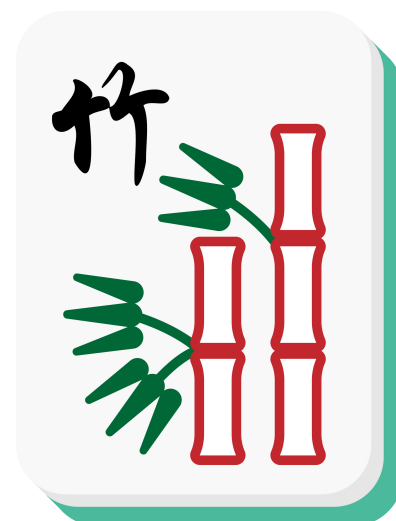


南



麻将

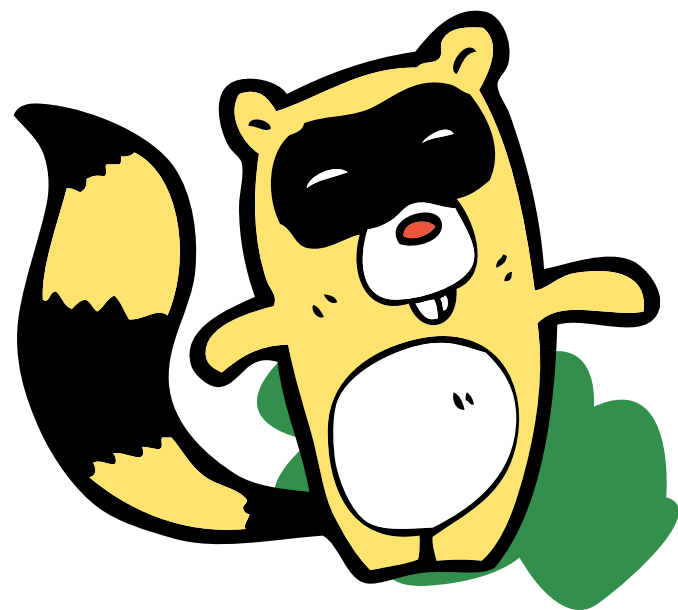
MAHJONG



Group 2

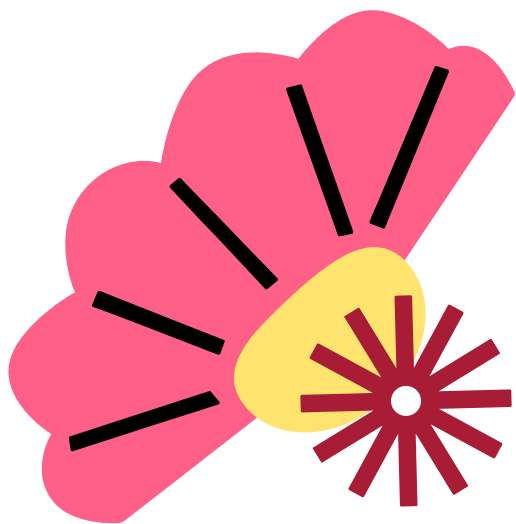
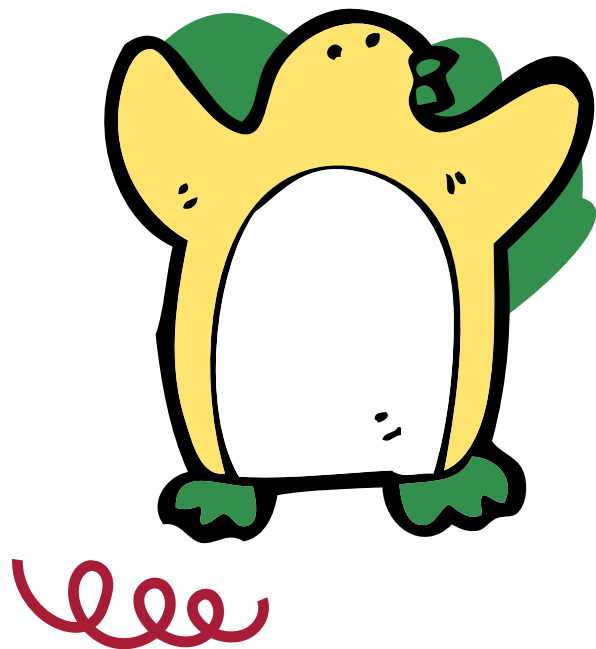


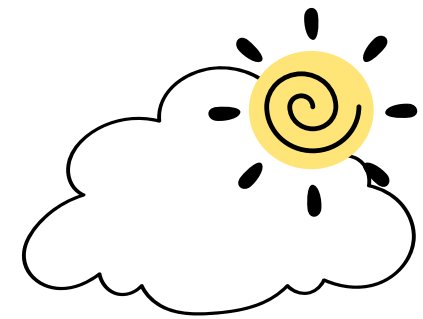
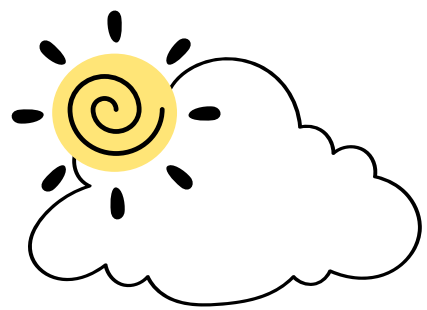
PLAY GAME



M A H J O N G

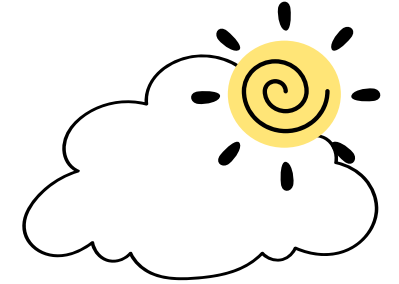
SO FUN!





麻将的历史

HISTORY OF MAHJONG



麻将是一种基于瓷砖的游戏，起源于19世纪初的中国。这是一种技巧、策略和运气的游戏，已成为世界许多国家流行的消遣方式。自首次推出以来，该游戏的受欢迎程度迅速传播，并已成为许多文化不可或缺的一部分。

Mahjong is a tile-based game that originated in China in the early 19th century. It is a game of skill, strategy, and luck and has become a popular pastime in many countries worldwide. The game's popularity has spread rapidly since it was first introduced, and it has become an integral part of many cultures.

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这个游戏最早是在中国东部省份玩的，据说是由一个名叫孔子的人发明的。游戏的最初目的是教学生纪律、策略和计算。

麻将最初的名字是“麻将”，在普通话中意为“麻雀”，因为瓷砖上装饰着鸟的图案。随着时间的推移，这个名字被改为“麻将”，意思是“大麻鸟”，指的是瓷砖在洗牌时发出的声音。

这款游戏在中国迅速流行起来，尤其是在上层阶级中。它经常在社交场合演奏，比如茶馆，玩家聚集在那里进行社交和比赛。麻将也被用来赚钱，为游戏增添了刺激和风险的元素。

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This game was first played in the eastern provinces of China and is said to have been invented by a man named Confucius. The original purpose of the game was to teach students discipline, strategy, and calculation.

Mahjong's original name was "Mah Tiae," which means "sparrow" in Mandarin, because the tiles were decorated with images of birds. Over time, the name was changed to "Mahjong," which means "hemp bird" and refers to the sound the tiles make when shuffled.

The game quickly gained popularity in China, especially among the upper classes. It was often played in social settings, such as teahouses, where players gathered to socialize and compete. Mahjong was also played for money, adding an element of excitement and risk to the game.

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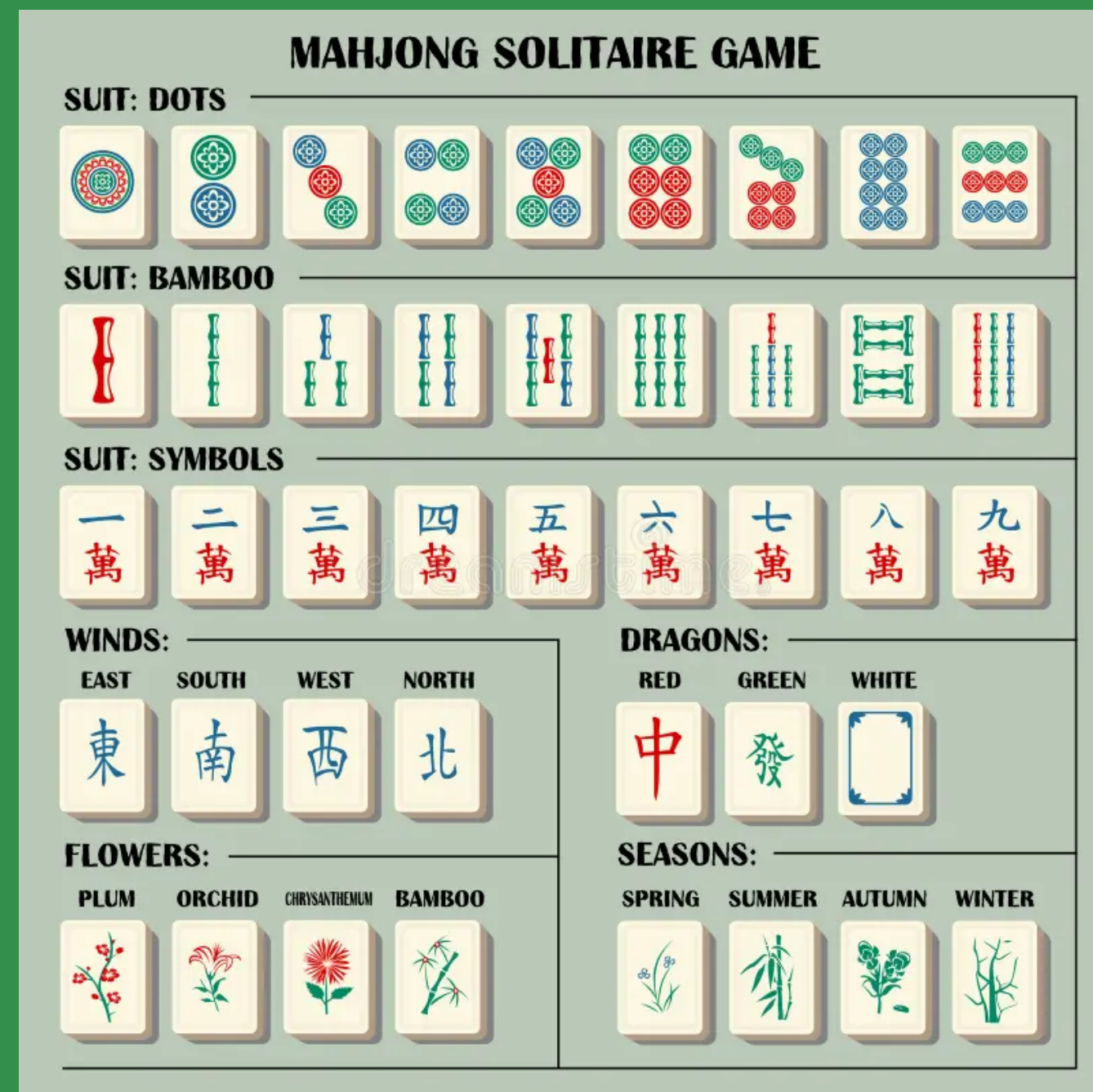
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MAHJONG TILES

麻将牌

START GAME





麻将牌包括三套编号牌（竹、点和字符）、四个风牌（东、南、西和北）和三个龙牌（红、绿和白）。大多数套装中的附加牌是“花与季节”，可以是奖励牌，还有“小丑”，可以作为外卡。

Mahjong tiles include three suits of numbered tiles (Bamboo, Dots, and Characters), four Wind tiles (East, South, West, and North), and three Dragon tiles (Red, Green, and White). Additional tiles in most sets are Flowers and Seasons, which can be bonus tiles, and Jokers, which act as wild cards.



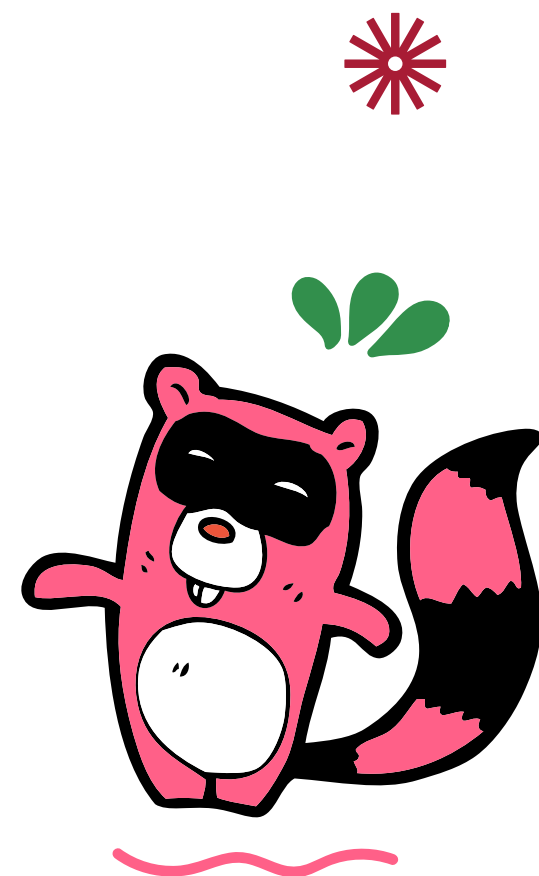
HOW TO PLAY?

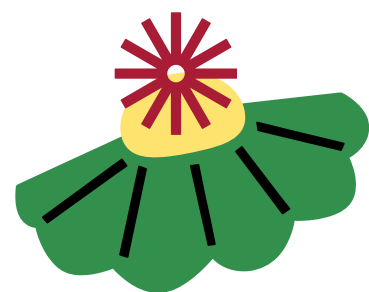


怎么玩?



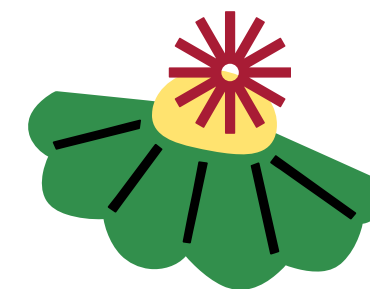
Let's learn!





球员和装备

PLAYERS AND EQUIPMENT



通常有4名球员。

游戏使用**136**或**144**个方块（取决于版本）。

瓷砖有**3**套

- 点（圆）
- 竹子（棍子）
- 字符（数字）

加上荣誉牌（风与龙），有时还有奖励牌（花与季节）

Usually 4 players.

The game uses 136 or 144 tiles (depending on the version).

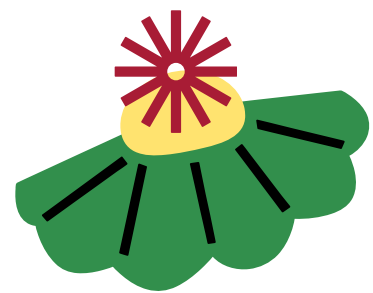
Tiles have 3 suits:

Dots (Circles)

Bamboo (Sticks)

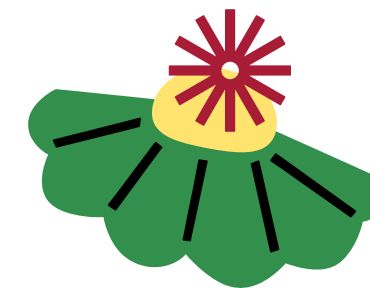
Characters (Numbers)

Plus Honor tiles (Winds & Dragons) and sometimes Bonus tiles (Flowers & Seasons).



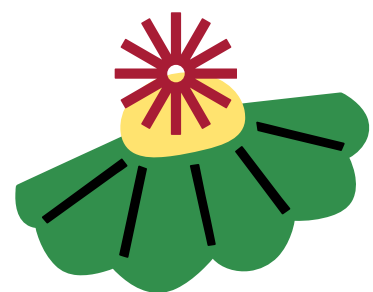
打乱拼图

SCRAMBLE THE PUZZLE



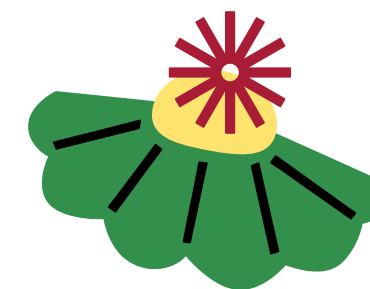
- 将所有瓷砖背面朝下放置在桌子中央。
- 用双手以旋转的动作搅拌瓷砖。此过程称为“清洗”瓷砖。
- 搅拌后，将瓷砖排列成高两块、长十八块的矩形阵列。这被称为“墙”。

- Place all the tiles face down in the center of the table.
- Use your hands to stir the tiles in a rotating motion. This process is called "washing" the tiles.
- After stirring, arrange the tiles into a rectangular array two tiles high and eighteen tiles long. This is called a "wall."

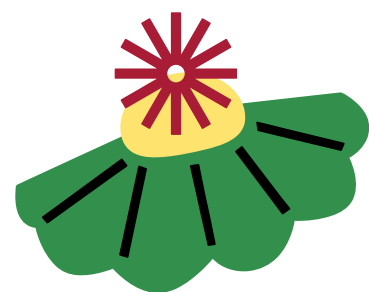


确定玩家位置

DETERMINING PLAYER POSITION

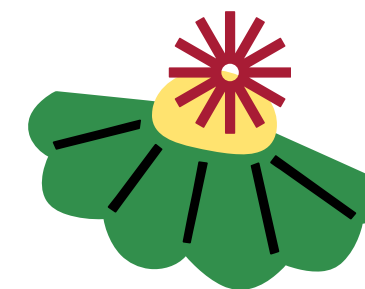


- 掷骰子决定谁将成为第一个庄家（通常是东方的位置）。
- 其他玩家将按顺时针顺序占据南、西、北的位置。
- Roll the dice to determine who will be the first dealer (usually the East position).
- The other players will occupy the South, West, and North positions in a clockwise order.



将磁贴分配给每个玩家

ASSIGN TILES TO EACH PLAYER



- 庄家再次掷骰子，以确定瓷砖分配的开始位置。
- 从指定的点开始，每个玩家从“墙”中绘制四张牌三次，总共得到**12**张牌。
- 然后，庄家再绘制两张牌，而其他玩家各绘制一张牌。
- 因此，庄家将有**14**张牌，而其他玩家将有**13**张牌。

- The dealer rolls the dice again to determine where the tile distribution begins.
- Starting from the designated point, each player draws four tiles from the "wall" three times, resulting in a total of 12 tiles each.
- The dealer then draws two additional tiles, while the other players each draw one tile.
- As a result, the dealer will have 14 tiles, while the other players will have 13.



RULES

规则



Let's learn!

1.开始游戏：

- 庄家（位于东侧的玩家）从“墙上”画一块瓷砖开始游戏
- 在绘制完一块瓷砖后，经销商必须从手中丢弃一块瓷砖。

2.游戏顺序：

- 游戏从东到南、从西到北顺时针进行。
- 每个玩家依次绘制一个方块并丢弃一个方块。

3.捕获磁贴：

- 玩家可以从“墙”中绘制一个方块，也可以认领前一个玩家刚刚丢弃的方块。
- 如果从“墙”上画画，玩家必须从剩余的“墙”中取出最上面的瓷砖

1.Starting the Game:

- The dealer (the player in the East position) begins the game by drawing a tile from the "wall."
- After drawing a tile, the dealer must discard one tile from his or her hand.

2. Order of Play:

- Play proceeds clockwise, from East to South, West, and North.
- Each player, in turn, draws one tile and discards one tile.

3. Capturing a Tile:

- A player may either draw a tile from the "wall" or claim a tile that was just discarded by the previous player.
- If drawing from the "wall," the player must take the top tile from the remaining "wall."

4. 丢弃瓷砖：

- 绘制完一个方块后，玩家必须从手中丢弃一个方块。
- 丢弃的瓷砖必须面朝上放置在桌子的中心。
- 玩家必须清楚地宣布被丢弃的瓷砖的名称。

5. 申请瓷砖：

- 另一名玩家可以认领新丢弃的方块以形成一组或赢得游戏。
- “吃”索赔只能由顺序中的下一个玩家提出。
- 任何玩家都可以提出“碰”或“槓”索赔，但优先级高于“吃”索赔。
- 如果一个方块被认领，游戏顺序会改变，并从认领的玩家继续。

6. 形成组合：

- 玩家试图形成有效的瓦片组合，例如一组三个相同的瓦片（碰）或三个瓦片的序列（吃）。
- 组合通常面朝上放置在玩家面前。
- 每个玩家只能专注于两种类型的牌。

4. Discarding Tiles:

- After drawing a tile, a player must discard one tile from their hand.
- The discarded tile must be placed face-up in the center of the table.
- The player must clearly announce the name of the discarded tile.

5. Claiming Tiles:

- Another player can claim the newly discarded tile to form a set or win the game.
- A "Chi" claim can only be made by the next player in sequence.
- A "Peng" or "gang" claim can be made by any player, but has higher priority than a "Chi" claim.
- If a tile is claimed, the order of play changes and continues from the claiming player.

6. Forming Combinations:

- Players attempt to form valid tile combinations, such as a set of three identical tiles (Peng) or a sequence of three tiles (Chi).
- Formed combinations are usually placed face-up in front of the player.
- Each player may only focus on two types of tiles.

7. 赢得比赛：

- 当玩家成功形成“获胜手牌”时，他们赢得了比赛。
- 获胜的手牌通常由四盘和一对组成。
- 玩家必须在获胜时宣布“麻将！”。

8. 回合结束：

- 当玩家赢得比赛或“墙”上的所有瓷砖都用完而没有赢家（平局）时，一轮比赛结束。
- 分数是根据形成的瓷砖组合计算的。

9. 下一轮：

- 庄家位置转移到下一个玩家（顺时针）。
- 重新洗牌，游戏重新开始。

7. Winning the Game:

- When a player successfully forms a "winning hand," they win the game.
- A winning hand typically consists of four tiles and a pair.
- The player must declare "Mahjong!" upon winning.

8. End of Round:

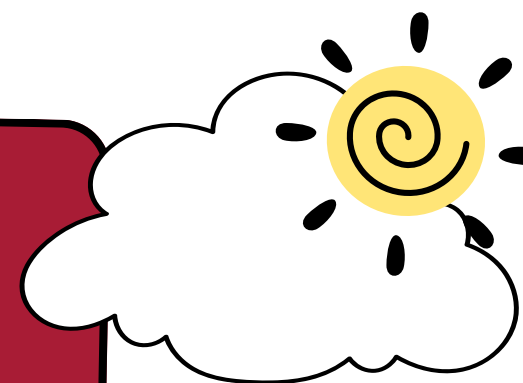
- A round ends when a player wins the game or when all tiles on the "wall" are used up without a winner (a tie).
- Scores are calculated based on the tile combinations formed.

9. Next Round:

- The dealer position passes to the next player (clockwise).
- The deck is reshuffled and the game begins again.



THANK YOU



FOR PLAYING



See You Next Time!

