



Birdie Bam

CLASSIC AMERICAN MAH JONGG



Quick Reference Guide

Jokers

- Can only be used with Pungs, Kongs or Quints.
- Can not be used in pairs or for a singleton.
- Example of a singleton:

Your hand calls for a single 5 Dot. You cannot use a Joker for the 5 Dot. Or, if your hand calls for NEWS, the Joker cannot be used for any of those Winds. In Chows, the Joker can not be used for one of the tiles in the sequence.

- If a Joker is exposed on a player's rack, you can exchange it for the tile it represents.

- Pung** - 3 of a kind
Kong - 4 of a kind
Quint - 5 of a kind
Chow - Run of 3 in same suit
X - Exposed Hand
C - Concealed Hand



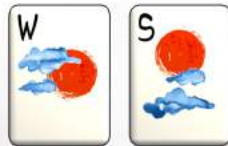
Jokers



Flowers



Winds (4 each)



Green Dragons (4)



Red Dragons (4)



White Dragons (4)
(Can be used as "Zero" for any suit)



Bams 1-9 (4 sets)
(Corresponds to Green Dragon)



Craks 1-9 (4 sets)
(Corresponds to Red Dragon)



Dots 1-9 (4 sets)
(Corresponds to White Dragon)



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