



FREE VISUAL GUIDE

Teach Your Family Pinoy Mahjong

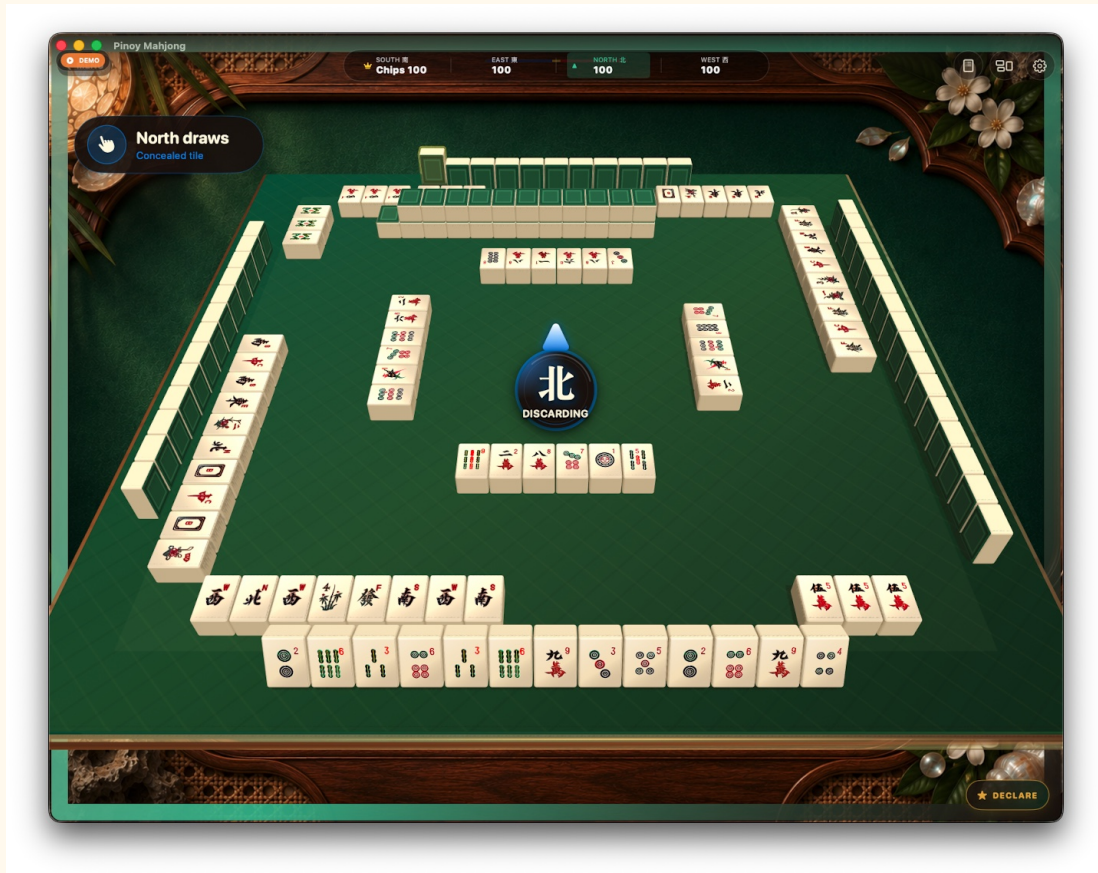
Learn the table. Play a first hand. Customize the app. Review the result together.

Rules and App Guide | July 2026

pinoymahjong.com/learn

Start with one hand, not the whole rulebook.

Pinoy Mahjong keeps the turn, legal choices, and table story visible. Use this guide beside the app, then pass it around when someone new joins.



01 Choose Guided Mode

Start with visible prompts and extra context.

02 Follow the center marker

It names the active seat and current action.

03 Draw, sort, discard

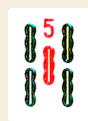
The app highlights the move that is legal now.

04 Review the hand

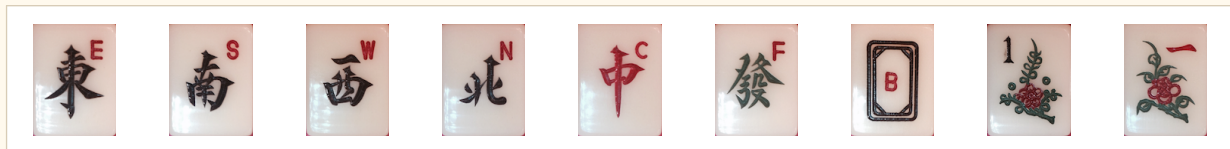
Use Table Log and Hand History after the result.

Only numbered tiles stay in the hand.

A standard Pinoy Mahjong hand uses Sticks, Characters, and Balls. Winds, dragons, flowers, and seasons are all Flores in the app rules.

STICKS									
CHARACTERS									
BALLS									

THE 36 FLORES



Expose, replace, repeat

Move every Flores out of the hand and draw its replacement from the wall end. If the replacement is another Flores, repeat the process.

Important difference

Winds and dragons do not form honor pairs, Pongs, or Kangs here. Flores also stay outside the completed hand.

The app shows who called and why the turn changed.

A normal turn is draw, optional legal action, then discard. A claim can interrupt that rhythm when the rules allow it.

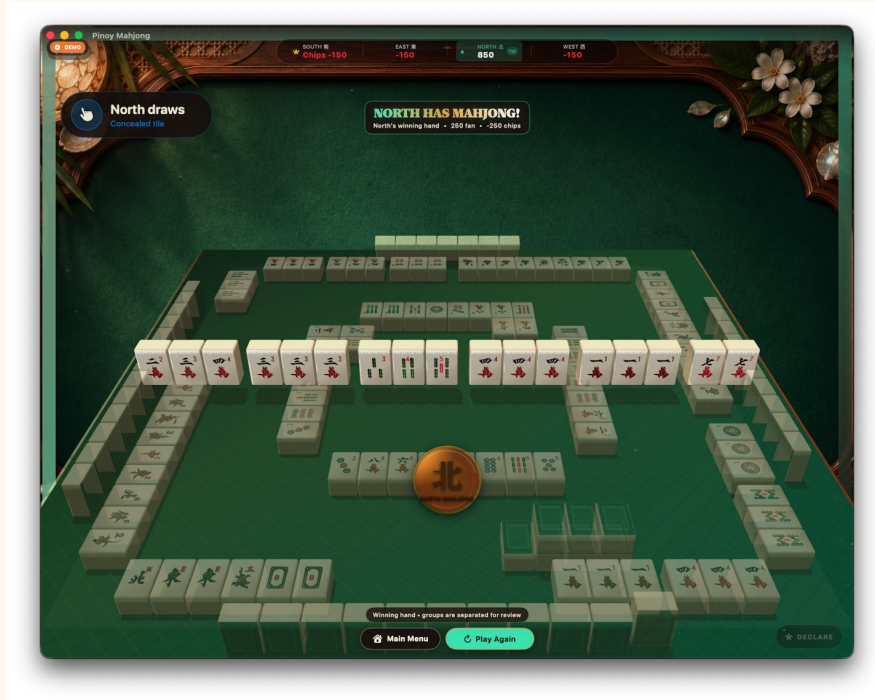


CALL	SHAPE	WHEN IT APPEARS
Chow	Three consecutive numbers in one suit	Only from the previous player
Pong	Three identical numbered tiles	From any player when legal
Kang	Four identical numbered tiles	From any player, then supplement draw
Secret	A hidden Kang from your hand	Declare during your own turn
Sagasa	Your exposed Pong plus its fourth tile	Upgrade the exposed group
Rob the Sagasa	Win on another player's upgrade tile	The result is doubled

Claim priority: a legal win, Kang, or Pong may interrupt from any seat. Chow belongs only to the player whose turn would normally be next.

Count the whole structure before declaring.

A standard winning hand contains five groups and exactly one pair. Flores remain outside the hand and do not fill any group.



A Standard

Five Chows, Pongs, or Kangs plus exactly one pair.

B Seven Pairs

Seven pairs plus one Chow or Pong.

C All Chow

Five sequences plus one pair.

D All Pong

Five matching groups plus one pair.

E Full Flush

Only one numbered suit; Flores remain outside.

F Escalera

1-2-3, 4-5-6, and 7-8-9 in one suit, plus the remaining shape.

Before you declare

Check every exposed meld, confirm the final tile completes a legal shape, and make sure the whole hand has the required group count.

Let the app calculate; use Hand History as the receipt.

The completed pattern sets the award. Immediate payments for special events are tracked separately as they happen.

AWARD	CHIPS	AWARD	CHIPS
Base win	100	Before fifth live-wall draw	+150
Concealed hand	+25	1-to-9 Straight	+75
Seven Pairs	+75	All Chow	+25
All Pong	+150	Full Flush	+150
Pair, edge, or middle wait	+25	Rob the Sagasa	+100
Last-tile win	+25	Self-draw	Double subtotal

Immediate payments

The table records payments for events such as Kang, Secret, Sagasa, specified Flores milestones, Seven Pairs, and Escalera.



Hand History connects the result to the actual tiles, exposed melds, chip movement, and the next lesson to try.

Your first hand, one prompt at a time.

Guided Mode keeps the current task visible. You can return to Classic Mode when you want fewer prompts and a faster table.



01 Start a game

Choose Guided or Classic play from the main menu.

02 Watch the turn marker

The center names the active seat and action.

03 Draw from the live end

Use the highlighted wall end when prompted.

04 Sort if helpful

Sort is optional; your own arrangement is valid.

05 Select and discard

Choose the tile to release and confirm when asked.

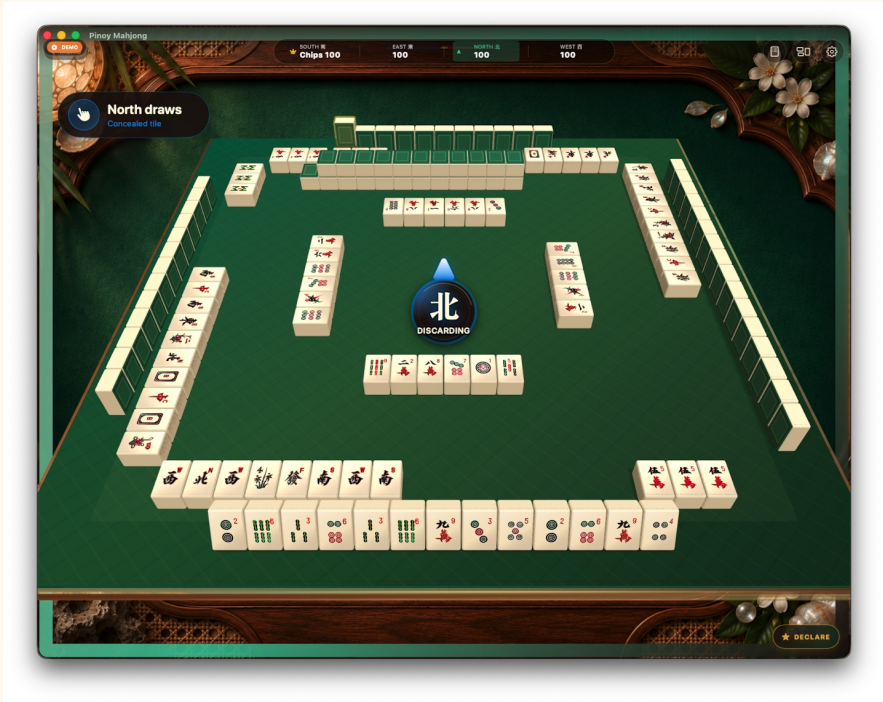
06 Answer a legal call

Only choices that are legal now are presented.

Button placement can vary slightly by device, orientation, and app version.

The controls are a map, not a maze.

The table keeps the game state at the edges and the current action in the center.



A Seat and chips

The top bar shows dealer, seats, turns, and totals.

B Turn marker

The center shows who is drawing, discarding, or calling.

C Table Log

Open the log to follow draws, discards, claims, and awards.

D Sort

Reorder the numbered tiles when you want a quick suit view.

E Settings

Use the gear for available sound and gameplay preferences.

F View or layout

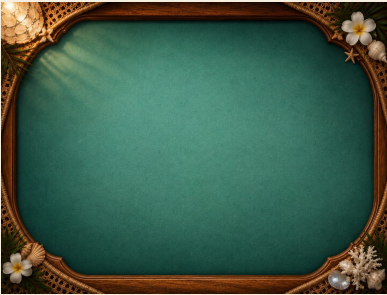
Use the display control when available to choose a clearer presentation.

If you feel lost

Pause on the center marker first. It tells you whose turn it is and what the table expects next.

Change the atmosphere and guidance, never the rules.

Bahay is included. Optional themes, display choices, sound, and learning support let the table feel comfortable without changing how Pinoy Mahjong is played.

		
BAHAY - INCLUDED	BORACAY - PREMIUM	PALAWAN - PREMIUM

- 01

Choose a mode

Use Guided while learning and Classic when ready.
- 02

Open Settings

Adjust the sound and gameplay preferences available on your device.
- 03

Choose a view

Use the display or layout control when it appears.
- 04

Browse themes

Open the Store to see included and optional tables.
- 05

Select your table

Apply an unlocked theme; only the presentation changes.
- 06

Restore purchases

Use Restore with the Apple Account used for purchase.

**Your table,
your pace**

Guidance, sound, layout, and themes can change. The official rules and legal calls stay the same.

Turn the completed hand into the next good question.

Hand History is most useful when you review one concrete choice instead of grading the whole player.



01 Name what worked

Start with the shape or call that moved the hand forward.

02 Find one decision

Choose one discard, call, or wait to discuss.

03 Use the evidence

Point to the tiles, melds, Table Log, and chip movement.

04 Try one next step

Carry a single idea into the next hand.

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