

ADVANCED
winning strategies

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Crisloid was established in Brooklyn, NY in 1948 and soon thereafter built a reputation for producing top-quality American-made gaming products. Seventy years later they are still going strong with the production of engraved and hand-painted mah jongg sets, backgammons sets, and dominos, to name a few.

<https://crisloid.com>

Strategy Defined

strat•e•gy

('stra-tə-jē) *n.*

Plan of action designed to achieve a particular goal.

Remember, there is no right or wrong, but there is

GOOD, BETTER, and BEST



Defensive Passing



- Passing two tiles from a pair; if you must pass them, don't pass to the same person
- Passing a fresh tile toward the end of the Charleston
- Passing flowers
- Passing the same family of tiles on the first and second left
- Passing two winds at the same time
- Passing winds on both the first and second left

Defensive Passing

Remember, some Mah Jong strategy will stay consistent, but others will change from year to year.

- This year:
 - Avoid passing 2's
 - Avoid passing dragons
 - Avoid passing flowers
 - Be careful when passing a lot of winds

In the end, it's not a life and death situation and it's your decision alone to make.



Memorization



Memorization



- Takes practice
- Provides valuable information
- Helps our decision making
- Helps identify safe and risky tiles
- Helps us make an informed decisions
- Provides the best outcome

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Raising the bar with Jokers

- Joker placement
- Discarding a natural tile in lieu of a joker
- Name preference when discarding
- End game and jokers



Take your strategy to a whole new level with Tells



A tell is a verbal or physical cue given by an opponent that can provide valuable information about the viability of their hand.

If you pay attention to these tells, you can take your game to another level.

You might even incorporate your own tells to veer someone away from your intended course.

Verbal Tells



- Are there jokers in this set?
- I can't buy a flower!
- There goes another one of my tiles
- I sent the wrong way!
- Groaning



Physical Tells



- Hesitation
- Hands on forehead
- Grimacing
- Scanning the table, especially after someone discards
- Tapping fingers on the table



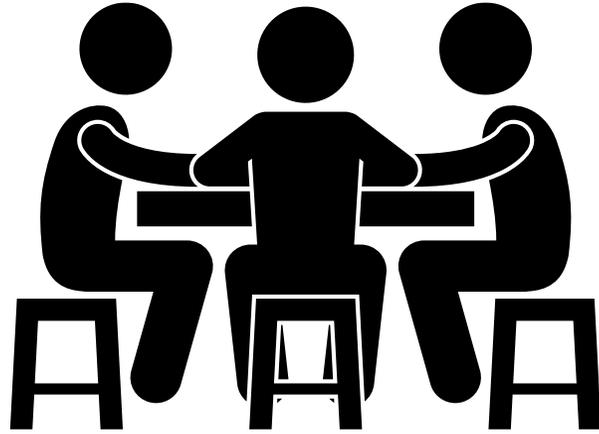
Tile Tells



- Separation
- Sideways tile
- Discards
- Exposures



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