MahJong King™ 1.0
User Documentation

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Table of Contents

1.   Introduction

MaJongKing™ is an implementation of the ancient Chinese tile game MahJong. MaJongKing™ is not another matching tile game. MaJongKing™ uses the same rules as the real MahJong game, you can Pung and Gong tiles from other players. MaJongKing™ includes two game styles: Classic style with complex scoring system including flowers, counting points. The New style (HK) where only Fans counts. You play against three computer components. MaJongKing™ offers outstanding game play with awesome graphics and sound for the PalmOS® 5. Game can be saved and continue at a later time. Are you good enough be in the Mah Jong Hall of Fame?

MaJongKing™ is designed for the PalmOS® 3.5 and higher and enhanced for the PalmOS® 5.

Note: Screen shots used in this manual is based on PalmOS® 5 version. Graphics are different on PalmOS® 3.5 and 4.x. Sound is only available on PalmOS® 5.x and Sony® Clie.

1.1   MahJong Rules and Instructions

Here some websites that you can reference or want to learn how to play MahJong.

http://www.geocities.com/gracefiles/mahjong.html
http://otal.umd.edu/~vg/amst205.F96/vj07/project3.html
http://www.ninedragons.com/scoring.htm

2.   System Requirement

- PalmOS® 3.5 and higher
- 250K of free memory
- External card is optional and is required for sound for the Palm® Tungsten series, Zire71 and Sony® Clie.

2.1   Compatibility

- Sony Clie® series
- Palm® Tungsten T/T2/C, Palm® Tungsten W, Palm® Zire 71, Palm® IIIc, Palm® Vx, Palm® M100, M125, M130, M500, M505, Palm® VIIx and Zire.
- HandSpring®
- Acer®

- HandEra®
- Garmin®
- Samsung®

3.   Installation

To install MahJongKing™ double click on the file mjKing.prc and select the user you want to install from the **InstallTool**.

Sound Files for Palm® Tungsten and Sony® Clie

To install the sound files open the **mjKingSound** folder on your desktop and drag and drop all the files onto **InstallTool** window. The wave files will be installed to the card in the **/Audio** folder.

For Sony® Clie users use the **SonySound** folder.
For Palm® Tungsten users use the **PalmSound** folder.

Press the HotSync® button on the cradle. The HotSync® manager will install the files on to your Palm.

4.   Launching MahJong King™

From your Launcher look for the icon MJKing and tap on it launch it. If you cannot find the icon use the scroll bar and scroll down.

4.1   Sony Clie® OS 4.x

If MahJong King™ is not running in high resolution then launch the Palm **Prefs** application. Tap on the HiRes popup and check the "**Enable High Resolution Assist**" checkbox

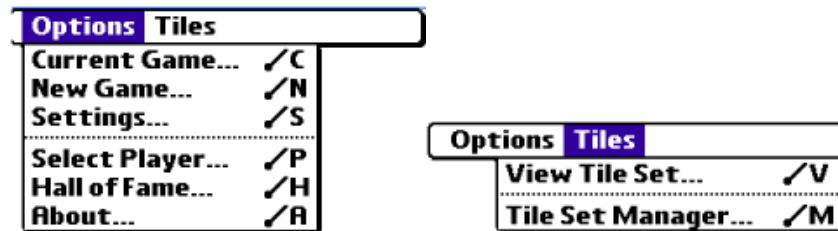## 5.   User Interface

5.1   Program Menu

Diagram 1: Program menu

To access the program menu tap on the top of the screen or tap on the menu button

5.1.1   Current Game

The current game screen shows all the players information such as name, current winnings in dollars and number of wins.
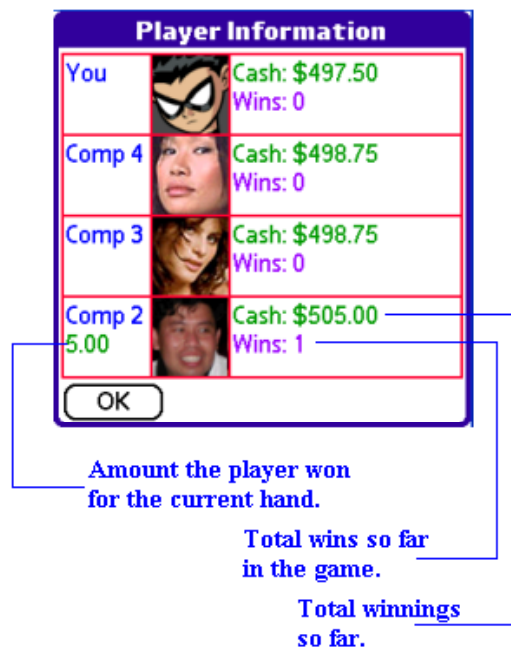

Diagram 2: Current Game screen

5.1.2 New Game

Abort the current game and start a new game. Your current winnings will not be saved in the Hall of Fame.

Diagram 3: Start a New Game

5.1.3 Settings

Diagram 4: Settings

Game Style: Select the game style you wish to play. There are two available styles:

> **Classic Style** – this is the traditional style and it uses the accounting point system such as Flowers, three of a kind and Fans.

> **HK Style** – this is the new style typically played in Hong Kong where only Fans accounts.

Note: the current version of MahJongKing only supports the Classic Style.

Table Color: Select the color of the table (background color)

Point Value: The point value is multiplied by the points in your winning hand to determine the winning amount. Eg: if you select 25 cent and your winning hand is 80 points then your winning is 80 points * .25 (point value) = $2.00

Max. Fans: This is the maximum number of Fans allowed. If your winning hand is over the maximum Fans then your hand is considered full. By setting the maximum Fans you can control the maximum allowable winnings.

Pung/Win Delay: When your opponent throws out the winning tile, MahJongKind™ will give you an opportunity to declare your winning hand or you may pass not to win. The delay time will be displayed in seconds counting down to zero. When it reaches zero it will assumed that you do not want to win.

Enable SoundFX: If this is enabled you will hear actual voices from the opponents.

Automatic Win: If this is enabled MahJongKing™ will automatically calculate your hand and will declare your winning hand. This feature is recommended for beginners and novice players.   More advanced players may want to declare their own winning hand.

5.1.4   Select Player
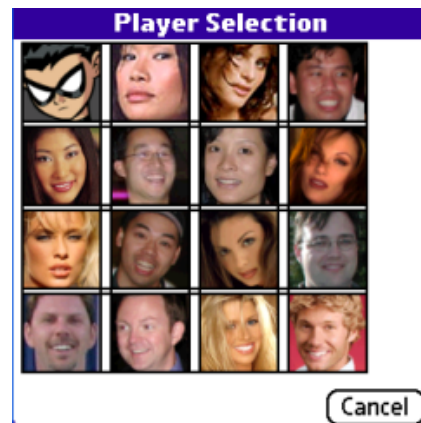
To select the player you want to be, tap on the player's picture. Each tile set have different players.

5.1.5   Hall Of Fame

MahJongKing™ Hall of Fame keeps the top ten all time winnings.

Diagram 6: Hall of Fame

5.1.6   About

Diagram 7: About Screen

5.1.7 View Tile Set

This will display the current tile set used in the game.

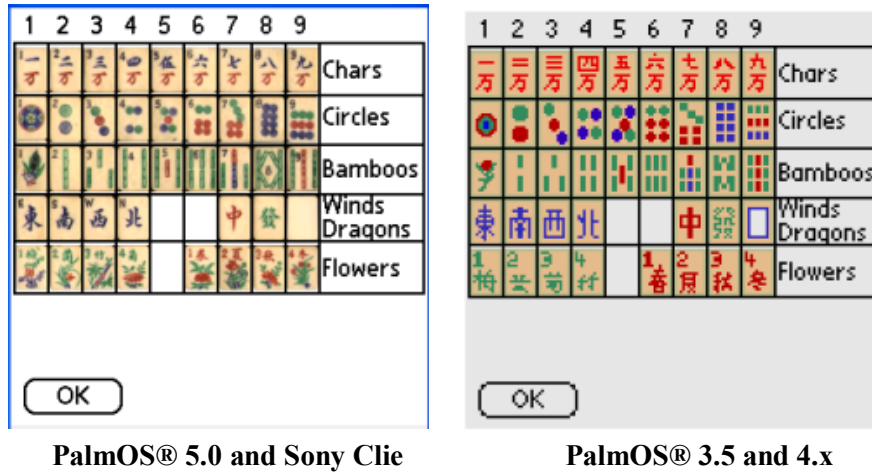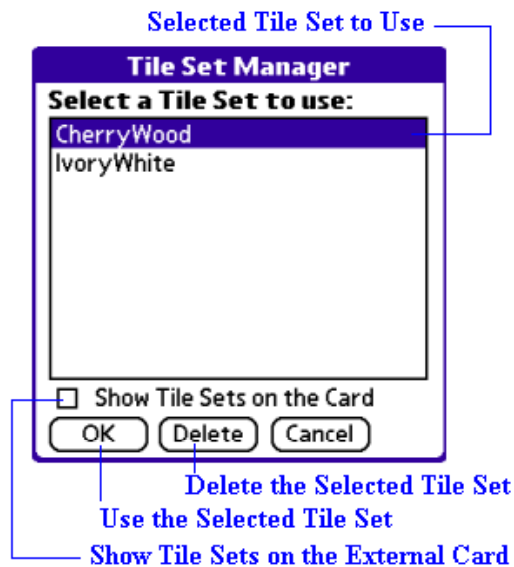**PalmOS® 5.0 and Sony Clie**   **PalmOS® 3.5 and 4.x**

Diagram 5: Tile Set

5.1.8 Tile Set Manager

Currently there are two tile sets included: CherryWood and IvoryWhite. Tile sets can be stored in RAM or on the external card in the /Palm/Launcher folder. The game play will be a bite slow if the tile set is located on the card. **The IvoryWhite tile set is only available for PalmOS® 5.x and Sony® Clie only**.

5.2   Mah Jong Table

1 Tiles that are raised on the left can not be selected. These tiles are shown to everyone.

2 Selectable tiles.

3 To swap the two files. Tap on two tiles.

4 Your wind. Your wind will change when the dice moves

5 The player who has the dice or Banker

6 Opponent's shown tiles.

7 Current wind indicator.

8 Current tile. This is the tile that your opponent threw out or the new tile you picked up

9 Number of tiles left in the deck

10 Current round indicator. There are 4 rounds in a game

11 The recent discarded tiles

12 Player's flowers

13 Game menu. To select or discard tiles

5.2.1   Player Positions

The table is positioned so that the lower side is you, the next player to your right is player 2, player 3 and player 4. The way you determine is counter clock wise from your right.

5.2.2 New Hand

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When you start a new game you will always start first. In a real game you dice to determine seating positions.
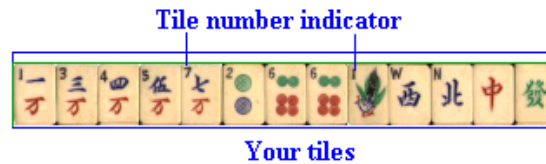
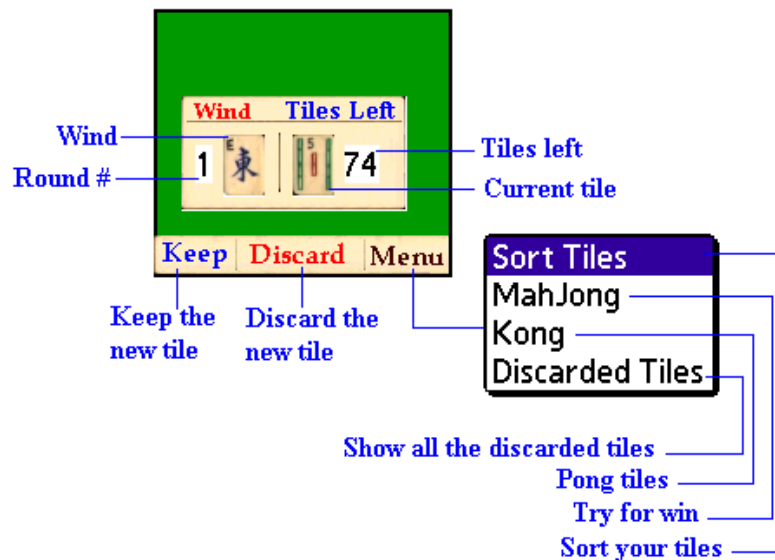

Diagram 8: Your tiles

Game Menu

Diagram 9: Game menu

In a new game the above diagram will be the default. You are the first to play your hand. In the **Tiles Left** indicator it shows the current tile. Since your have the right away you can keep the current or discard the tile.

5.2.3 Select New Tile

When it is your turn you have two options.

1. Take the current tile that the player threw out
2. Get a new tile from the deck

To get a new tile from the deck, tap on the **New Tile** button. The following screen will be displayed.


5.2.4 Keeping the Tile

When you want to kept the new tile you will be asked to **Select a tile to discard** from your hand.
Tap on the tile in your hand that you want to discard. The next question you will be asked is where you want to new tile to go. Tap on a tile in your hand that you want to the new tile to be inserted.

You will see this menu. To keep the current tile, tap on the **Keep** button.

Keep tile example:

Before   After
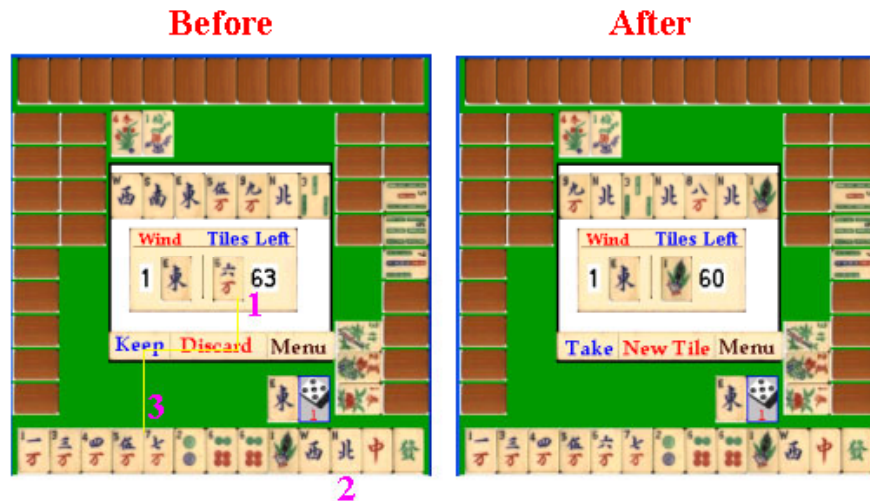
1. The current tile [tile] that you picked up

2. The tile to be discarded [tile] Tap on the tile [tile]

3. The position to insert the new tile between [tiles]. Tap on [tile]

The result is in the After screen shot

5.2.5   Discarding the Tile

After you have selected the New Tile button you will see this screen.

If you do not want to keep the new tile you discard it by tapping on the **Discard** button. The discarded tile will be displayed in the discarded pool. The player right of you can take the discarded tile if and only if he/she can match it.

5.2.6 Taking a Tile

You can only take a tile from the player left of you. The tile you take must make a 3 tile run or a 3 of a kind or you won (MahJong). You will see the following screen.

Select the **Take** button and you will see the following message:

Now select two tiles from your hand to match the current tile. When you are done you will see this message.

Select the tile you want to discard from your hand.

Take tile example :

1 Tile to take
2 Tiles to match with the current tile
3 The tile to discard

If the two tiles you have selected to match the current do not match you will get an error message. In that case you can try again to match the other tiles.

In you successfully make a match the files you will see the matched tiles on the left side in your hand. See the After screen shot from above. All matched tiles can not be selected.

5.2.7　　　　　Abort Take or Keep Action

When you want to Take or Keep the current tile you can also abort and return to the previous menu. This is handy if you decided not the take the file.

To abort tap on the **Previous Menu** button. This will take you back to the previous menu.

5.2.8   Pung and Kong Tiles

When any of the player throws out a tile that matches 3 of a kind that you have that is called a Pung. If the tile matches 4 of a kind it is called a Kong. When that happens the following screen will appear.

You are given 3 choices. You can Pung (3 of kind), Kong (4 of kind) or pass it.

1.   Pung – This is the same a taking a tile. You must match 2 tiles in your hand with the current tile.
2.   Kong – When you select Kong you are only required to select a tile to discard. MahJongKing knows which tiles to Kong.
3.   I Pass – Do not take the tile. You do not necessarily have to Pung or Kong.

Like when you perform a Take action, tiles that you Pung or Kong will be placed on the left and you can not select these files again during the current hand.

During a Pung or Kong you only have a pre-defined number of seconds to decide if you want to Pung or Kong. When the seconds reaches 0 the game will resume and continue to the next player.

Taking a Pung

When the player left of you throws out a possible Pung or Kong you will not be prompted like the above. This is because it is your turn and you have control. You can decide to take the tile as run or a Pung or take a new tile from the deck.
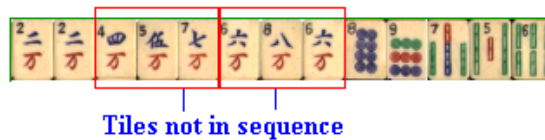
6 Winning the Hand (MahJong)

Hand must be in Sequence

Before you attempt to win you must have your tiles in sequence. MahJongKing™ will not declare you a winner if your tiles are not placed in correct sequence.

**A correct hand**
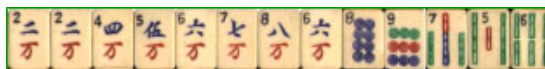
Not a correct hand

A sequence run can be in any combination eg: 6,7,8 or 8,7,6 or 7,6,8
Pair must be side by side and can not be placed in different positions.

Note: refer to elsewhere in the manual on swapping tiles in your hand.

A winning hand is made up of 3 tile runs or pungs and a matching pair. If you had selected **Automatic Win** in the Settings, MahJongKing™ will determine if you have a winning hand and will declare you a winner. (Automatic Win is recommended for Mah Jong beginners and novice players)

6.1 Automatic Win

MahJongKing™ will check your hand for a win every time other player's discards a tile. When you have a winning hand the following screen will be displayed.
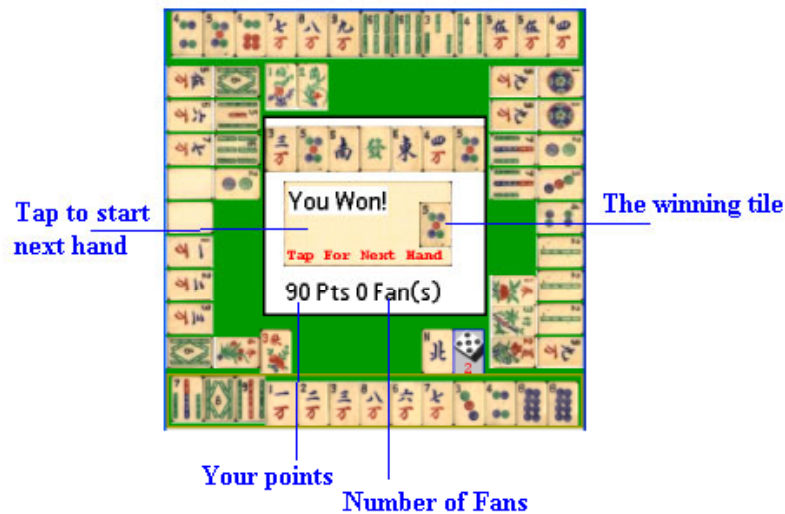
The above screen shows your winning hand, points won and number of Fans.

To start the next hand, tap on the middle button.

Note: In order to win your tiles must be in sequence.

6.2 Manual Win

This is required if you have **Automatic Win** unchecked in the Settings. This is recommended for advanced players.

MahJong (Win)

When the player other than the player left of you throws out the winning tile the following screen will be displayed.

The counter will count down to 0. If you wish to declare a win you must tap on any where in the middle of the box. If the counter reaches 0 the game will continue to the next player's turn. You can control the counter in the Settings screen.

Player Left or Picked Winning Tile

When the player left of you throws out the winning tile or you had picked up the winning tile you must manually declare your winning hand. A similar screen will look like this:
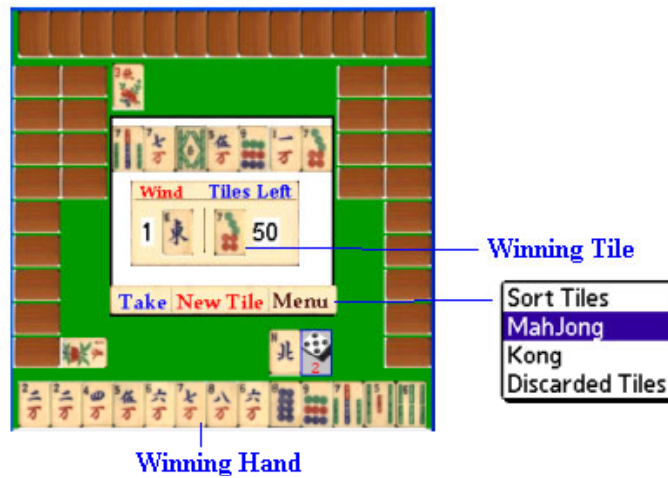
To declare your winning hand tap on the Menu button and a popup menu will be displayed. Select MahJong menu item. You will then be asked to select the position where you want to insert the winning tile in your hand. Tap on the tile in our hand and MahJongKing™ will tell you if you had won.

Example: From the above hand you would insert the winning tile between or you can tap on or .

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7 Game Menu

When it is your turn you additional options that you can do.
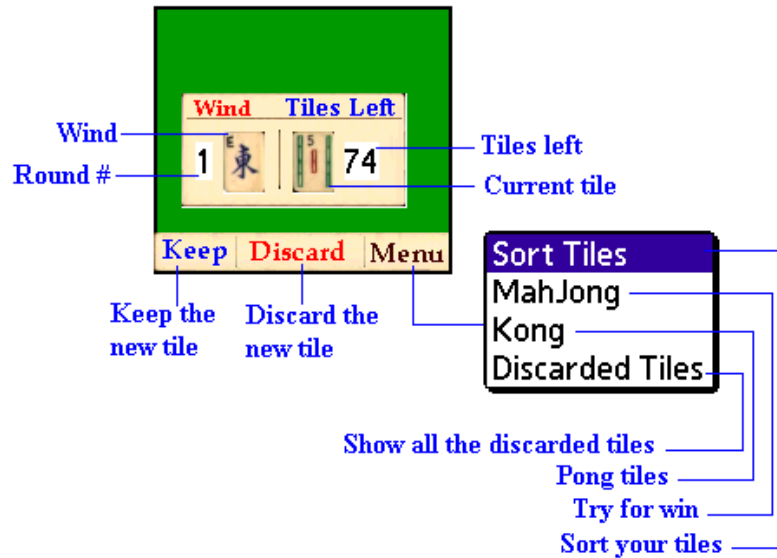
To get the menu to display, tap on the Menu button and the popup window will be displayed.

Menu Choices

- **Sort Tile** – This will sort your tiles in order. If your tiles are in sequenced then the sort will resort the ordering. MahJongKing™ will not place the tiles in runs for you.

Before the Sort

After the sort

- **MahJong** – This option is used when you want to win the hand. At anything you can select MahJong and try to win. After selecting MahJong you will need to tap on the file in your hand where the winning tile goes. See **section 6.2 Manul Win**. In the real game if you called MahJong and had opened all your tiles and you found out that you did not win, you will be penalized and will have to pay the player that threw out the tile to you.

- **Kong** – This option is used when you have 4 of kind in your hand and you want to Kong. Another way to Kong is if you already have 3 of a kind shown and you had the 4th tile in hand. Kong will place the tile on the left and the tiles will become unusable in the current game. In the Classic game Kong will give you more points.

- **Discarded Tile** – When it is your turn you can view all the discarded tiles for the current game. It is a good idea to view all the discarded tiles when you are calling (about to win) or if you want to be a defensive player.

To abort, tap on the menu anywhere outside of the popup menu to return to the game.

8   Current Wind and Player Dice

At anytime you can view the current wind and the player who diced (banker). This is important because you get 1 Fan for the current wind, 1 Fan for your own wind and 1 Fan for your Flowers.
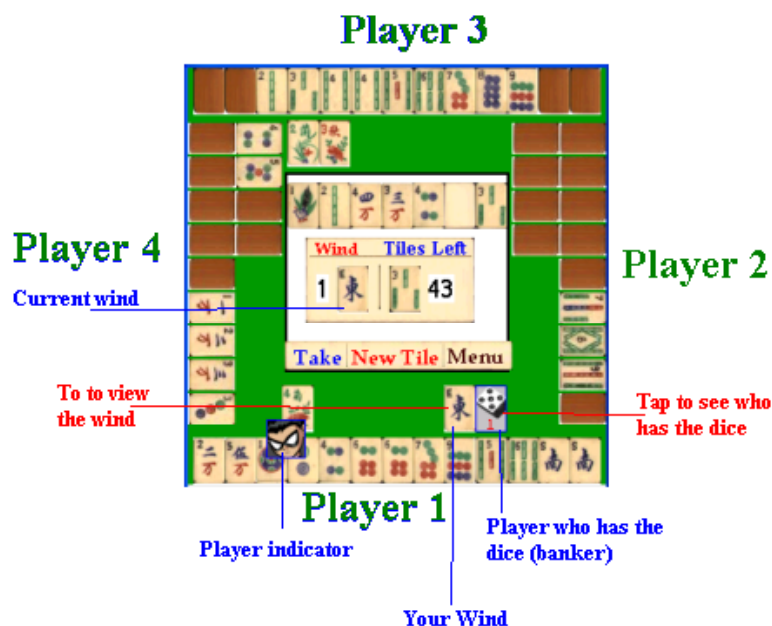
9 Swapping Tiles

During your turn you can manage your tiles such as sorting them and placements. You can also swap the positions any two tiles. To do this just tap on any two tiles.

Example:

Before

Tap on the two tiles

After

10 Scoring

10.1 Fans (Classic and HK Styles)

You are awarded one Fan for each of the following:

1. Any 3 or 4 of a kind Dragons Possible 3 Fans
2. Any 3 of 4 of a kind of the current or your own Wind Possible 2 Fans
3. Your own flowers Possible 2 Fans
4. If your hand is all the same suite with a pair, 3 or 4 of kind Dragons or Wind 2 Fans
5. If your hand is all the same suite 4 Fans

10.1.1 HK Style Fans

Different rules apply to the HK styles for fans. You are awarded one Fan for the following:

- Don't have a bad flower (one Fan for your own flower)
- Your hand does not have any 3 or 4 of a kind

10.2   Classic Style Scoring

In the Classic style game mode a more complex scoring system is used. You either have a 80 points or 40 points base hand and then you add up all the flowers (4 points each), 3 or 4 of kinds (2 or 4 points each) and then round it off to the nearest whole number (12 = 20) and then multiple by the number of Fans to obtain the total score.

Here are some of guidelines in the Classic scoring system.

10.2.1   80 Points Base Scores

To be awarded 80 base points your hand must be all runs and do not have the following:
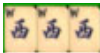
1. 3 or 4 of a kind eg:

2. The pair can not be the current wind, your own wind or any Dragons eg:
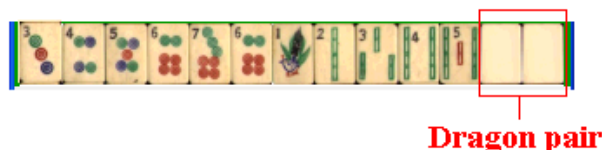
Example of 80 points base hand:

10.2.2   40 Points Base Scores

Your hand will be awarded 40 base points if you have the following:

1. Any 3 or 4 of a kind eg:

2. The pair is your current wind, your own wind or any Dragons eg:

Example of 40 points base hand:

Dragon pair

10.2.3   Add Flowers and 3 of 4 of a Kind

Once the points for your base hand have been decided, next you add up all the flowers and 3 or 4 of a kind. Here are the points for the following:

- A single flower [tile] count as 4 points

- 3 of a kind Dragon [tiles] count as 4 points

- Tiles numbered 1 [tile] and 9 [tile] count as 4 points

- Tiles numbered 2 [tile] to [tile] 8 count as 2 points

- Pair of dragons [tiles] count as 2 points

- Pair of the current wind [tiles] or your own wind count as 2 points
- Self touch win count as 2 points

10.2.4   Example of Classic Style Counting
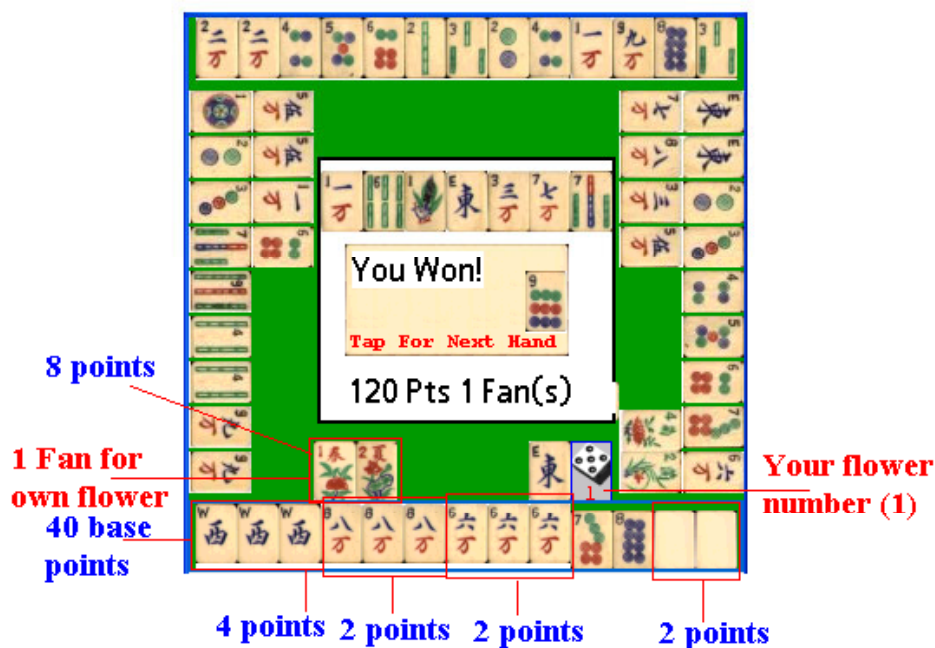
10.3 HK Scoring

Scoring for HK style is very simple. There is no base point or additional counting points. Scoring is based on the number of Fans you have and usually only the loser. The player who threw out the winning tile must pay the winner. Refer to section 10.1 Fans (Classic and HK Styles) on Fans.

11 Dollar Payout

Before you begin to play MahJong the maximum Fans, points and dollar value are determined among the players. In MahJongKing™ you set the maximum Fans and base value in the Settings.

11.1 Classic Style

In the Classic style you try to accumulate as much points as possible. The points will then be multiplied by the number of Fans to the power of 2 eg: (3 Fans ^ 2 = 8 times).

Example: If you had set the point value to 25 cent in the game settings

If your winning hand is 50 base points and you have 2 fans (flowers)

   50 * (2 fans ^ 2) = 50 * 4 = 200 points

Your dollar winning is 200 points * 25 cent = $5

The player who threw out the winning tile pays double and the rest of the player only have to pay par value.

11.2 HK Style

In HK (new) style only Fans count and the player who throws out the winning tile pays. If the player picks the winning tile then everyone must pay. Fans are calculated the same way as in the old style.

Example: If you had set the point value to 25 cent in the game settings

If you have 2 Fans

   (2 Fans ^ 2) * 25 cents = $ 1 dollar

12. Zooming Feature

This feature is currently only available for the Sony® Clie running on PalmOS® 3.5 and 4.0.

Due do the limitation of the size screen, you can zoom in on a tile and get a better viewing of the tile. To do this tap and hold any usable tile in your hand for 2 seconds and let go of the stylus. The tile will be shown in a large size.

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