

Mahjong Practice App User Guide

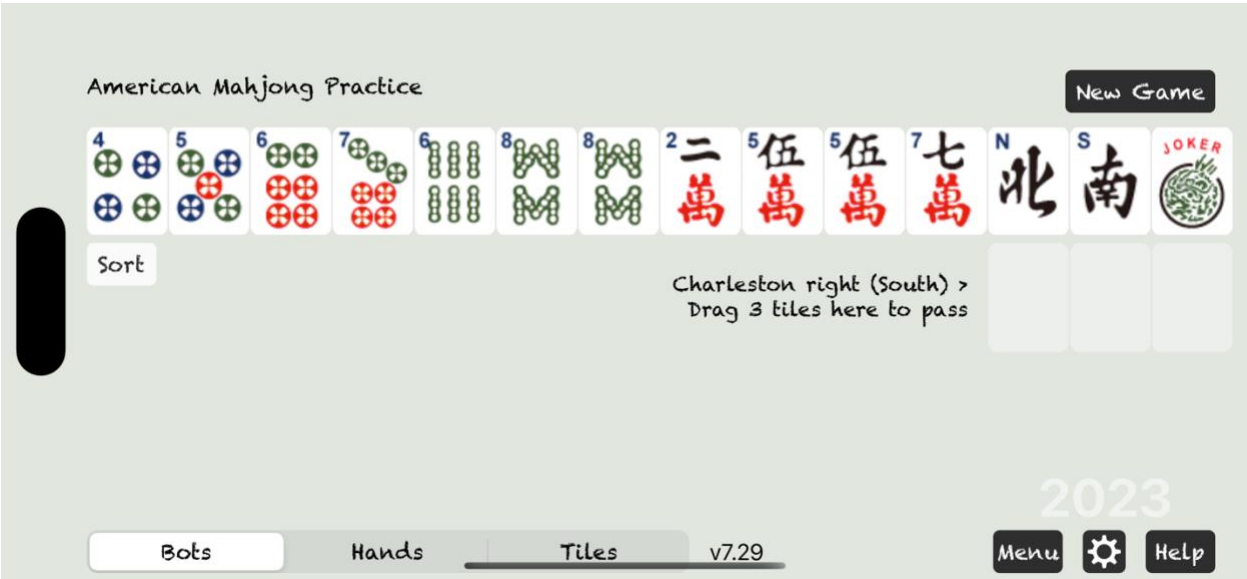
This user guide is for players who already know the basics of playing American Mahjong and need help using the app.

If you don't know the basics of playing live in person American Mahjong contact us at support@eightbam.com for help.

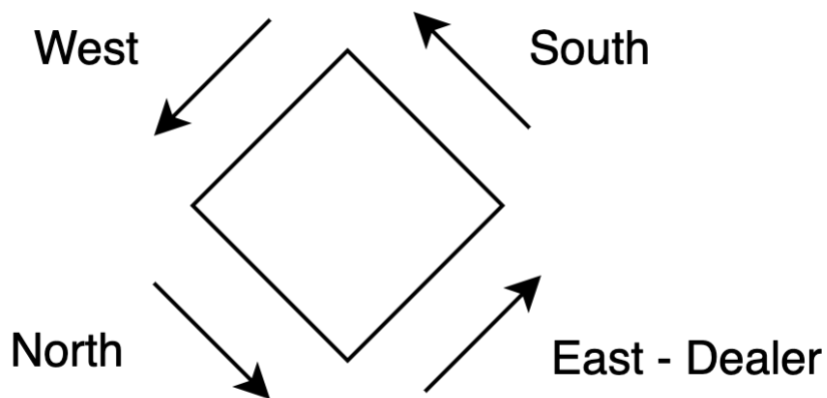
1. Basics

1.1 Your Hand

Mahjong Practice is designed around your hand (not the table). When you open the app the 14 tiles on the screen are your hand. These hands are generated randomly so they will be different time.



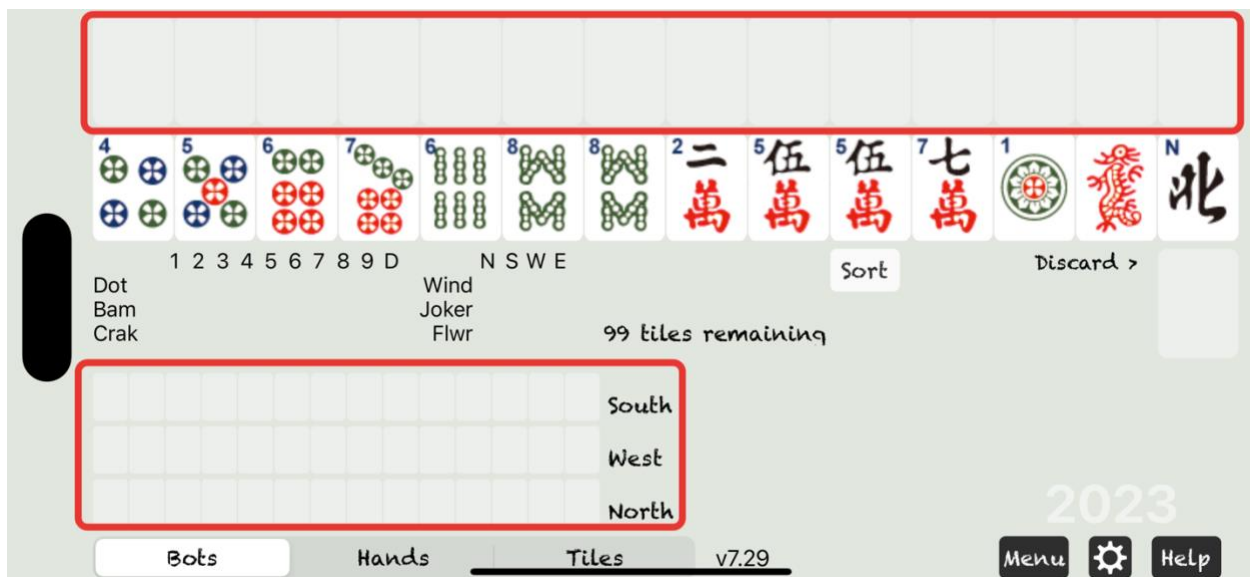
There are 4 players including you. They are named East, South, West and North. Yes, the order is backward from a map. That's an old Chinese Mahjong tradition that carried forward into American Mahjong. In the app you always play the dealer, the East hand.



So where are the other 4 players hands? You won't see them. Mahjong practice only shows your hand. You will see their top rack when they call and expose tiles. That's covered next.

1.2 Racks

After the Charleston you will see your empty top rack above your hand, with 14 empty tile positions. Also, you will see 3 empty rows for the opponents' top racks on the Bots view. Bots are the computer players that you play against. Tap the Bots button on the bottom left of screen for the Bots view. These empty top racks are where you and the bots expose tiles when you call them. And where you can exchange tiles for Jokers.



1.3 Discard Table and The Wall

Below your hand is the Discard Table. This grid shows every tile that has been discarded.

In this example the discards were 1 Three Dot, 2 Two Bams and 1 East. The wall has 95 tiles left.

The screenshot shows a Mahjong game interface. At the top, there is a hand of 14 tiles: two Norths (北), one South (南), four 4s of Bam (4), five 5s of Bam (5), six 6s of Bam (6), six 6s of Dot (6), three Jokers (JOKER), three 3s of Dot (3), one 1 of East (1), and one 7 of East (7). Below the hand is a discard table with columns for suits (Dot, Bam, Crak) and numbers (1-9), and a section for Wind (N, S, W, E). The discard table shows: Dot 1, Bam 2, Crak 1, Wind N, and E 1. A red box highlights the discard table and the text "95 tiles remaining". To the right of the discard table is a "Sort" button and a "Discard >" button. Below the discard table is a list of hands and their statistics:

Hand	Statistics
NNN SSS 11 22 3333	Any Run, 11 Tiles, 1 Win
111 2222 333 4444	Any Run, Any 1 Suit, 9, 0
1 22 333 4444 5555	Any 3 Suits, Any 5 Consec Nos, 9, 0
11111 NNNN 11111	Any 2 Suits, Any Like Nos, Any Wind, 8, 0
111 2222 333 4444	Any Run, Any 2 Suits, 8, 0
FF 1111 2222 3333	Any 1 Suit, Any Run, 8, 0

At the bottom of the screen are controls: "Bots", "Hands", "Tiles" (selected), "v7.29", "Menu", "Settings" (gear icon), and "Help".

1.4 Controls

At the bottom of the screen are more controls. Bots, Hands, Tiles, Menu, Settings (gear icon) and Help. Don't be afraid to look around. The Settings and Help pages have easy buttons to close them and get back to the main view. We will cover functions of the controls later.

This is a close-up of the bottom controls bar from the screenshot above. It shows the "Bots", "Hands", "Tiles" (selected), and "v7.29" tabs on the left. On the right, there are three buttons: "Menu", "Settings" (gear icon), and "Help".

1.5 Moving Tiles

To move a tile, drag it from a starting position and drop on an ending location. Tiles are not moved with tapping or swiping motions.

- Touch and hold on a tile.
- While maintaining a finger on the tile, move your finger away to initiate a drag gesture.

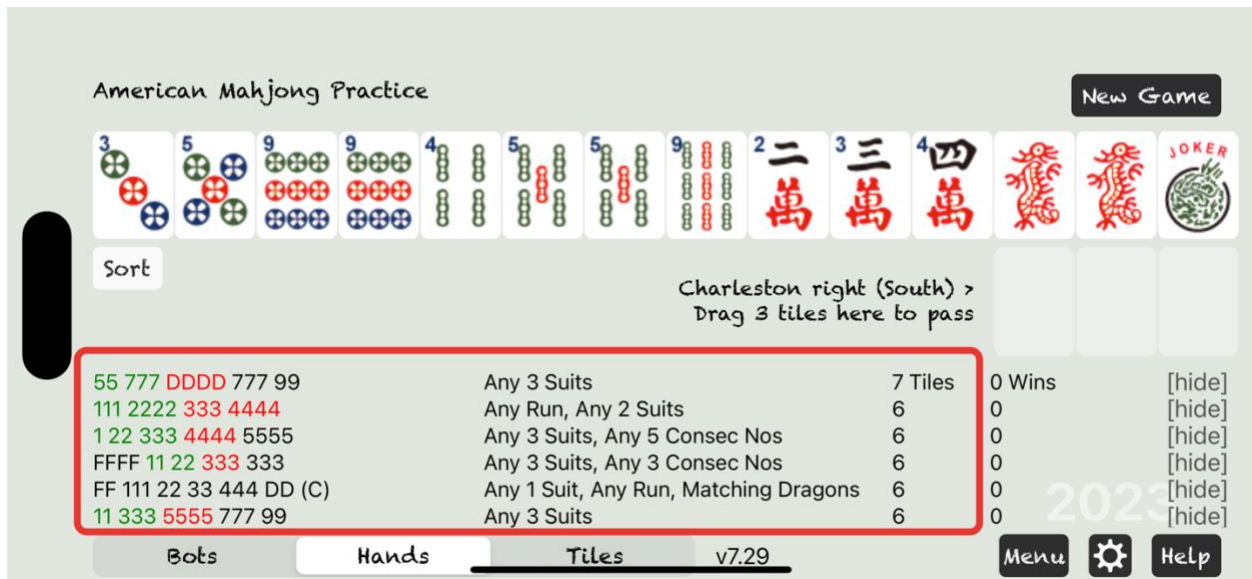
- You now have a tile that can be dropped onto another position.

Some moves are illegal in American mahjong. The app will either prevent you from making an illegal move or warn you of an error.

2. Suggested Hands

2.1 Hands View

Tap the Hands control to see suggested hands. Hands are sorted by the highest matching tile count. The hands that match your hand with the most tiles will be sorted to the top.



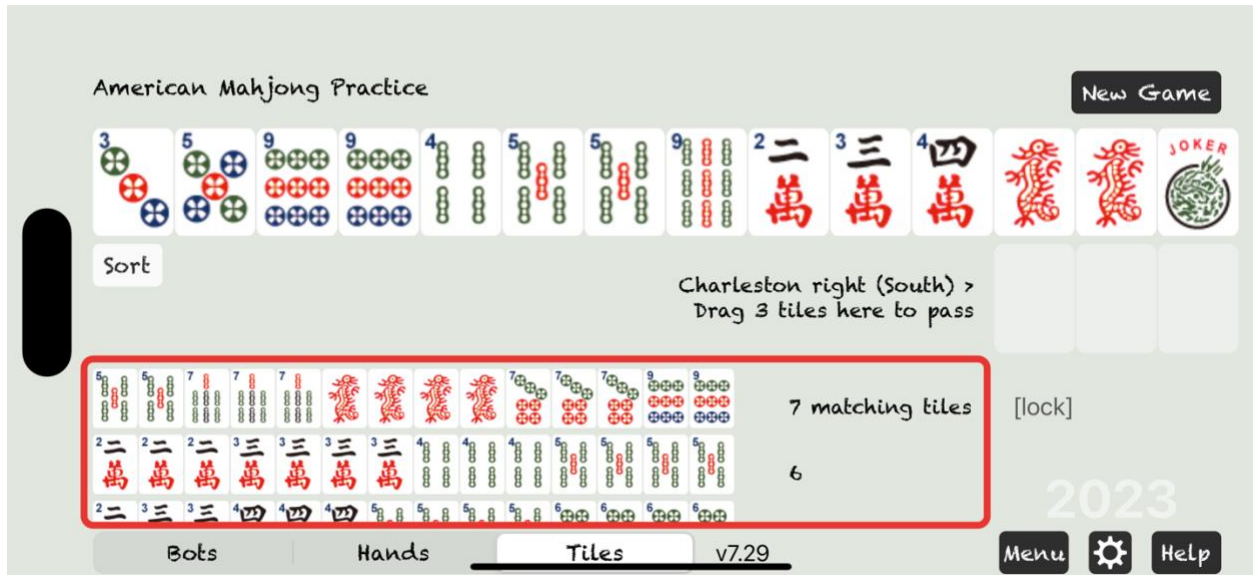
Experienced players know which hands are best to play from the list and may see hands they would not have thought of.

New players can use this list to learn and develop strategies. The closest matching hand might not always be the easiest to make but it's a great place to start as you learn. There is no right and wrong answer. Every player will make different choices.

For more advanced strategy assistance we will cover a newer feature Charleston Categories later.

2.2 Tiles View

The Tiles View shows exactly what tiles match your hand the best to help you decide what tiles to keep and what tiles to pass. This is helpful when you're a new player and can't see how your hand matches the hands in the Hands View.



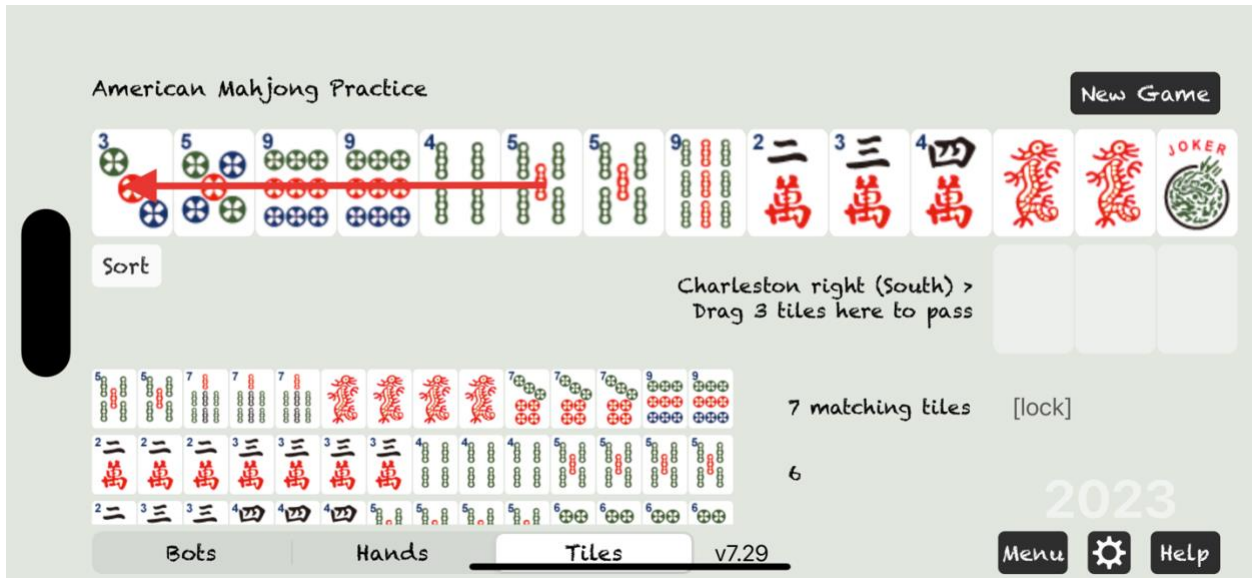
3. Charleston

Before the Charleston starts you should decide what tiles you're keeping even if you change your mind later.

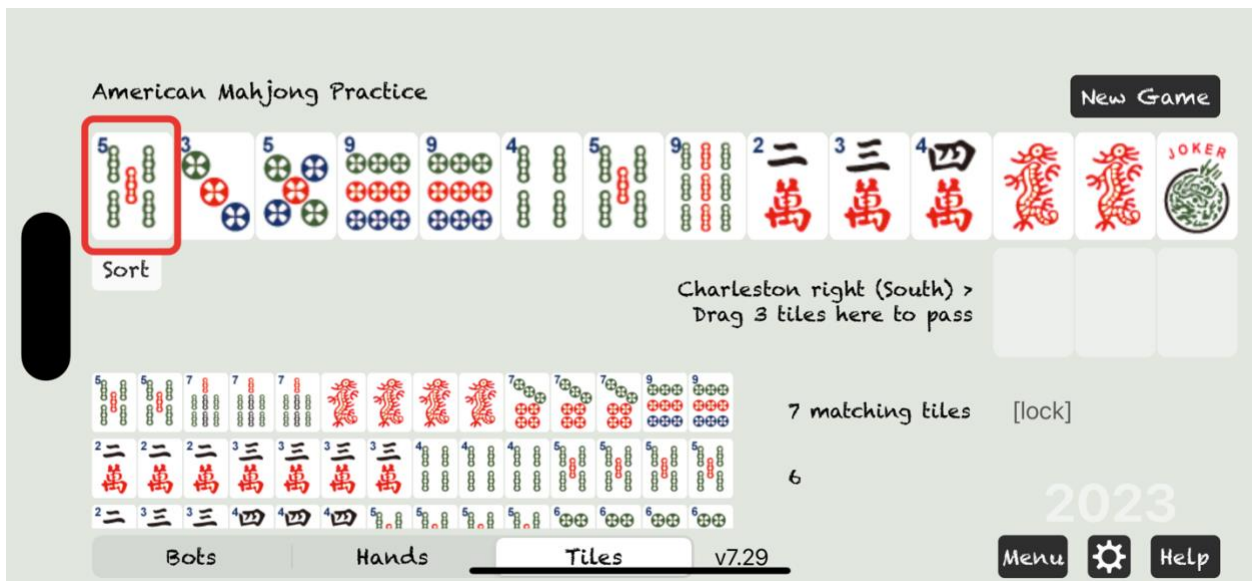
3.1 Sorting

For this example hand, Let's keep tiles for 13579 (and Flowers and Dragons that go with those hands). Let's sort the tiles we are keeping by dragging them to the left and dropping them earlier in the hand. This step is optional, but most players want to sort their hands. Note that the Sort button sorts by suits or by number so we don't want to use that now.

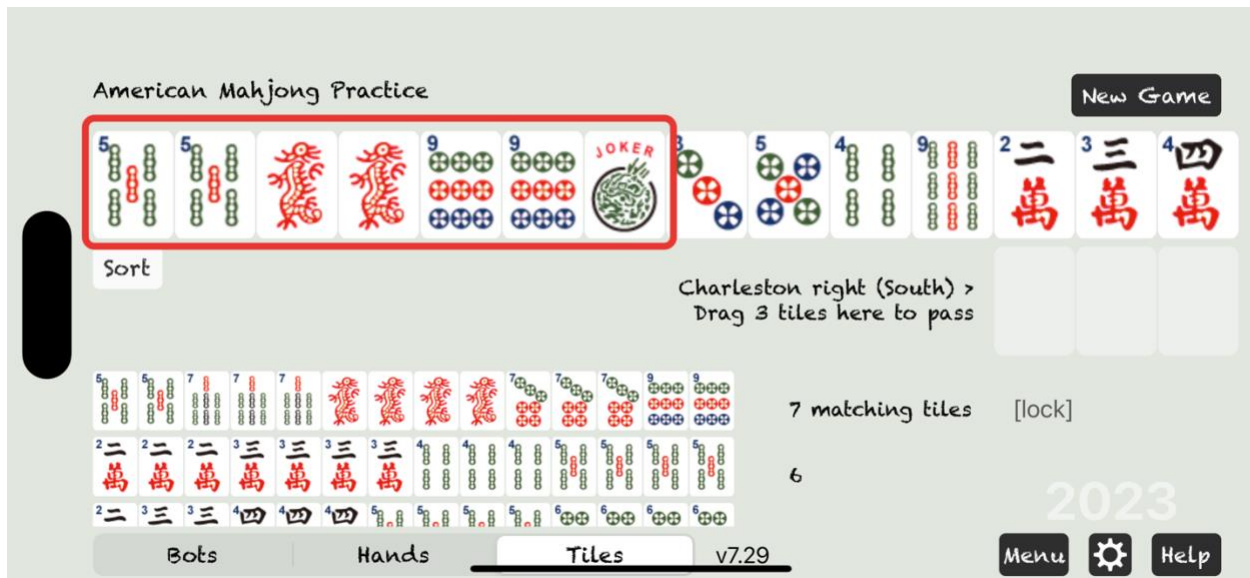
Drag the 5 Bam to the first position on the rack and drop it.



The 5 Bam is now the first tile.

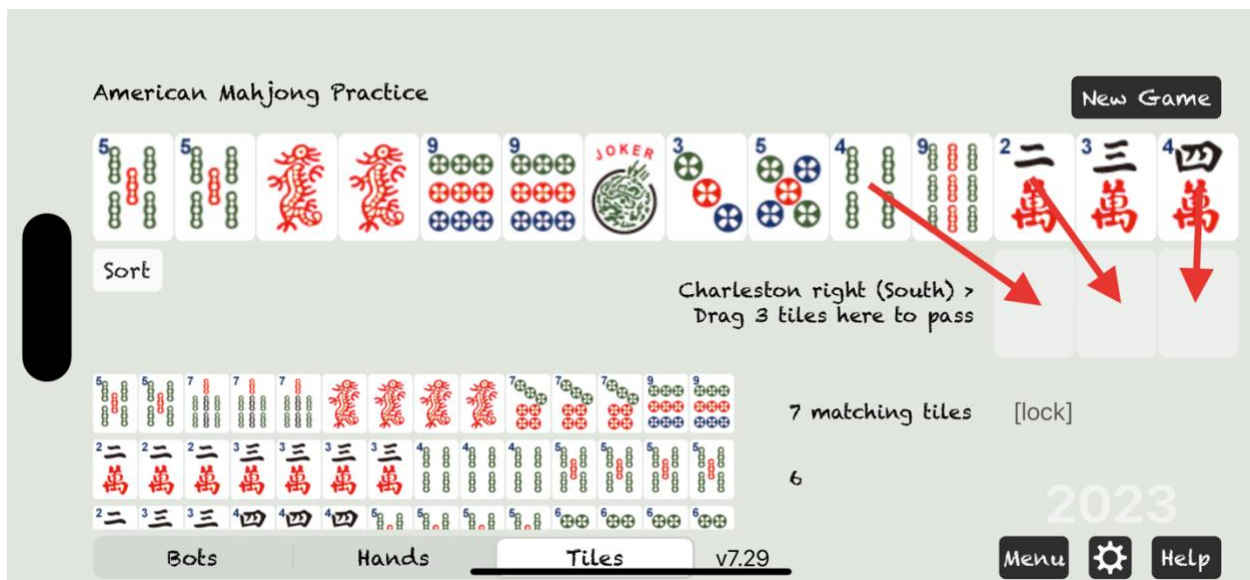


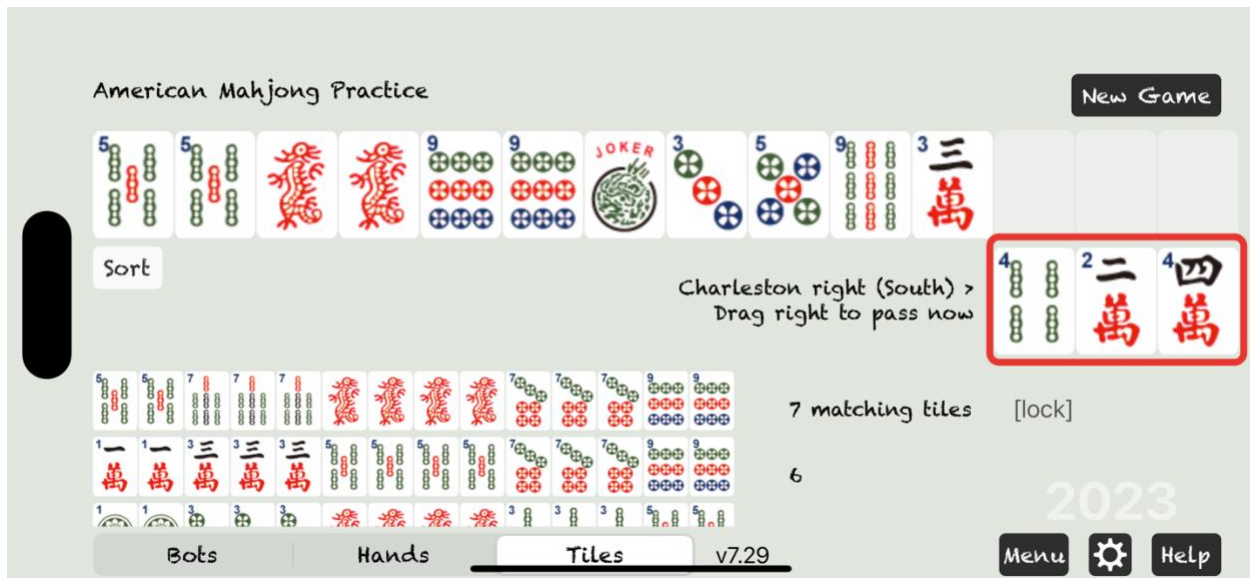
Drag the rest of the tiles we want into position.



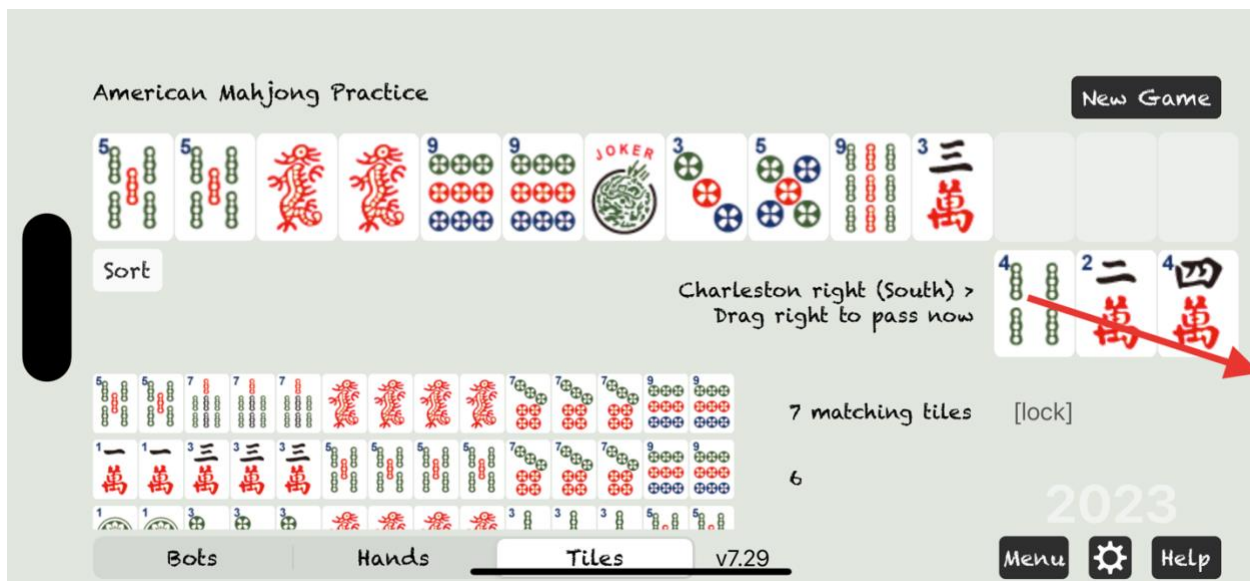
3.2 Passing

Then we can drag our discards into the 3 positions below our hand before passing them to the next player. Let's keep the other odd tiles in case we get a better hand and discard the even tiles, 2, 4 and 4.

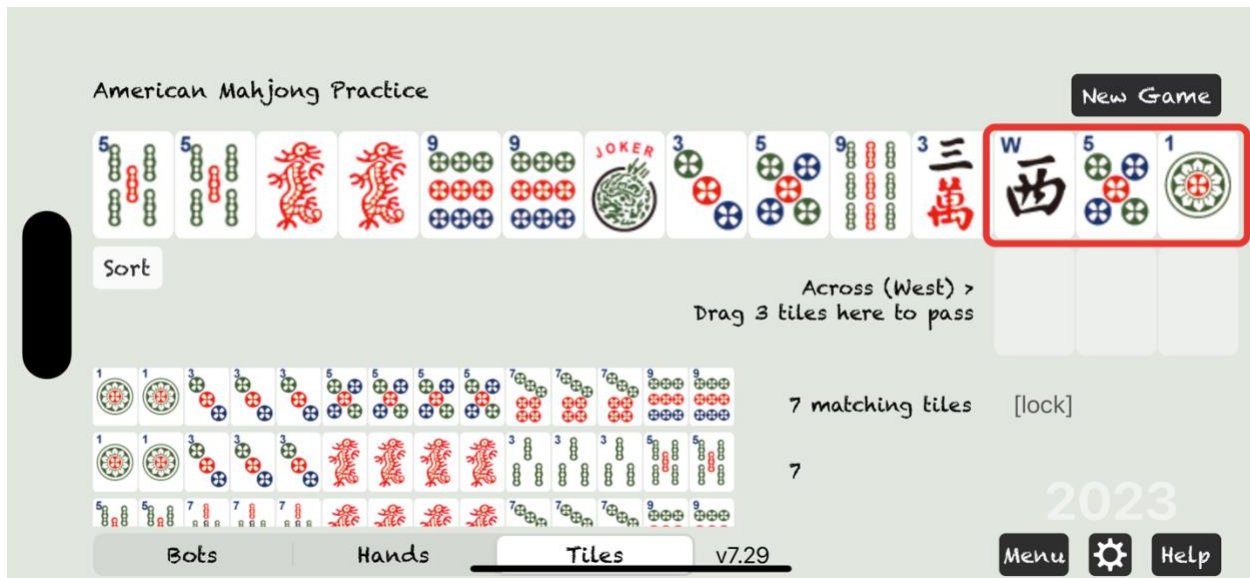




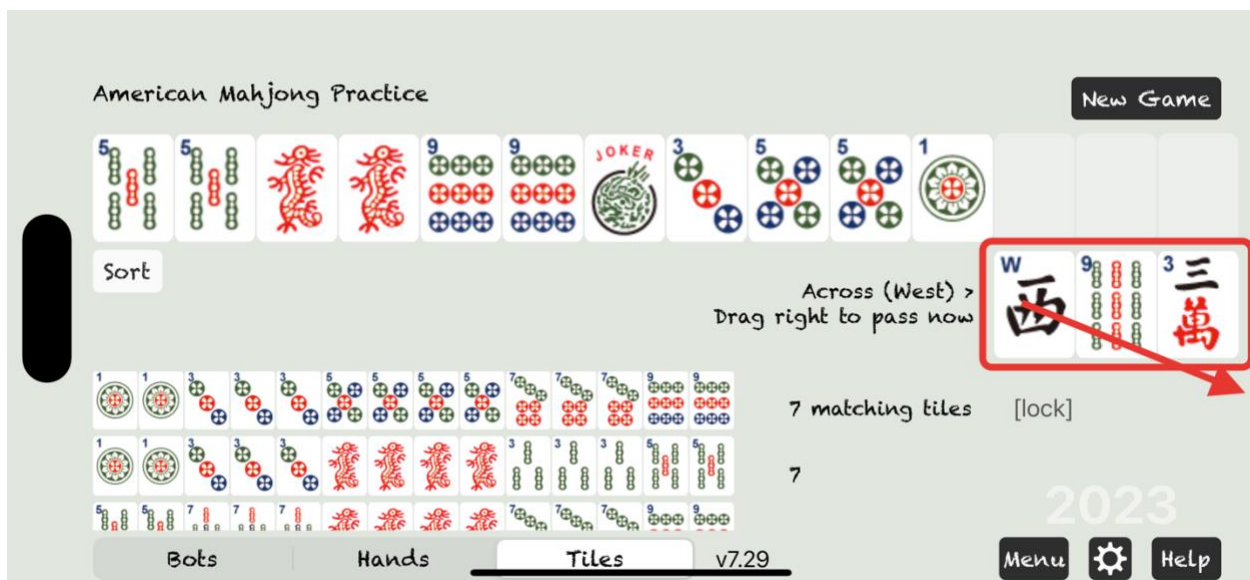
Now drag those tiles off screen to the right to pass them. The comment next to the discards describes where they are going. For the app we will always be dragging passed or discarded tiles to the right.



Three new tiles show up in your hand automatically. Those tiles were passed to us from the player to our left.



Now drag the tiles we want to pass next into the discard position. And so on.

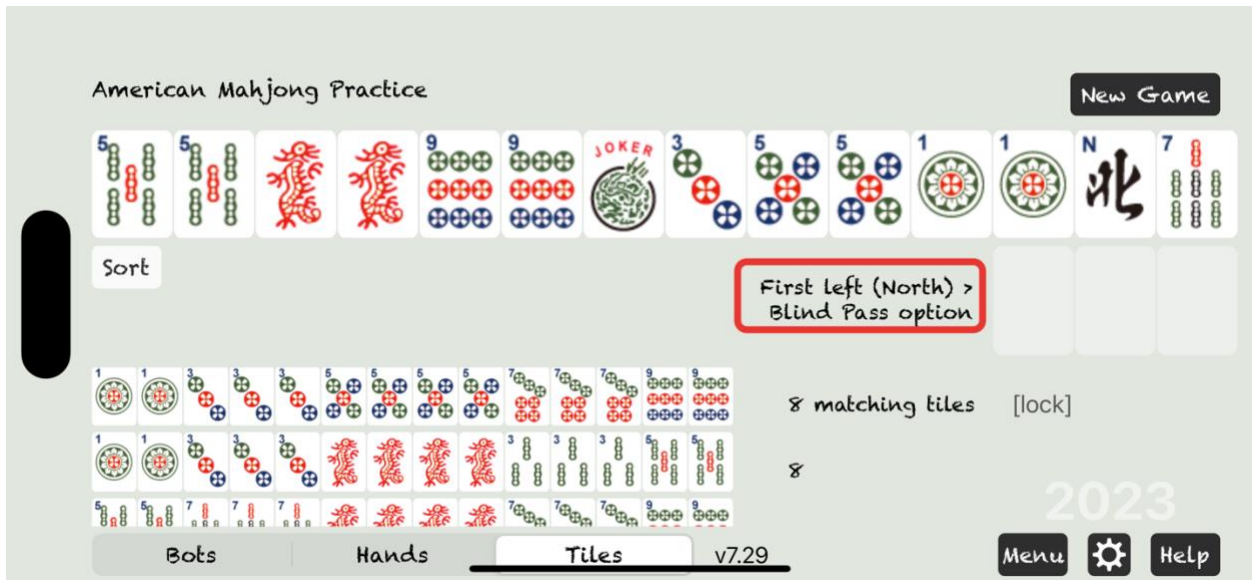


The Charleston goes Right, Across, Left, Left, Across, Right and Courtesy Pass.

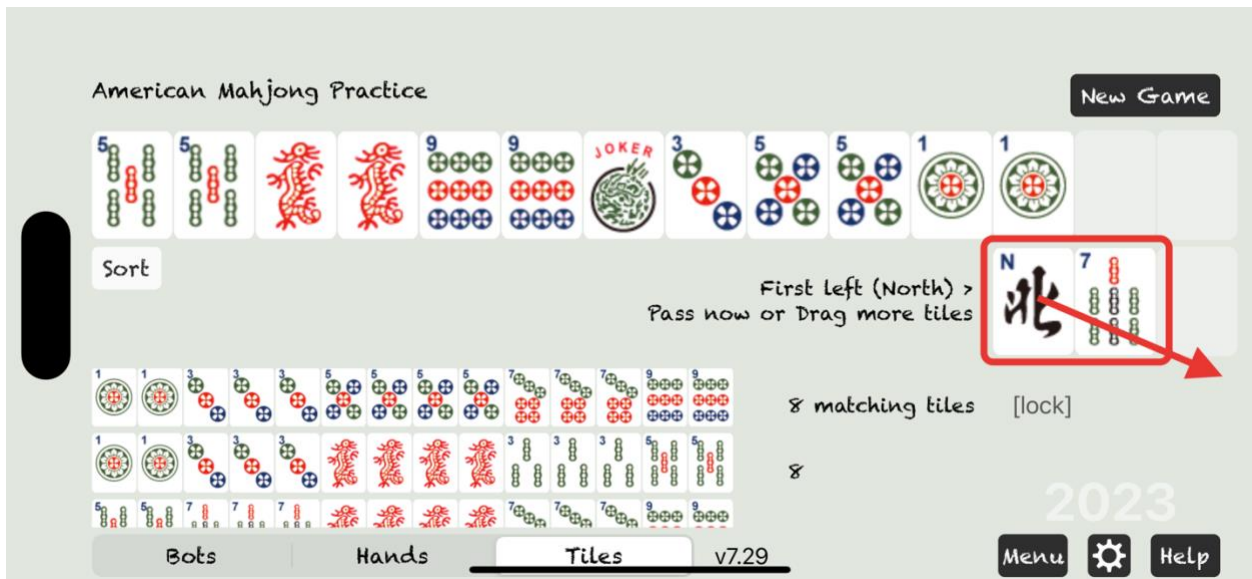
The app will keep track for us and tell us which player we are passing to: South, West or North.

3.3 Blind Passing (First Left and Last Right)

On the First Left and Last Right we have the option of blind passing. The note next to the discard area reminds us.



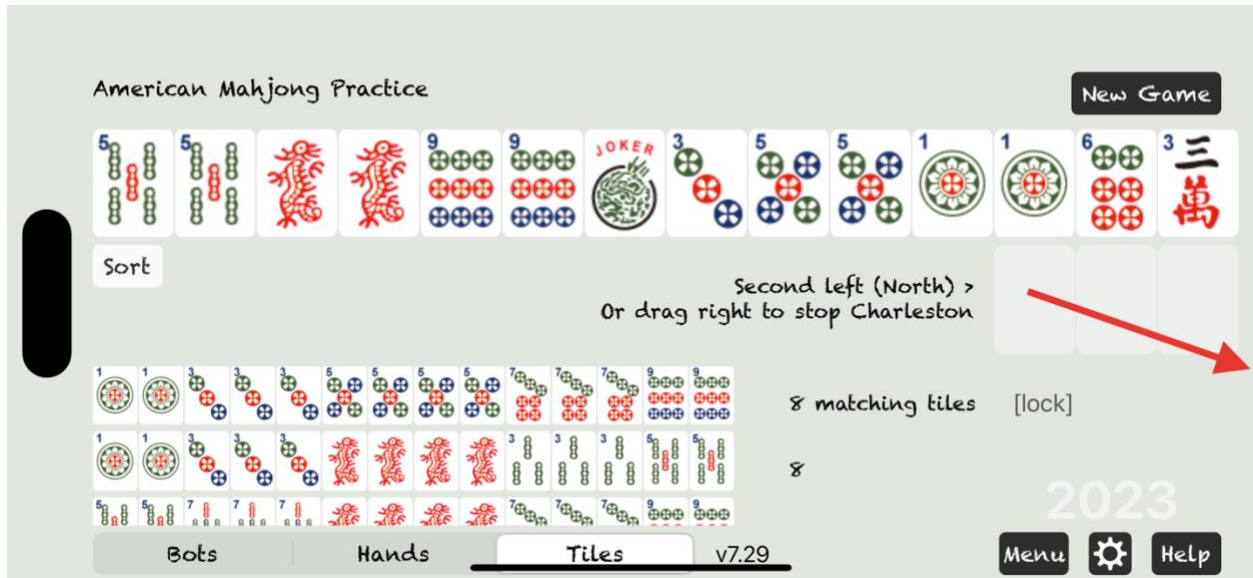
In this example we only want to pass 2 tiles and blind pass 1. So we drag 2 tiles down and pass those.



If we want to blind pass all 3 tiles drag the empty discard position off screen just like you would a tile.

3.4 Stopping the Charleston (Second Left)

On the Second Left we can stop the Charleston. Only stop the Charleston if your hand and maybe a contender hand are really strong and losing 3 tiles makes your hand worse. Drag the empty discard positions off screen to stop the Charleston.

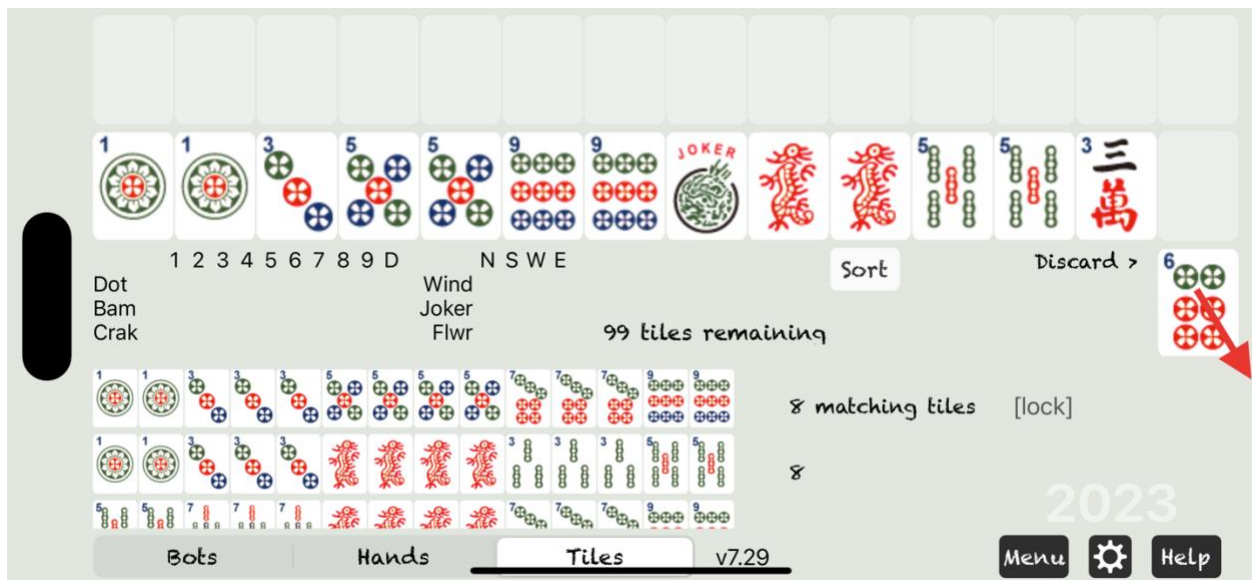
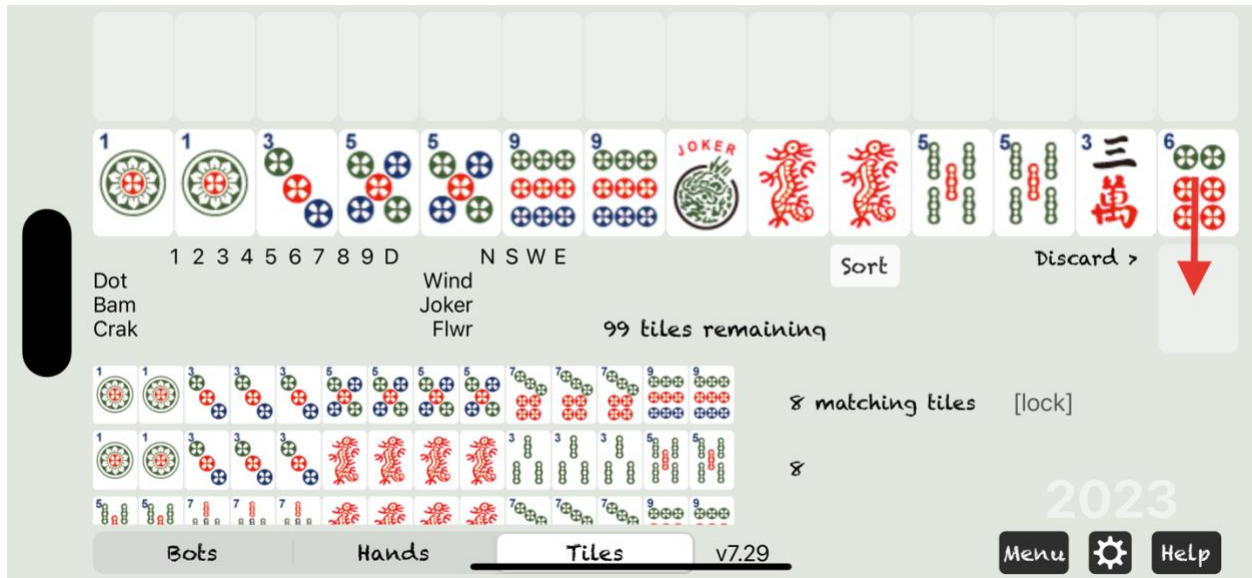


4 Game Play

4.1 Discarding

Because you start as East, the dealer, you will start with 14 tiles. And later whenever it's your turn a 14th tile from the wall will be put into your hand automatically. You will never draw from the wall directly.

To discard a tile follow the same process as the Charleston. Drag a tile down to the discard position and then drag it off screen.

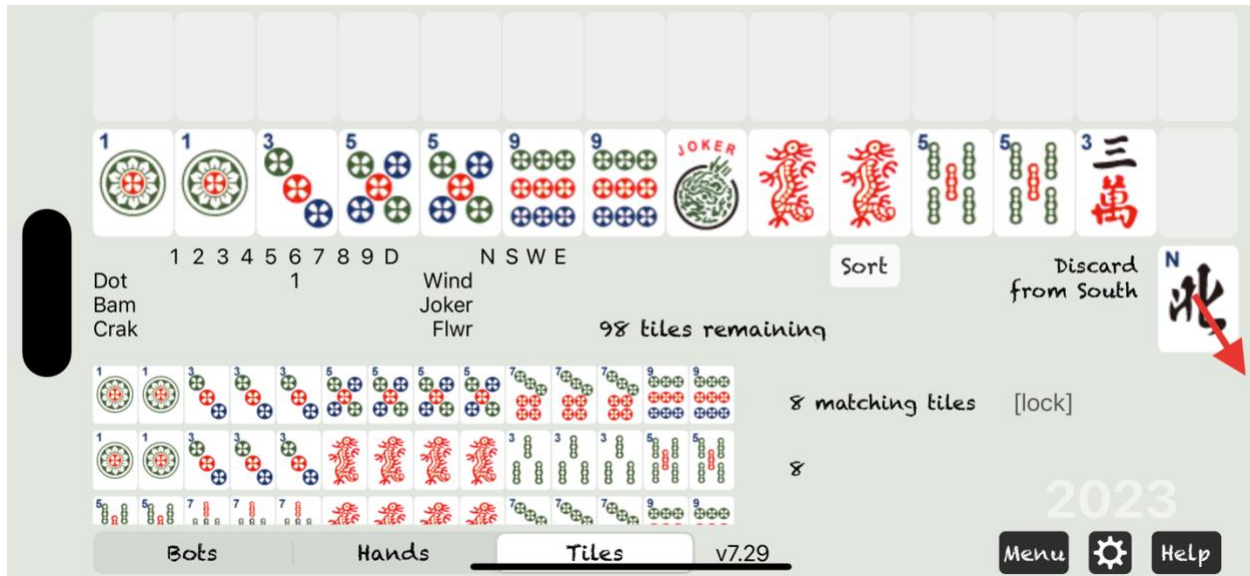


4.2 Discards From the Other Players

Discards from the other players will show up in the discard position after our discard.

The comment next to the discard tells us where it's from.

If we don't want to or can't call the tile drag it off screen.

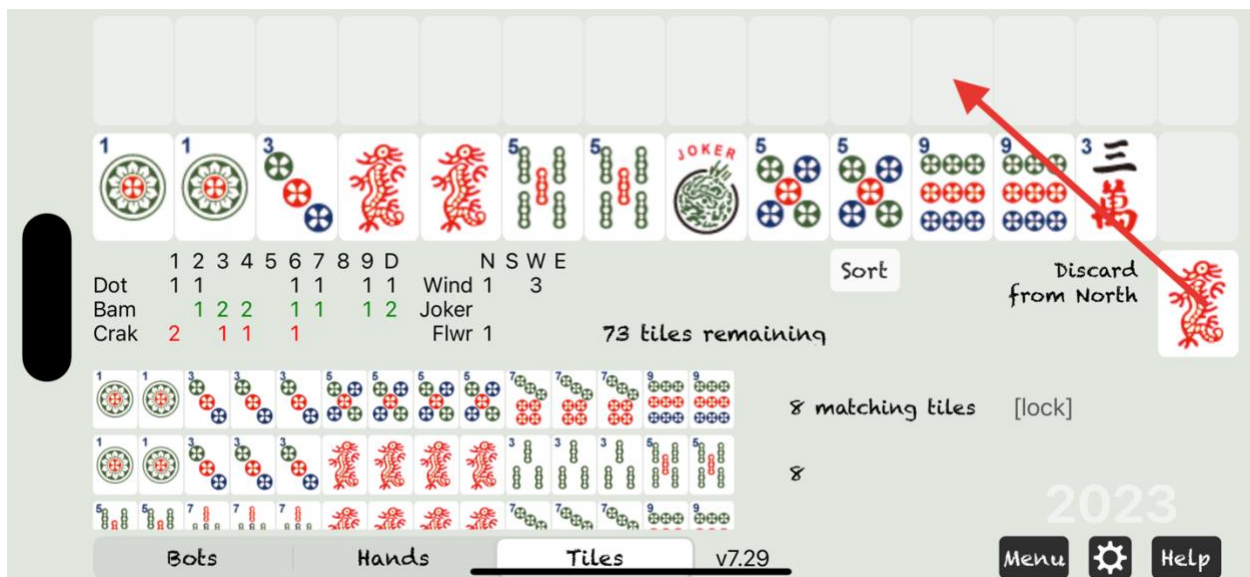


Discards will come from South, then West then North.

After those 3 discards a 14th tile will show up in our hand again. And it's our turn to discard.

4.3 Calling a Tile

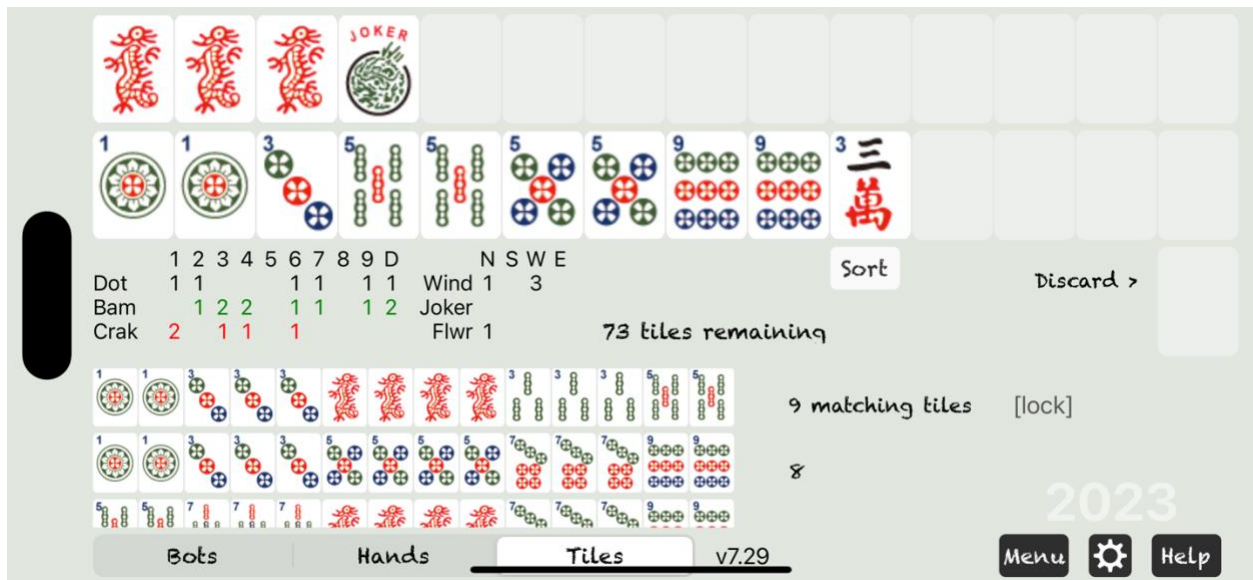
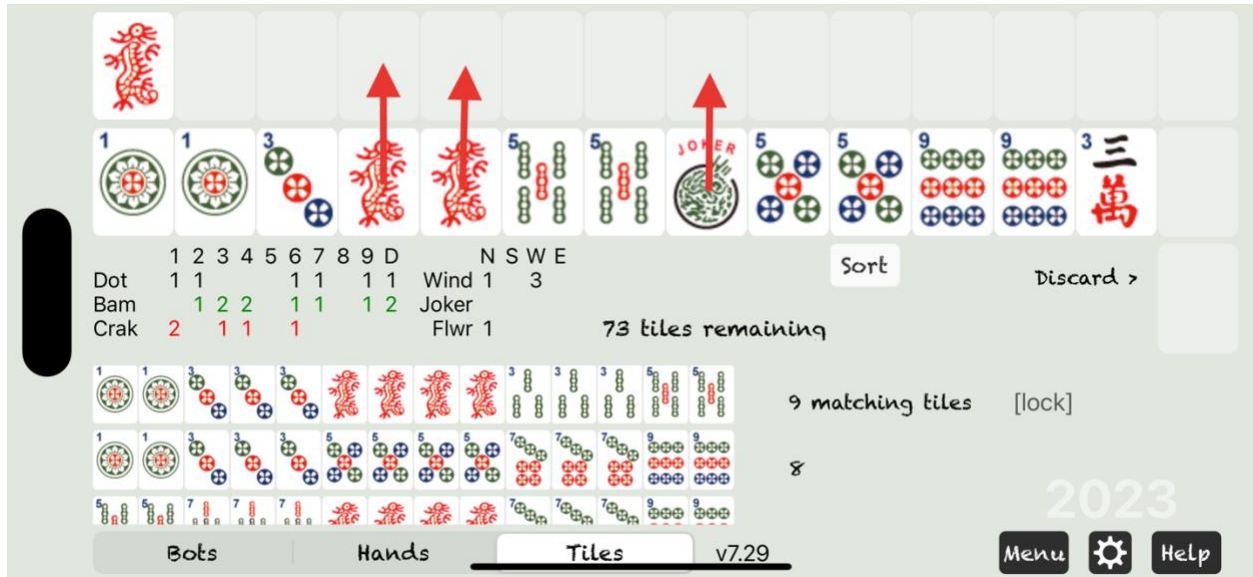
When you want to call a discard from another player drag it to the rack above your hand.



Then drag matching tiles from your hand to complete the set that you are exposing.

Note that the mahjong practice app uses the position of the Jokers to decide what sets they go with.

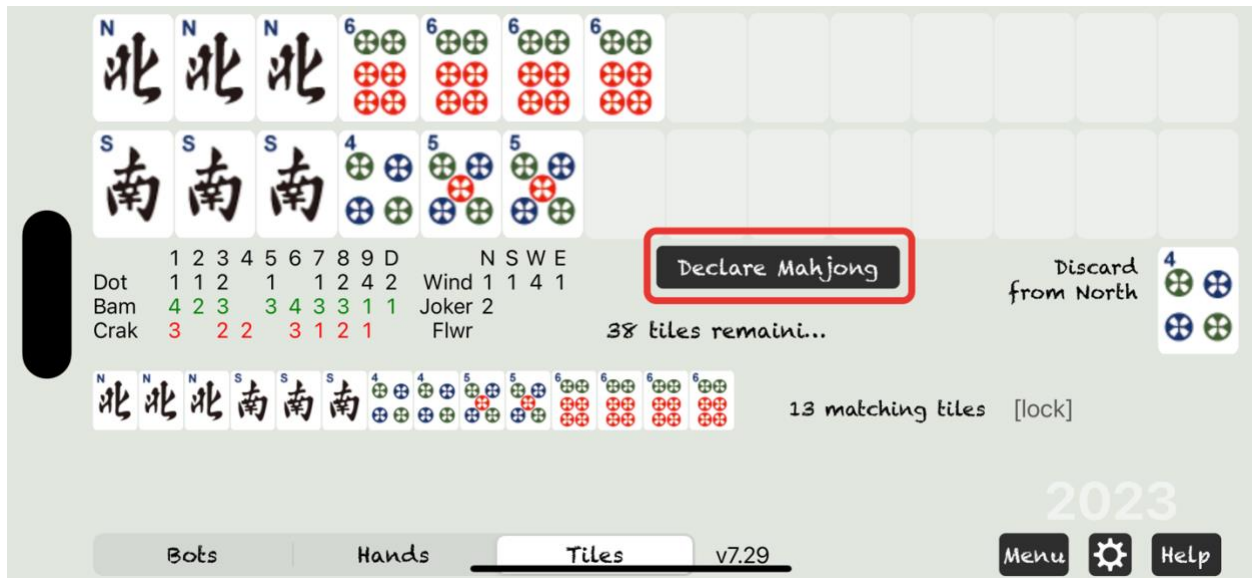
Always put jokers to the right of the tile they are duplicating. For example, DJDD or DDJD or DDDJ are all good.



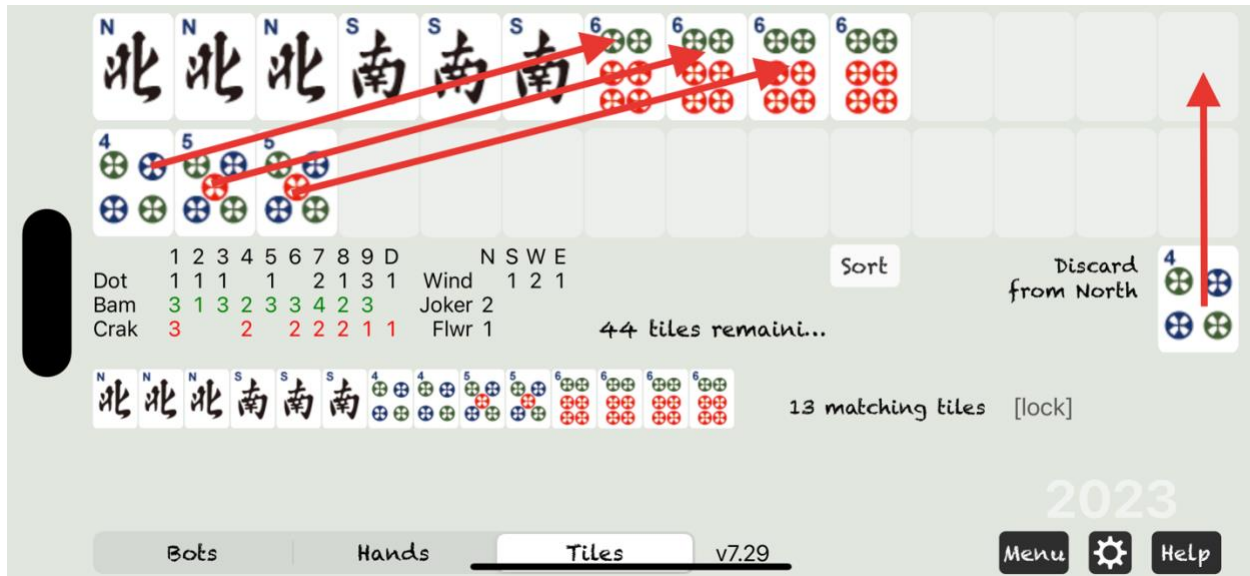
Then discard a tile from your hand to complete your turn.

4.4 Declaring Mahjong

When you draw a tile for mahjong, Mahjong Practice will detect it and show a Declare Mahjong button. Tap that button to expose all your tiles and declare mahjong.



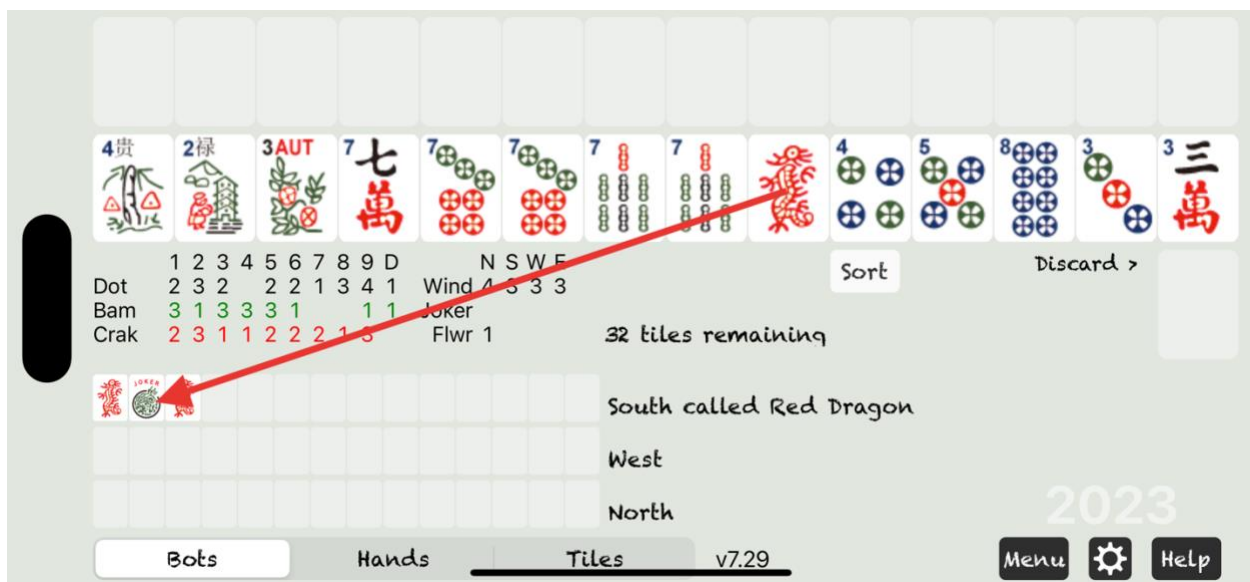
In the unlikely event (a bug) that the automatic mahjong detection does not recognize your hand drag all of your tiles to the top rack to expose them and the app will reevaluate your hand. It will be counted if it's recognized this time. If not, a view comes up with the closest matching hand. In case you've misunderstood the card this view will help to show the error. If you still don't see it, email the screenshot to support@eightbam.com and we will help.



5 Joker Exchange

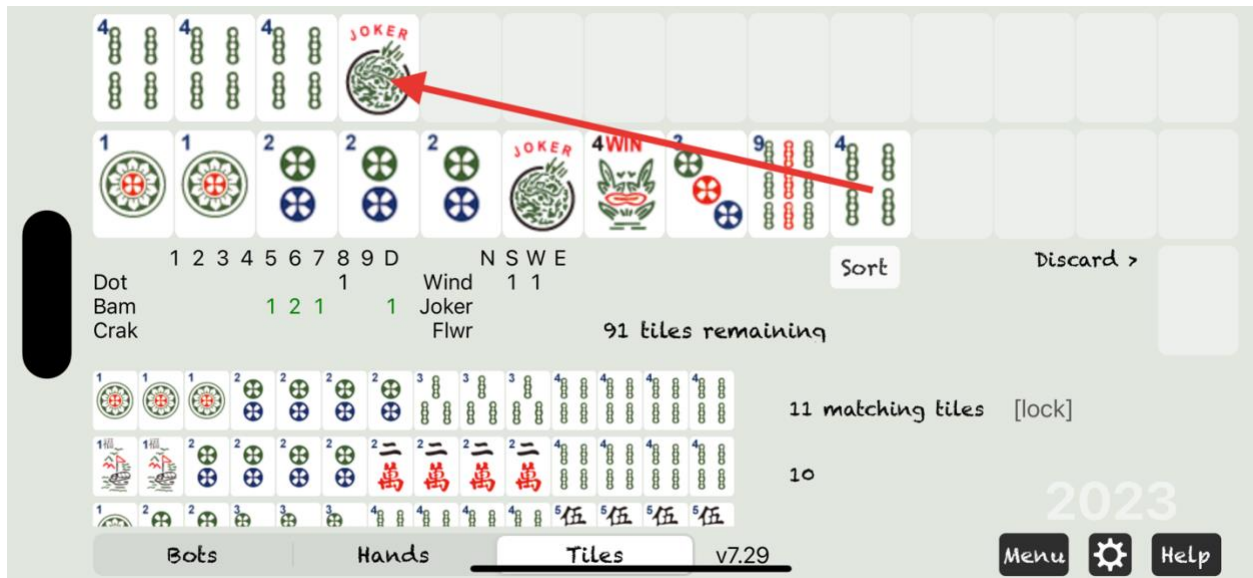
5.1 Joker Exchange with Bots

When bots call discards they expose their tiles on the Bots View. If a bot exposes a Joker and we have the matching tile we can exchange for the Joker with a drag and drop. Drag our matching tile down to the Bots rack and drop it over the Joker. We don't have to be accurate just get it close. The Joker will pop up into your hand.



5.2 Joker Exchange on Our Rack

Drag a tile from your hand and drop it over a Joker on your rack. The Joker will pop down into your hand.



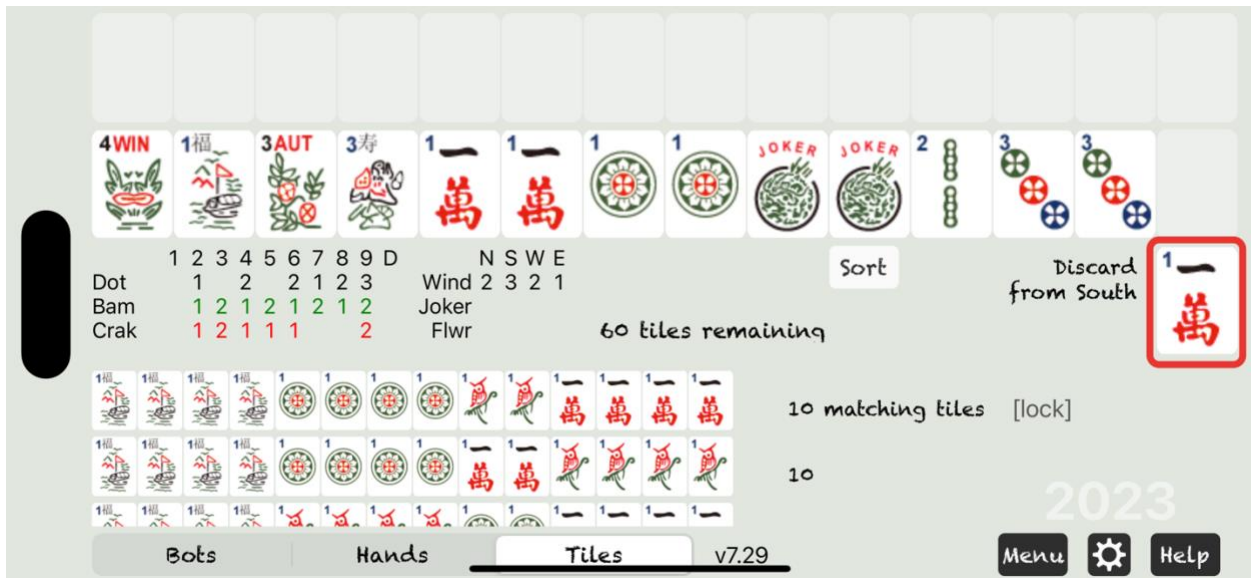
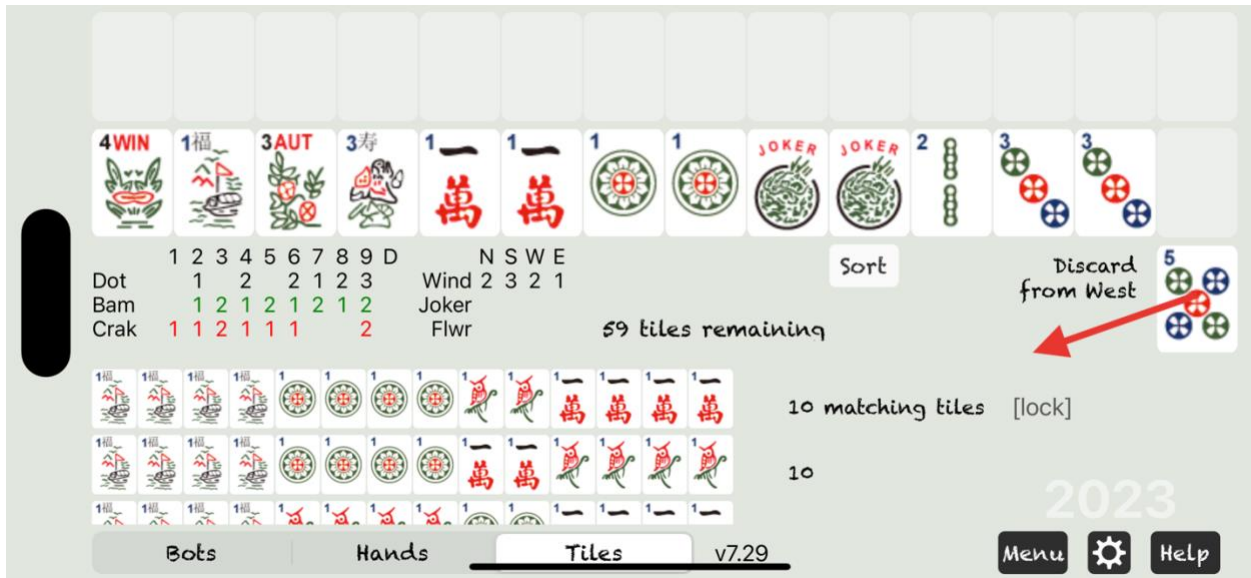
6. Undo

4.1 Undoing a Discard

If you are moving fast and miss a discard, drag the current discard left to Undo it.

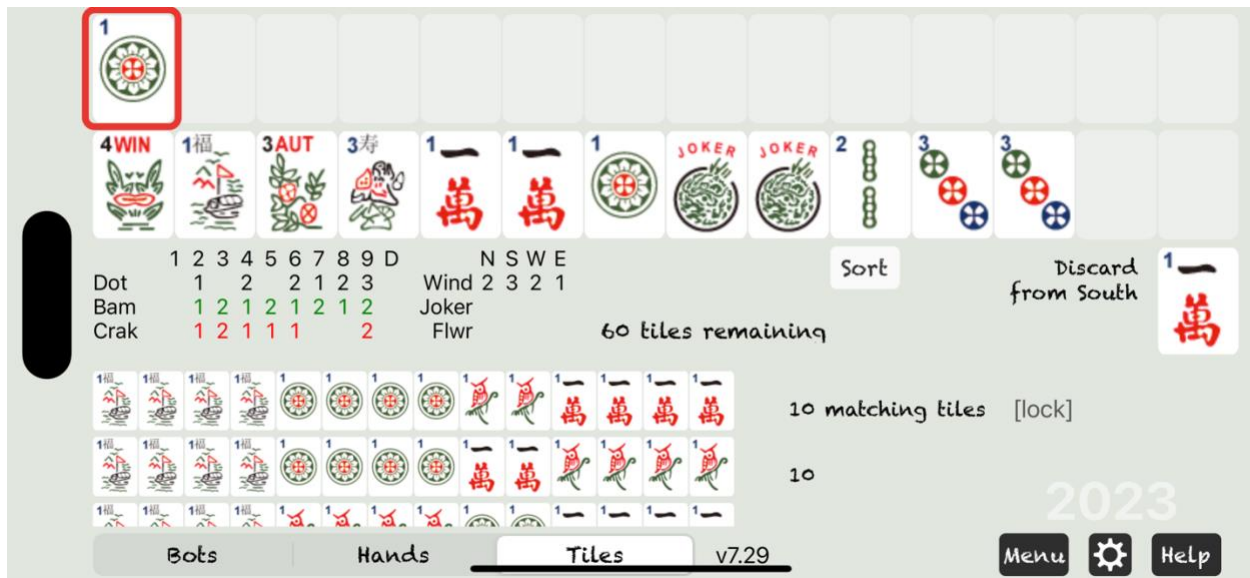
In this example South discarded 1 Crak and I accidentally skipped it.

Drag the 5 Dot that West discarded left and drop it in empty space and the 1 Crak from South will come back.



4.2 Undoing a Racked Tile

If you expose the wrong tile on your rack, use the Undo Last Tile option in the Menu to put it back into your hand.

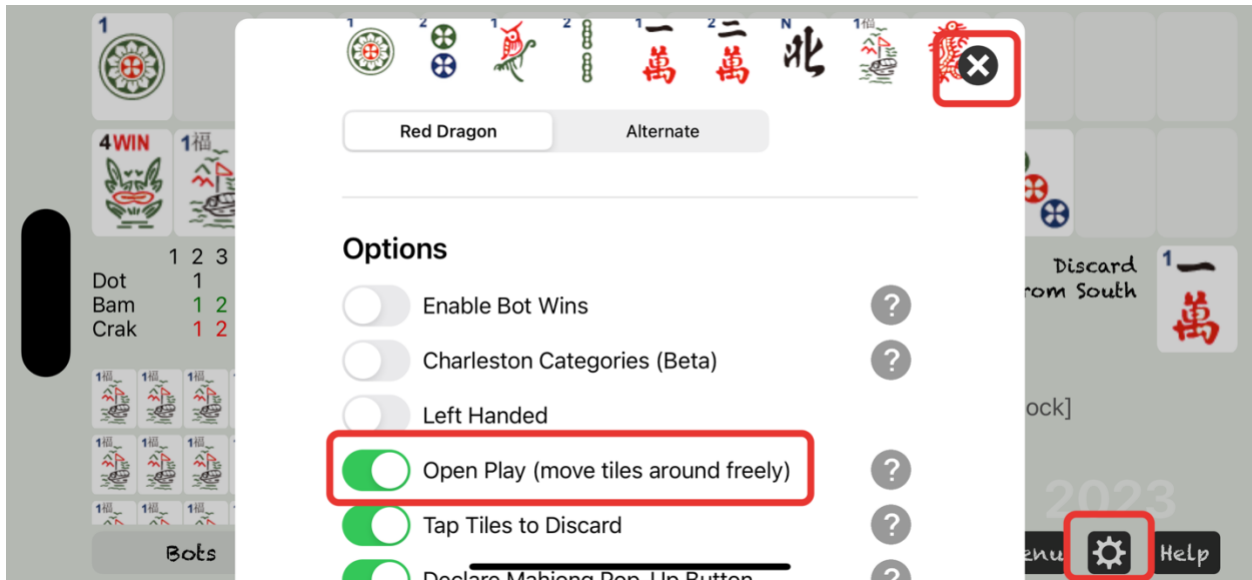


4.3 Open Play

Go to Settings, scroll down and enable Open Play if you're an experienced player and want more freedom changing the racked tiles.

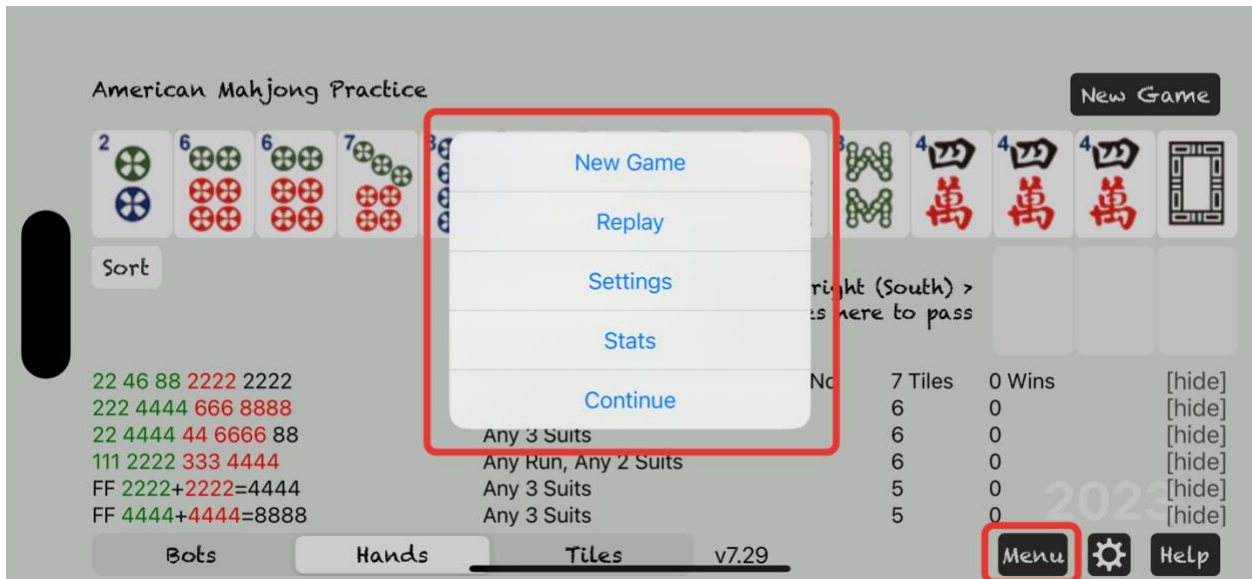
Then you can undo any racked tiles at any time easily by dragging them back into your hand.

Just like Undo and Replay this is a practice feature not a legal mahjong move.



7. Game Menu

Open the Game Menu with the Menu button on the bottom right.



New Game – Starts a new game at any time.

Replay – Restarts the current before the Charleston with the same tiles for all players and same Wall.

Settings – Advanced options. Opens the same page as the gear icon next to the Menu button.

Stats – History of your games completed.

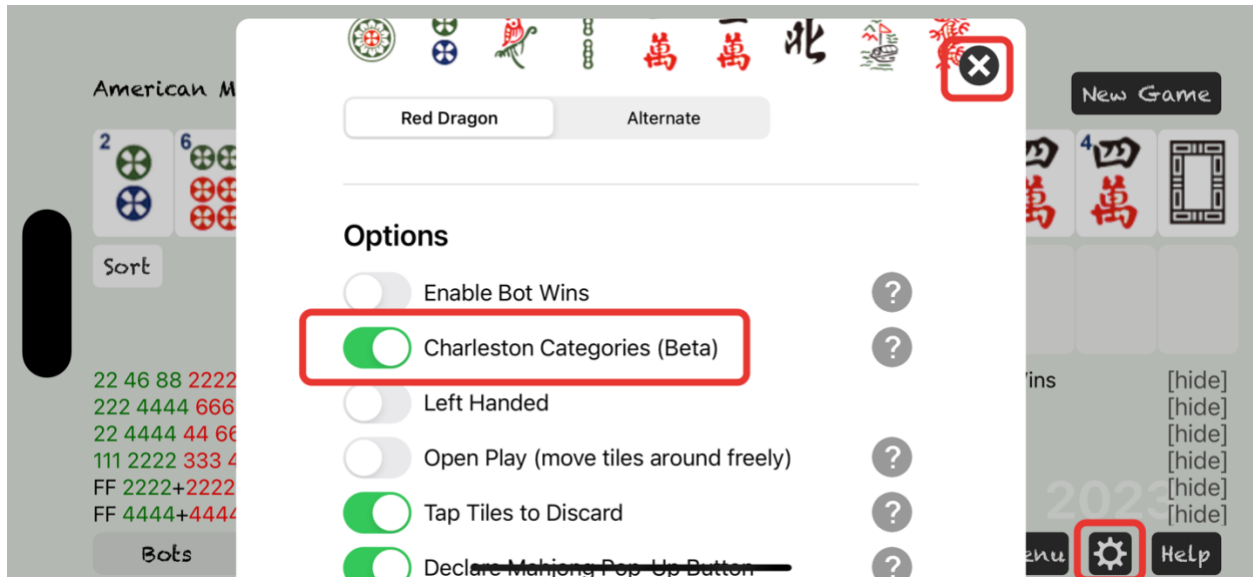
Undo Last Tile – After the Charleston undo last tile works for racked tiles.
Continue – To close the game menu and continue your game.

8. Charleston Categories

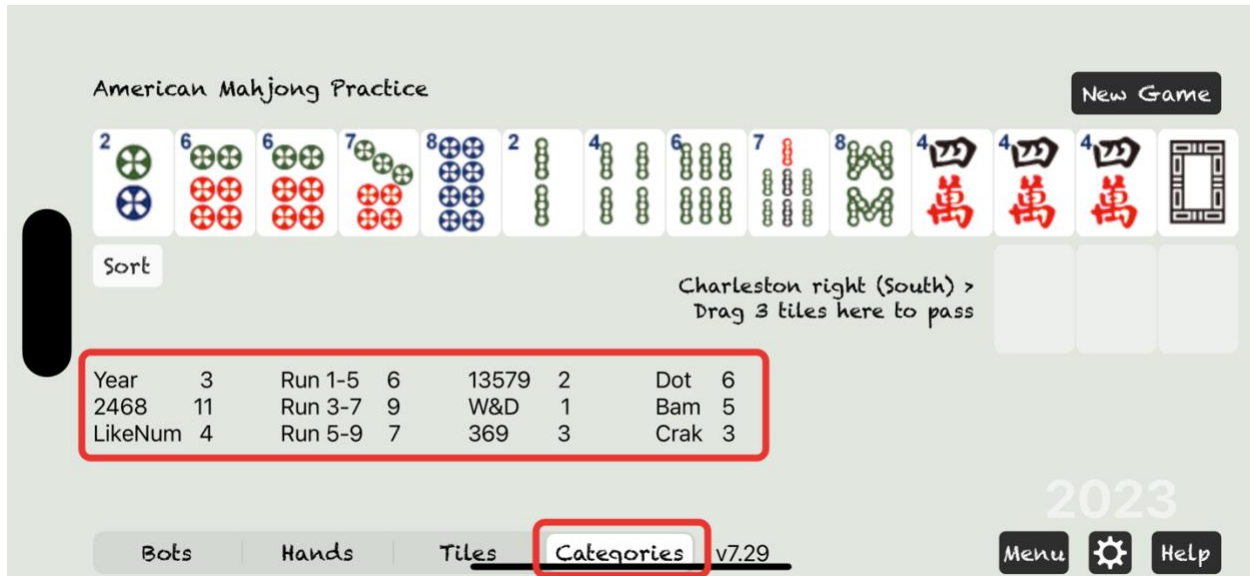
The new Charleston Categories is a simple strategy for beginning players.

Charleston Categories assists in deciding what types of tiles to keep before you know exactly what hand you're playing. For example, if you have a lot of 2468 tiles, you should collect more 2468 tiles during the Charleston and decide exactly what 2468 hand to play after you get more tiles.

Open the Settings page and scroll down to enable Charleston Categories.



Now you will see a new Categories button on the bottom row. And 12 categories of tile types.



Each category counts all of the tiles in your hand of that type.

Flowers and Jokers are not included in the counts because they work in hands in every category.

Not every section of the card is counted either. For example, Singles & Pairs hands contain hands that already match other categories.

Year: All 2s, 3s, Soaps are counted.

2468: All even tiles are counted.

LikeNum: The highest number of like tiles is counted.

Run 1-5: All tiles numbered from 1 to 5 are counted.

Run 3-7: All tiles numbered from 3 to 7 are counted.

Run 5-9: All tiles numbered from 5 to 9 are counted.

13579: All odd numbered tiles are counted.

W&D: Winds and Dragons are counted. Winds are Dragons are not counted in most other sections.

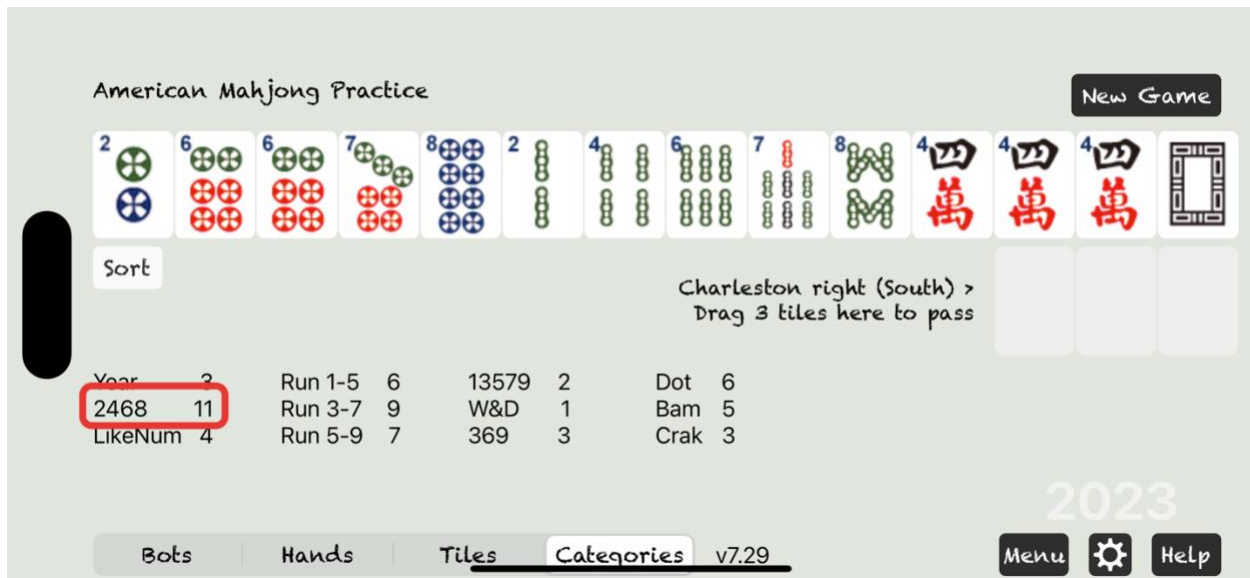
369: All tiles numbered 3, 6 & 9 are counted.

Dot: All Dot tiles are counted, including Soaps.

Bam: All Bam tiles are counted, including Green Dragons.

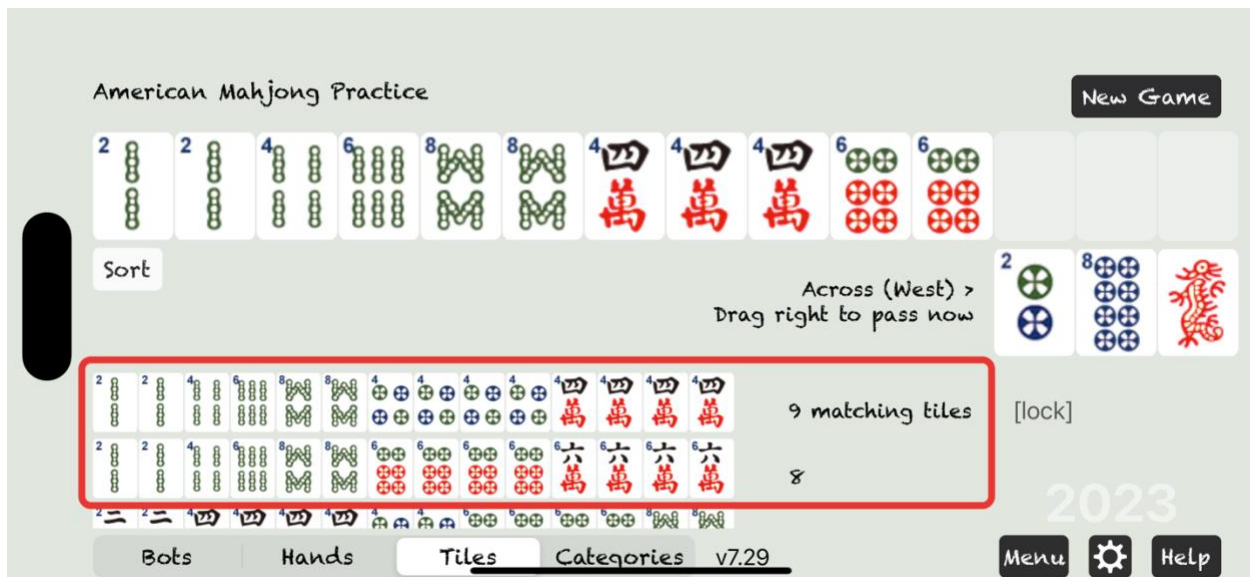
Crak: All Crak tiles are counted, including Red Dragons.

In our sample hand 2468 is by far the most tiles that we have. We should discard odd numbered tiles and collect more 2468 tiles.



When our hand is full of 2468 tiles, we can switch to Hands or Tiles views and pick our best hand and a backup.

In this case we are done with categories and ready to focus on 2 hands now.



Note that sometimes you will have categories with the same number of tiles. You can look at little closer at your tiles to pick a direction.

Categories as a strategy might not always work for every hand. If you see something you like better, go for it.

As an experienced player Categories is still interesting for assisting in tile selection, but your own more complete strategy should be better.

9. Advanced Features and Settings

Hopefully this guide is enough to get you started. Contact support@eightbam.com for help with more advanced features and settings.