



# MISCHIEF MAHJ

## HOST GUIDE

Official Affiliate Gameplay Script

Mischief Mahj is designed to add a little extra fun, laughter, and unpredictability to your regular Mahjong game. The goal is still Mahjong, but along the way you might steal a joker, swap a tile, or completely change someone's plans.

Let's walk through how gameplay works.

## **BEFORE YOU BEGIN**

Set up your Mahjong game exactly as you normally would.

- Build the wall
- Charleston as normal
- Deal as normal
- Everyone begins with a standard 13-tile rack

Mischief Mahj does not replace Mahjong rules. It simply adds an optional layer of gameplay on top of your regular game.

## **STARTING GAMEPLAY**

After the deal is complete:

East makes the opening discard as normal.

Gameplay then continues to the next player.

That player will:

1. Draw and rack their tile.
2. Draw their first Mischief card.
3. Continue with normal gameplay.

East will be the last player to draw their first Mischief card.

## **ORDER OF PLAY**

Your turn follows this exact sequence:

## Draw Your Tile

Take your normal Mahjong tile from the wall.

## Draw a Mischief Card

Draw one Mischief card each turn until you are holding three cards.

If you already have three cards in your hand, do not draw another card.

## Play a Mischief Card or Hold It

You may:

- Play one Mischief card
- Hold the card for later

You are never required to play a card immediately.

## *Discard Any Tiles Received From Mischief to the Back of the Current Wall*

If a Mischief card caused you to receive extra Mahjong tiles, return the same number of tiles from your rack to the back of the current wall.

These tiles go to the wall, not the discard pile.

1. Complete Your Normal Mahjong Discard

Finish your turn with your regular Mahjong discard to the center as usual.

## IMPORTANT GAMEPLAY RULES

### One Mischief Action Per Turn

You may only play one Mischief card per turn.

### Maintain a 13-Tile Rack

Players should maintain:

- 13 tiles during play
- 14 tiles only when declaring Mahjong

### If Tiles Are Stolen From You

If another player steals one or more of your tiles:

Immediately redraw the same number of tiles from the wall.

Do not wait until your turn.

Examples:

- One tile stolen = draw one tile immediately
- Two tiles stolen = draw two tiles immediately
- Three tiles stolen = draw three tiles immediately

## Holding Cards

Players may hold up to three Mischief cards at a time.

Once you reach three cards, you stop drawing until you play or discard one.

## Burn & Draw

If you draw a Mischief card you do not want, you may use a Burn & Draw.

Once per turn:

1. Discard an unwanted Mischief card.
2. Draw a replacement Mischief card.

This allows players to cycle cards they cannot use.

## Discarding Mischief Cards

Once a Mischief card is played, it is discarded and removed from play.

### Extra Tiles From Mischief

Only extra Mahjong tiles received through Mischief are returned to the back of the current wall.

Regular Mahjong discards always go to the center discard area as normal.

## WINNING MAHJONG

When you complete a legal hand according to your Mahjong card, declare Mahjong exactly as you normally would.

Mischief Mahj does not change how Mahjong is won.

## FINAL REMINDER

The goal of Mischief Mahj is simple:

- Have fun
- Expect surprises
- Don't get too attached to your rack
- And remember... today's victim might be tomorrow's winner

Let's play some Mischief Mahj!

With Love,

*Roxy Corbett*

Founder of Mischief Mahj