CHEAT SHEET

Mahjong joker rules



How many

Eight in a standard 152-tile American set.

Spare jokers and blanks replace lost tiles. For League play, keep eight and set the extras aside.

Where a joker goes

Any tile in a group of the same tile: **pung** (3), **kong** (4), **quint** (5), **sextet** (6). Suits, winds, dragons or flowers.

Concealed (C) hands use jokers the same way.

A quint needs at least one joker: the set has only four of each tile.

Where it never goes

A single tile or a pair. A pair of flowers is two real flowers.

A Singles and Pairs hand: no jokers at all.

The year (2026): four different tiles, each one real. Same for N E W S.

7 Redeeming a joker

On your turn, after you draw or call and before you discard: give the real tile, take the joker.

From any exposure at the table, your own included. Allowed in a concealed hand.

As many as you have matching tiles for. Never call a discard just to swap.

Three jokers in a pung?

In your hand, yes.

A group you expose after calling holds the real tile you called, so it has at most two jokers.

R Discarding a joker

Once down, it's **dead**: nobody can call it, not even for mahjong.

That makes it the safest discard late in a hand.

In the Charleston

Never pass a joker, in any round, courtesy pass included. It stays with you.

E Jokers and the payout

Win by redeeming a joker on your turn: a self-pick, all three pay double.

No joker in the winning hand: **jokerless**, every payment doubles. Say it when you call mahjong. Singles and Pairs and Quints hands don't get it.

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