

1. Each player takes 10 tokens and a reminder card. Put away any leftover tokens or reminder cards.
2. The oldest player starts as "Ma" the first round. If you won't share your ages, pick anyone to start. "Ma" puts the "Ma" card in front of them.
3. "Ma" shuffles the 75-card deck and deals 10 cards facedown to each player. "Ma" starts with 11 cards, one more than everyone else.
4. Put the remaining cards facedown in a draw pile.
5. Everyone picks up their cards. Careful, don't show anyone else your hand!

## Get Ready

Example winning hand: 3 sets of 3 cards plus 1 pair



- A "pair" consists of two identical cards (e.g., Summer, Summer or 5 Green, 5 Green)
  - A "set" is made up of three cards and can either be:
    - Identical (e.g., 2 Red, 2 Red or Love, Love)
    - Sequential (e.g., 4, 5, 6 Blue or 2, 3, 4 Red—numbered cards (1-6) of the same suit only)
  - A "pair" consists of two identical cards (e.g., Summer, Summer or 5 Green, 5 Green)
- The first player to collect **three sets of three cards plus one pair** wins the round—a total of 11 cards.
- Your goal is to finish the game with the most tokens.** A game is made up of multiple rounds. At the end of each round, players either win tokens or lose some of their tokens. There's only one winner per round. The game ends as soon as one player loses all of their tokens.

## Your Mission

Ni hao and welcome! This is **Not Your Ma's Jong**. It's based on mahjong, but fast-paced and fierce. So keep up!



## OUR STORY

When our Chinese and Jewish grandmothers first met, they didn't speak the same language but quickly discovered their shared love of mahjong. Our game reimagines this ancient pastime to celebrate our cultures and our grandmothers' (competitive) friendship.

— Jenn & Adam, game creators

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## OFFICIAL RULES

### What's in the Box?



- 75 cards divided into five suits. There are three of each card:
  - Nai Nai Red suit, numbered 1-6
  - Bubbie Blue suit, numbered 1-6
  - Best Friends Green suit, numbered 1-6
  - Seasons suit: Spring, Summer, Fall, Winter
  - Emotions suit: Love, Guilt, Pride
- 4 reminder cards
- "Ma" card
- 40 tokens (punch these out the first time you play)

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## Playing a Round

“Ma” always starts the round, and play moves to the right.

1. “Ma” chooses one of their 11 cards to discard. Put that card down faceup in the middle of the table (starting a discard pile) and say the name of the card (“5 Blue!” or “Guilt!”).
2. The next player draws one card from the draw pile, then discards one card from their hand faceup while saying the name of the card.
  - You can discard any of your cards, including the one you just drew!
  - You should always end your turn with 10 cards.
3. Take turns playing until someone has a winning hand of **three sets of three cards plus one pair**, ending the round.

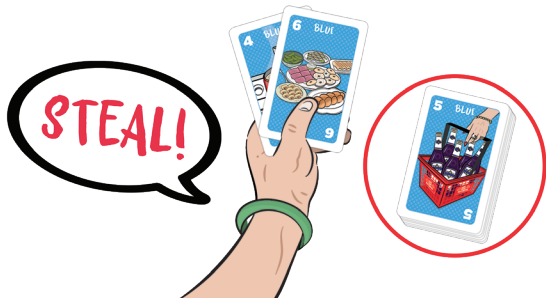
If all cards in the draw pile are used before the round ends, shuffle the discard pile and place it facedown as a new draw pile.

## Steal!

You know how grandma taught you never to steal? This isn’t one of those times, so pay attention!

Anyone can steal the most recently discarded card that’s faceup in the discard pile, but ONLY to either:

- Complete a set (three cards, identical or sequential).
- Complete your pair, but only if it is the last card needed to win the round (your three sets are already complete).



To steal the most recently discarded card, yell “**STEAL!**” after that card is placed faceup on the table but before the next player draws a card. Pick up the stolen card.

- If it is the last card you need to win the round, place all 11 of your cards faceup in front of you. The round is over!
- If the card completes a set, place the set of three cards including the stolen card faceup in front of you. All players can now see this set, and it cannot be changed for the rest of the round. Then discard one of your other cards so you still have a total of 10 cards. Play continues with the next player to the right of the stealer, meaning **some players’ turns may be skipped**—very frustrating!

What if more than one player yells “**STEAL!**”? Priority will be given to a player if it is the last card they need to win the round. Otherwise, the player who yells “**STEAL!**” first gets the card.

If a player yells “**STEAL!**” by mistake, they are ignored and their next turn is skipped. What did grandma say about fibbing?

## Winning a Round and Taking Those Sweet Tokens

Tokens are your lifeline in this game. If you lose all your tokens, the game is over. Watch over them like nai nai watches over her dumplings.

The first player to collect **three sets of three cards plus one pair** (a total of 11 cards) wins the round, and each losing player must pay them tokens.

A player can win by **stealing** their final card or by **drawing** it from the draw pile.

The stakes are higher when you are “Ma.” “Ma” **always wins or loses double the tokens.**

Winner	Won By	Losers pay Winner	“Ma” pays Winner
Anyone but “Ma”	Stealing	1 token	2 tokens
	Drawing	2 tokens	4 tokens
“Ma”	Stealing	2 tokens	
	Drawing	4 tokens	

At the end of the game, the player with the most tokens wins!

## Starting the Next Round and Ending the Game

After each round, the next player to the right becomes “Ma,” puts the “Ma” card in front of them, and shuffles and deals new cards.

The game continues until either:

- One player loses all of their tokens.
- You’ve played 8 rounds (for 4 players) or 9 rounds (for 3 players).

**The player with the most tokens at this point wins the game!** Grandma needs her bragging rights!

In the event of a tie, a tiebreaker round is played by the tied players. The player with the most tokens at the end of that round wins.

That’s it, you’re ready to start playing Not Your Ma’s Jong. Stopping? That’s a bit trickier... Good luck!

