment prop. It is strictly prohibited for gambling or other illegal activities and must be used in compliant venues.

- **Tile Maintenance**: Avoid exposing the tiles to humid and high-temperature environments for a long time to prevent fading and deformation of the tile surfaces; wipe with a dry cloth when cleaning, do not soak in water; avoid dropping or stepping on the tiles to prevent damage.
- **Safety Reminder**: The tiles contain small-sized components. Children under 12 years old must use them under adult supervision to prevent accidental swallowing; avoid scratching others with the tile surfaces during use.
- **Rule Explanation**: Mahjong rules are highly regional (e.g., National Standard Mahjong, Sichuan Mahjong, Guangdong Mahjong). The usage rules of Flower Tiles in the 144-tile set (whether to increase fan or allow replacement) can be negotiated and agreed upon by players in advance to ensure fairness in the game.

V. Frequently Asked Questions

- **Q: Can Flower Tiles be used to form sequences or triplets?**
  A: No. Flower Tiles are only used as props for replacing tiles and increasing fan, and do not participate in forming winning hands.
- **Q: Does winning directly with the replacement tile after Konging count as a Self-drawn Win?**
  A: Yes. The replacement tile after Konging is part of the tile drawing process, so forming a winning hand with the replacement tile counts as a Self-drawn Win.
- **Q: What is the core difference between 144-tile and 136-tile mahjong?**
  A: The core difference is that the 144-tile set adds 8 Flower Tiles, which can be used for replacing tiles and increasing fan, enriching the fun and competitiveness of the game.

Warm Reminder: Arrange your entertainment time reasonably and enjoy a healthy and leisurely life!

（注：文档部分内容可能由 AI 生成）