

Taipa Supreme Quick Mahjong

<https://sites.google.com/view/taipamajan-en>

A fast-playing mahjong-style game using just 36 tiles. Race to complete two sets (triplets, sequences, or four-of-a-kind) and see who has the most points.

Player count: 2-4

Play time: 5 minutes

Tiles: 1-3 of characters, circles, and bamboo (36 total)



How to play

Shuffle tiles face-down and draw five to your hand.

Flip one tile up as the dora (bonus) indicator.

Play rock-paper-scissors to determine first player.

Every turn draw 1 tile and then discard 1 tile face-up in front of you.

Play goes counter-clockwise.

You can **call** (steal) a discard from any player to complete a set. If several players call at once, the player next in turn order gets the tile. Ron always overrides Chii or Pon.

Calls

“Pon” - a third identical tile. Reveal the set, then discard 1.

“Chii” - a third tile in a run. Reveal the set, then discard 1.

“Kan” - a fourth identical tile. Reveal the set, do not discard.

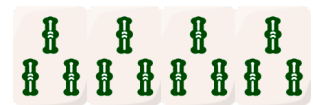
“Riichi” - discard your tile sideways when you are 1 tile from winning.



Pon (2 pts)



Chii (1 pt)



Kan (3 pts)



Riichi (1 pt)

Winning

You win when you complete two sets, each a triplet, a run, or a kan (set of four).

“Tsumo” - you complete your sets by drawing your winning tile

“Ron” - you complete your sets by calling another player’s discard

The round stops when everyone has won or there are no tiles left in play.

Scoring

Each player’s winning hand scores points for all the sets and combinations it contains.

Combination Points		
Pon	2	Having a Pon (three identical tiles) in your hand
Chii	1	Having a Chi (three consecutive tiles) in your hand
Kan	3	Having a Kan (four identical tiles) in your hand
Artistic Points		
Riichi	1	You have a sideways discard in your discarded tiles
Byun	1	You were first to win in the round
Zen	1	Your hand is only one suit
Dora	1	Your winning hand contains the Dora tile (1 pt per tile)
Legendary Points		
Kanzen	5	Your hand contains both a Kan and a Zen
Byun Byun Byun	5	You won during the first turn of the set (only if nobody called)

- When achieving *Kanzen*, do not count the individual points for *Kan* and *Zen*.
- When achieving *Byun-Byun-Byun*, do not count the regular *Byun* point.

Tracking Points / Game End

When scoring hands, the characters tiles are used to keep track of your points. For example, 5 points could be scored as a 3 and a 2 tile, or two 2 tiles and a 1 tile. These tiles leave the game so each later round has fewer tiles. When characters run out, use circles next, then bamboo.

Play 3 hands and the player with the most combined points wins.

Note: if you’ve played regular Japanese Mahjong, riichi does not lock your hand and there is no furiten.