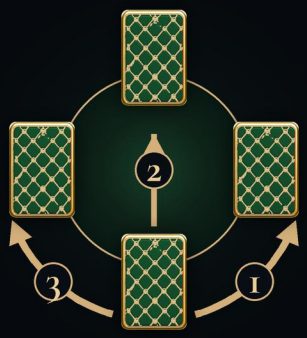
MAHJ & FRIENDS

The Charleston Quick-Start Card

The passes before the play — and your first game, dealt in minutes.

THE CHARLESTON AT A GLANCE

Every 4-Player game opens with the Charleston — six passes, three tiles each, face down.



1 · RIGHT **2 · ACROSS** **3 · LEFT**

SECOND CHARLESTON · ONLY IF THE TABLE VOTES TO GO ON

Right, Across, Left — then Left, Across, Right.

- Jokers stay home — a joker can never be passed.
- The vote: after pass 3, any "No" ends the Charleston — rolling on takes every player voting "Yes."
- Then the courtesy pass: an optional swap of up to 3 tiles with the player across, before the first discard.

YOUR FIRST GAME IN THE APP

1. **Download & sign up —** Free on iPhone. Email, name, and a handle — that's all it takes.
2. **Start a game —** From the Games tab. You'll get a six-character code and a share link.
3. **Invite your group —** Send the link. The invite travels with friends into the app.
4. **Take your turn —** A gentle notification lands. The game waits for you — that's the whole idea.

BETWEEN TUESDAYS

Practice Mode: solo games against bots, six practice problems, four short lessons. None of it touches your stats.

Free on iPhone — Mahj & Friends · apps.apple.com/us/app/mahj-friends/id6778529131

Not affiliated with the National Mah Jongg League.