

Amiga MaJong

Danny Y. Wong

COLLABORATORS

	<i>TITLE :</i> Amiga MaJong		
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WRITTEN BY	Danny Y. Wong	January 6, 2023	

REVISION HISTORY

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Chapter 1

Amiga MaJong

1.1 Amiga MaJong DOCUMENTATIONS

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[Copyright Notice](#)

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Home 403-274-9348 (6:00pm to 11:59pm MST) Internet: danwong@cadvision.com

Fido: Danny Wong@1:134/101

1.2 Copyright Notice

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Illegal duplication of copyrighted software is prohibited.

If you don't like Amiga MaJong then write a better one yourself!

1.3 User Registeration

Amiga MaJong is Shareware meaning that you have the rights to use Amiga MaJong for a limited time of two weeks. After this date, you must register Amiga MaJong if you want continue to use it.

Registration fees are as followings:

1. \$10.00 US per copy US and Canada ONLY
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2. \$15.00 US per copy Outside of North America (Rest of the World)

If ordering by cheque or money order please make payable to: Danny Y. Wong
and mail registration form to:

re: Amiga MaJong

Danny Y. Wong

131 64 Ave N.W.

Calgary, Alberta

T2K 0L9 CANADA

Thank you for supporting shareware authors.

Bug Fixes, Comments and Contact:

Home 403-274-9348 (6:00pm to 11:59pm MST)

Fido: Danny Wong@1:134/101

Internet: danwong@cadvision.com

1.4 Disclaimer

Disclaimer: The author makes no warranties, either expressed or implied.

This program is provided on an "as is" basis and the author will not be liable for any damages caused or alleged to be caused directly by using this program. Use at your own risk.

1.5 How to Play Ma Jong

System Requirements

AmigaDos 1.2 or higher with at least 350K of CHIP memory for sounds.

Amiga Mah Jong

Mah Jong is a ancient chinese game consists of 144 tiles and four players. The 144 tiles are broking down into the following 5 groups.

Group 1. Circles (9 tiles * 4 of each kind = 36 tiles)

Group 2. Bamboos (9 tiles * 4 of each kind = 36 tiles)

Group 3. Characters (9 tiles * 4 of each kind = 36 tiles)

Group 4. Words (7 tiles * 4 of each kind = 28 tiles)

Group 5. Flowers (8 unique flowers) = 8 tiles)

=====

144 tiles

Group 1, 2 and 3 have nine (9) tiles range from 1 through 9.

Group 4 has the following: Rich, Red Middle, Blank Board, North, East, West and South.

Group 5 has 8 flowers, 4 reds and 4 blues.

There are 4 of each kind in groups 1 to 4.

Eg: 4 of circle 1, 4 of circle 2, 4 of circle 3 ... 4 of circle 9.

Mah Jong Objectives

The objective of Mah Jong is to try to match up all of your tiles in a three tiles run sequence or 3 or 4 of a kind before all 144 tiles has been taken from the deck or other players has won the game.

The player who starts the round receives 14 random tiles and the rest of the players gets 13 tiles. The player with 14 tiles must throw one tile out to start the round. The player right next to him can take the tile that he just threw out or he can take a new tile from the deck. If the player decides to take the tile, he must have two other tiles in his hand that he can match the throwing tile. And if he does match it, he then must lay down the two tiles with the throwing tile facing up so other players would know which tiles are out. The three tiles are now his and nobody can get it even the player who owns the tiles. And if the player decides that he can't match the throwing tile, he must pick a new tile from the deck and throw out one tile from his own hand. This tile can be any tile from the player's hand or even the one he just picked up.

After the second player has throwing out his tile, the player right next to him have the options to take the throwing tile or take a new tile from the deck.

The procedure describe above repeats until a player has won or there are no more tiles left to continue playing. In the event of that, it's considered draw.

How to Start Up Amiga Mah Jong

You can run Amiga Mah Jong by clicking AMJ icon from WorkBench or by typing 'AMJ' from CLI.

Game Menus

Game Menus are located on the left hand side of the screen.

These menus let you control the flow of the game. Here are game menus.

New Tile

When you select this menu, you will be given the next available tile from the deck. Your new tile will be shown on the right hand side of the screen just below the game options by the edge of the table.

Take

To take the tile that the computer just threw out, select TAKE from the game menu. Now, you must select three tiles. The first two tiles are for matching and the third tile to throw out, that's the tile that you don't need. The two matching tiles must be in sequence or in-between tiles or pairs. To match four of a kind, just select the three tiles that you want to match.

Eg: computer throws out tile circle 4.

possible run-sequence matches (the first two tiles):

1. 2 3
2. 5 6
3. 4 4 (for three of a kind)
4. 4 4 4 (for four of a kind)

possible match in-between tiles (the first two tiles):

1. 3 5

The two tiles your've selected to match will be ghosted. If you successfully matched the computer's tile, your two tiles and the computer's tile will be grouped and will be put on the left hand side of your tiles and will be ghost. Ghosted tiles cannot be moved or selected. If you are unable to match the computer's tile, you will be prompted with a message and you can try to match the computer's tile with your other tiles again.

Drop

When you select a new tile and you don't want it, you select DROP to throw it out.

Keep

Keep is when you select a new tile and want to keep it. When

you select KEEP from the game menu, you must now select a tile to throw out from your own tiles. You will not be able to undo this procedure, so you must be careful when you want to keep a tile.

Game Options

Game options are located on the right hand side of the screen. There are four (4) options.

New

Quit this game and restart a new game.

Quit

To quit the game and return to AmigaDos or WorkBench.

Sort

Sort your tiles. Note that sort will sort your tiles accordingly but will not put any tiles in sequence for you. You must decide which tiles go with which.

Win

To win the game you must have all your tiles in sequence or in order. Eg: all circles, bamboos and characters must be grouped in 3's for a sequence run or grouped 3 of a kind or 4 of a kind.

The groups don't have to be in order, they can be placed anywhere, but the tiles must belong to the same group and be sequenced. Eg: circles 2 3 4 characters 1 2 3 circles 8 8 8.

And you must always have a pair to win.

When you're ready to win, select the 'WIN' option from the game option. After you have selected the 'WIN' option, move the pointer to your tiles and select the position where you want the winning tile to go. Your tiles now should be shifted to the right by one tile, and the position where your new tile is, it is now your 14th tile. You will be prompted if you win the game or not. You can repeat the winning process as long as you want.

Eg: suppose that you need circle 6 to win the game and your tiles are as follows:

. . . 5 7 . . .

You would move the pointer to 7 and press the left button

mouse to win the game.

Player's and Computer's Tiles

Your playing tiles are on the bottom screen with all the tiles opened. The computer's tiles are located on the top and it's facing down.

Moving Your Own Tiles

You can freely swap your tiles by selecting two tiles that are not ghosted. Ghosted tiles are the ones that you've laid down earlier in the game when you matched them with the computer's tile.

New Tile Position

The new tile position is used for the your new tile, your 14th tile when you are attempting to win and the computer's 14th tile when the computer has won.

Flowers

During the game when you pick an flower, you are entitled to receive a new tile from the deck.

Four of a Kind

If you have three of a kind in your hand and you matched (TAKE) the computer's throwing tile, you are awarded a new tile.
