



DATE: 2006-09-23

ISO/IEC JTC 1/SC 2/WG 2

Universal Multiple-Octet Coded Character Set (UCS) - ISO/IEC 10646

Secretariat: ANSI

TITLE: Proposal to add Mahjong symbols to ISO/IEC 10646
 SOURCE: TCA
 STATUS: Contribution from Liaison Member
 ACTION: Replace N2975R and for consideration by JTC1/SC2/WG2
 DISTRIBUTION: ISO/IEC JTC1/SC2/WG2

A. Administrative

1. Title: Mahjong Symbols
2. Requester's name: TCA
3. Requester type (Member body/Liaison/Individual contribution): Liaison
4. Submission date: 2006/9/23
5. Requester's reference (if applicable): No
6. Choose one of the following:

This is a complete proposal: Yes

or, More information will be provided later: No

B. Technical - General

1. Choose one of the following:
 - a. This proposal is for a new script (set of characters): Yes
 Proposed name of script: Mahjong Symbols
 - b. The proposal is for addition of character(s) to existing block: No
 Name of existing block: _____
2. Number of characters in proposal: 43
3. Proposed category (select one from below - see section 2.2 of P&P document):
 A-Contemporary X

B.1-Specialized (small collection) _____ B.2-Specialized (large collection) _____

C-Major extinct _____ D-Attested extinct _____ E-Minor extinct _____

F-Archaic Hieroglyphic or Ideographic _____

G-Obscure or questionable usage symbols _____

4. Proposed Level of Implementation (1, 2 or 3) (see Annex K in P&P document): 1

Is a rationale provided for the choice? No

If Yes, reference: _____

5. Is a repertoire including character names provided? Yes

a. If YES, are the names in accordance with the “character naming guidelines” in Annex L of P&P document? Yes

b. Are the character shapes attached in a legible form suitable for review? Yes

6. Who will provide the appropriate computerized font (ordered preference: True Type, or PostScript format) for publishing the standard? jpg files were provided by the Chinese Foundation for Digitization Technology (CMEX)

If available now, identify source(s) for the font (include address, e-mail, ftp-site, etc.) and indicate the tools used: selena@cmex.org.tw

7. References:

a. Are references (to other character sets, dictionaries, descriptive texts etc.) provided? No

b. Are published examples of use (such as samples from newspapers, magazines, or other sources) of proposed characters attached? No

8. Special encoding issues:

Does the proposal address other aspects of character data processing (if applicable) such as input, presentation, sorting, searching, indexing, transliteration etc. (if yes please enclose information)? No

9. Additional Information:

Submitters are invited to provide any additional information about Properties of the proposed Character(s) or Script that will assist in correct understanding of and correct linguistic processing of the proposed character(s) or script. Examples of such properties are: Casing information, Numeric information, Currency information, Display behaviour information such as line breaks, widths etc., Combining behaviour, Spacing behaviour, Directional behaviour, Default Collation behaviour, relevance in Mark Up contexts, Compatibility equivalence and other Unicode normalization related information. See the Unicode standard at <http://www.unicode.org> for such information on other scripts. Also see <http://www.unicode.org/Public/UNIDATA/UCD.html> and associated Unicode Technical Reports for information needed for consideration by the Unicode Technical Committee for inclusion in the Unicode Standard.

C. Technical – Justification

1. Has this proposal for addition of character(s) been submitted before? No

If YES explain _____

2. Has contact been made to members of the user community (for example: National Body, user groups of the script or characters, other experts, etc.)? Yes

If YES, with whom? Bureau of Standard, Metrology and Inspection (BSMI)

If YES, available relevant documents: The contract between BSMI and CMEX

3. Information on the user community for the proposed characters (for example: size, demographics, information technology use, or publishing use) is included? More than millions people play manual Mahjong game, and more than ten thousand people play computer or online Mahjong game.

Reference: for example,

<http://www.mj-king.com/modules.php?name=Sections&op=listarticles&secid=1>

<http://www.acergame.com.tw/document/mj.shtml>

<http://kosti.tripod.com/mahjongbasic-big5.htm>

or to find a lot of relevant information by using the google to search the keyword "mahjong"

4. The context of use for the proposed characters (type of use; common or rare): Play Mahjong with computer (i.e., computer game) or with another people through Internet (i.e., online game).

Reference: for example, <http://www.mjonline.com.tw/>

5. Are the proposed characters in current use by the user community? Yes

If YES, where? Reference: for example, <http://www.mjonline.com.tw/>

6. After giving due considerations to the principles in the P&P document must the proposed characters be entirely in the BMP? No

If YES, is a rationale provided? _____

If YES, reference: _____

7. Should the proposed characters be kept together in a contiguous range (rather than being scattered)? Yes

8. Can any of the proposed characters be considered a presentation form of an existing character or character sequence? No

If YES, is a rationale for its inclusion provided? _____

If YES, reference: _____

9. Can any of the proposed characters be encoded using a composed character sequence of either existing characters or other proposed characters? No

If YES, is a rationale for its inclusion provided? _____

If YES, reference: _____

10. Can any of the proposed character(s) be considered to be similar (in appearance or function) to an existing character? No

If YES, is a rationale for its inclusion provided? _____

If YES, reference: _____

11. Does the proposal include use of combining characters and/or use of composite sequences?

No

If YES, is a rationale for its inclusion provided? _____

If YES, reference: _____

Is a list of composite sequences and their corresponding glyph images (graphic symbols) provided? No

If YES, reference: _____

12. Does the proposal contain characters with any special properties such as control function or similar semantics? No

If YES, describe in detail (include attachment if necessary): _____

13. Does the proposal contain any Ideographic compatibility character(s)? No

If YES, is the equivalent corresponding unified ideographic character(s) identified? _____

If YES, reference: _____

D. Proposal

User Community

Mahjong (Mahjongg, Mah Jong) solitaire is a free puzzle game based on a classic Chinese game for four players to play at a square table. It includes 136 tiles and each player is dealt 13 tiles for 13-tile variations or 144 tiles for each player to deal 16 tiles for 16-tile variations. The object of the game is to build complete suits for either 13 or 16 tiles. The first player to achieve this goal is the winner of the game.

Mahjong is still a very popular game in Taiwan. Most adults in Taiwan have the experience of playing Mahjong during Chinese New Year holidays. With the development of computer technology and Internet, there are two new types of Mahjong appeared. The first one is a computer game which allows a person to play against computer opponents on a PC. The second one is an online game for which 4 people playing by means of Internet. Certainly the printing industry also needs Mahjong to be encoded.

Invention of Mahjong

The true origin of Mahjong is still a mystery and many legends relating to its development are made up to attract potential customers and players. Mahjong which commonly known as “Sparrow” is said to be originated from Ningpo in Chunchu and Warring Period (B.C. 770 -221) of China. Originally, characters and icons were engraved onto the wooden tiles, yet products in various fashions are now available and there are paper cards convenient for outdoor use. It is also said that Mahjong has been played on Noah’s Ark; if so, the game then has a history of more than four thousand years. Nowadays, it is generally believed to start since mid of 19th century because there is no evidence related to it. However, the precise time of its birth is still unknown.

Although the game of card stacking was seen in China since AD 1120, Mahjong is more similar to many ancient card games. One of the games is called “Mahdiao” (“horse-hoisting” literally), which has 40 cards in total and divided into 4 doors; each door has numbers from 1 to 9 together with remaining 4 cards as flowers. The most popular statement is that Mahjong was transformed from this game in Ningpo around AD 1850, where two brothers engraved the card surface onto small

tiles made with ivory and bamboos for invention of Mahjong.

Spread of Mahjong

Mahjong spread over the world very quickly. It spread to Japan in 1907 and to USA after 1920. Since there are no formal rules and people playing Mahjong increased, the way to play it also has many changes. Two major changes were made in Japanese rules of Mahjong. Firstly, there was no more scoring according to type of tile arrangement and it was replaced by “hu” competition; secondly, the second winning player had no more score and only the player obtained “hu” may receive money from other 3 players.

When Mahjong was introduced to USA, the introducer simplified the rules and got rid of many details. The game became popular very fast, but many people still thought that the game needed improvement; thus some new rules and special hands of “hu” were added. The new addition created large confusions in USA and for this, the National Mahjong Union published the official American rules. During the period, there are many new changes on Mahjong and everyone looked it as a whole new game.

Type of Mahjong

Mahjong started in mainland China and became popular in Taiwan, Hong Kong, Japan and various places in Europe and USA. It can be divided into two types: (1) 16-tile Mahjong: this is also known as Taiwanese Mahjong, which has 144 tiles inclusive of 8 flower tiles; (2) 13-tile Mahjong: this has 8 flower tiles less than the Taiwanese Mahjong and comes to a total of 136 tiles. Except for Taiwan, the 13-tile Mahjong is most popular in mainland China, Hong Kong, Japan, Europe and USA.

Classification of Mahjong Tiles

Mahjong has total of 144 tiles divided into 7 categories: winds (4 sets each having 4 tiles), dragons (4 sets each having 3 tiles), thousands (4 sets each having 9 tiles), bars (4 sets each having 9 tiles), pies (4 sets each having 9 tiles), flowers (4 tiles) and seasons (4 tiles). An additional tile, named “back” tile was included for indicating the symbol of that tile was face down and only the back of it was visible. The glyphs and names of those different Mahjong tiles are as figures 1 and 2.

Ordering of Mahjong

According to the old tradition, the ordering of Mahjong should be ‘WINDs’ come first then ‘DRAGONs’, ‘THOUSANDs’, ‘BARs’, ‘PIEs’, ‘FLOWERS’ and ‘SEASONs’. The new table of Mahjong tiles as below.

How to Play

There are many methods to play Mahjong, but most of the rules are the same, before the game start, players will declare the rules. What I am going to introduce is Taiwanese Mahjong.

At the beginning of the game, each of the four players sits at one of the points of the compass (North, South, East, and West). The tiles are placed face down and shuffled around. Each player then draws out 36 tiles and arranges them in 18 stacks of two all pushed together to form a wall. The four walls are pushed together to form a square.

East is the first dealer and it is his job to throw the dice to determine who breaks the wall. Counting himself as '1' and proceeding in a counter clockwise manner, the dealer counts around the players up to the sum of the spots shown on the dice. The selected player throws the dice again and counts the total of the first and second throws along the tiles comprising his section of the tile wall starting

from his right most to the left. The two stacks following the counted tiles are taken by the dealer, the next two by the player to his right, and so on. After each player takes 3 double stacks (12 tiles total), players take one more tile (for a total of 13) in turn. After each player has 13, the dealer takes one more to give him the first discard to start the game. When a flower tile is drawn, it is placed face up next to the player's hand and another tile is drawn from the end of the wall. The last 8 stacks that were counted over from the second dice throw are separated from the rest of the wall. These will not be used within play of the game.

Players take turns (going around counter clockwise) drawing a tile starting from the break and working around to the separated tiles. After a tile is drawn, a tile must be discarded (keeping 16 in your hand) face up in the center of the walls on the table. It is customary to announce the name of the tile that is being discarded.

Tiles that are discarded may be picked up instead of drawing from the wall. To do this, you announce what you intend to use the tile for ("Pong," "Kong," "Chow," or "Mahjong"). This retrieved discard must be the tile that completes your set (e.g., you must have a pair of Red-zhongs to "Pong" a discarded Red-zhong). Any player may "Pong," "Kong" or "Mahjong" from any other player (with "Mahjong" taking precedence over "Pong" and "Kong" no matter who called it first). However, you can only "Chow" the person sitting on your left. After the player that picked up the discard has discarded a tile, the player to his right draws and discards next.

When a discard is taken, the set is placed face up next to the player to prove that the tile was drawn correctly. In the case of a "Kong," the player draws another tile from the stack at the end of the wall that is removed from the rest of the wall. Then a discard is made. In the case of drawing an in-hand "Kong" from the wall, the tiles involved are placed face-up, with the middle two face-down to show that this "Kong" is still in-hand (called a closed "Kong"), and a tile is drawn from the end of the wall before discarding a tile.

The object of the game is to get triples ("Pong"), quadruples ("Kong"), or sequences of three in the same suit ("Chow"). When you have 4 of the above and a pair in your hand (16 tiles) you have "Mahjong" and have won the hand.

After each game is completed, if the dealer won, he remains the dealer for the next game. Otherwise, the deal rotates to the right. A full game is completed after each player has been dealer 4 times (at least 16 hands).

Figure 1 TABLE XX – Row 1F0: MAHJONG TILES

















































	1F00	1F01	1F02
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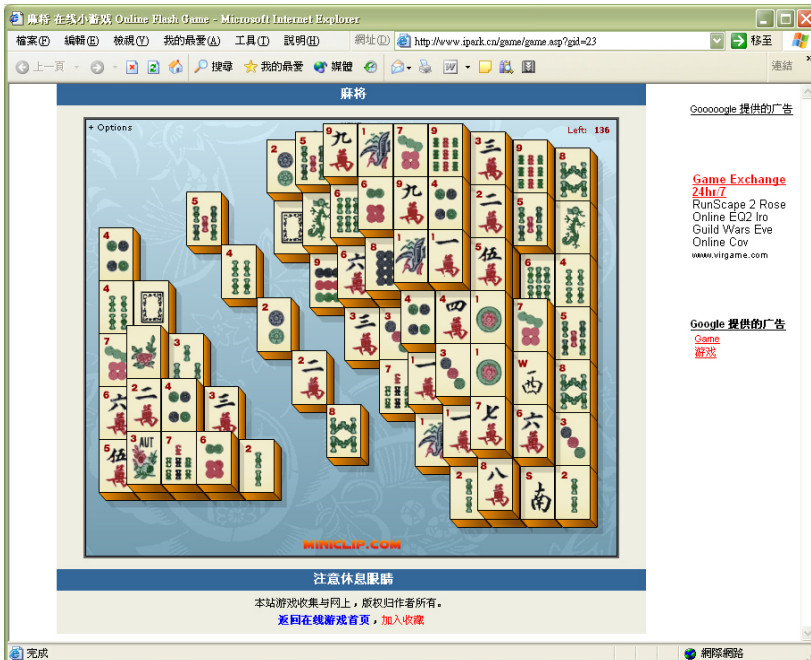
Figure 1 TABLE XX – Row 1F0: MAHJONG TILES

Hex	Name
00	MAHJONG TILE EAST WIND
01	MAHJONG TILE SOUTH WIND
02	MAHJONG TILE WST WIND
03	MAHJONG TILE NORTH WIND
04	MAHJONG TILE RED DRAGON
05	MAHJONG TILE GREEN DRAGON
06	MAHJONG TILE WHITE DRAGON
07	MAHJONG TILE TEN-THOUSAND
08	MAHJONG TILE TWENTY-THOUSAND
09	MAHJONG TILE THIRTY-THOUSAND
0A	MAHJONG TILE FOURTY-THOUSAND
0B	MAHJONG TILE FIFTY-THOUSAND
0C	MAHJONG TILE SIXTY-THOUSAND
0D	MAHJONG TILE SEVENTY-THOUSAND
0E	MAHJONG TILE EIGHTY-THOUSAND
0F	MAHJONG TILE NINETY-THOUSAND
10	MAHJONG TILE ONE-BAR
11	MAHJONG TILE TWO-BAR
12	MAHJONG TILE THREE-BAR
13	MAHJONG TILE FOUR-BAR
14	MAHJONG TILE FIVE-BAR
15	MAHJONG TILE SIX-BAR
16	MAHJONG TILE SEVEN-BAR
17	MAHJONG TILE EIGHT-BAR
18	MAHJONG TILE NINE-BAR
19	MAHJONG TILE ONE-PIE
1A	MAHJONG TILE TWO-PIE
1B	MAHJONG TILE THREE-PIE
1C	MAHJONG TILE FOUR-PIE
1D	MAHJONG TILE FIVE-PIE
1E	MAHJONG TILE SIX-PIE
1F	MAHJONG TILE SEVEN-PIE
20	MAHJONG TILE EIGHT-PIE
21	MAHJONG TILE NINE-PIE
22	MAHJONG TILE PLUM
23	MAHJONG TILE ORCHID
24	MAHJONG TILE BAMBOO
25	MAHJONG TILE CHRYSANTHEMUM
26	MAHJONG TILE SPRING
27	MAHJONG TILE SUMMER
28	MAHJONG TILE AUTUMN
29	MAHJONG TILE WINTER
2A	MAHJONG TILE BACK

Reference Information:

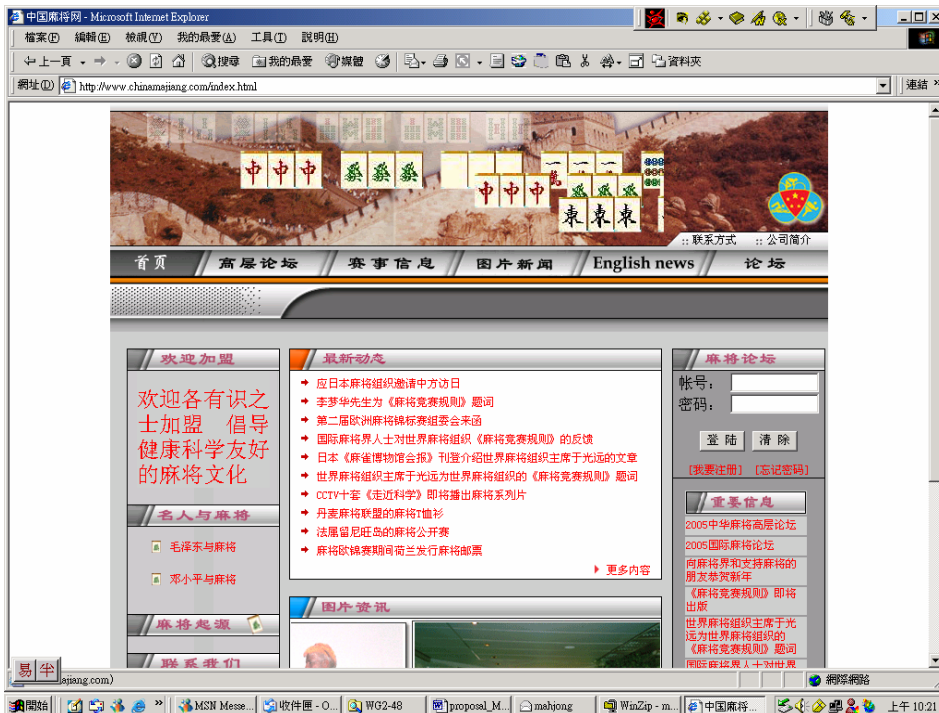
Taiwan

Online Mahjong game website



China

Online Mahjong game website



Japan

Online Mahjong game website



Others Mahjong Games Website

Mah Jongg - Worldwide Web Site - Microsoft Internet Explorer

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Welcome to the worldwide Mah Jongg web site!

This site aims to provide *comprehensive* information on the classic Chinese game for four players. If you wish to contribute relevant information feel free to mail to the *webmaster*.

Go to *What's New* for information on the most recently updated sections.

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Web Results 1 - 10 of about 16,200,000 for Mahjong [definition]. (0.07 seconds)

Mahjong solitaire
play free Mahjong solitaire. ... Mahjong (Mahjongg, Mah Jong) solitaire is a free puzzle game based on a classic Chinese game for four persons. ...
www.by-art.com/mjong/mjong.php - 5k - [Cached](#) - [Similar pages](#)

Mahjong. Play a free Mahjongg solitaire tiles game online. Chinese ...
Mahjong is a free solitaire game where the player is challenged to eliminate all tiles from the Mahjong towers. Find matching pairs of images from the end ...
www.freegames.ws/games/boardgames/mahjong/mahjong.htm - 14k - [Cached](#) - [Similar pages](#)

Shockwave.com - Mah Jong Solitaire
The classic and wildly popular game of Mah Jong takes on a whole new ...
There's more Mah Jong to love! Click here to find out more! Instructions ...
www.shockwave.com/sw/content/mahjong - 15k - [Cached](#) - [Similar pages](#)

Mah Jong Solitaire - Play at Shockwave.com
The Emperor's Mahjong, The Emperor's Mahjong. Ancient Tri-Jong. Ancient Tri-Jong. More Links High Scores New Games. Mah Jong Solitaire will begin shortly. ...
www.shockwave.com/bin/content/shockwave.jsp?id=mahjong - 6k - [Cached](#) - [Similar pages](#)
[More results from www.shockwave.com]

Mahjong - Wikipedia, the free encyclopedia
In English, in addition to Mahjong, the name of the game is variously ...
American Mahjong is a form of Mahjong standardized by the National Mah Jongg ...
en.wikipedia.org/wiki/Mahjong - 120k - [Cached](#) - [Similar pages](#)

Shanghai Mahjongg - Miniclip.com
... Kung Fu Statesmen, Last Christmas 2, Leo Steel, Letter Lasso, Letter Rip, Luger Command, Magic Balls, Mahjong Classic, Mahjong Madley, Mahjong ...

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Play Mahjong for Free
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mahjongtime.net

Majong
Here are the top 8 sites on Majong
www.8bestsites.com

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English Sites

[Mah Jong Museum © copyright, all rights reserved](#)-- Excellent Website with rules, history, and merchandise.

[Mahjong Medley - Miniclip.com](#)--Free Online Games

[Mah Jong History and Useful Information](#)-- Includes a history and introduction to the game, rules.

[Mah Jong - Modern Japanese Rules, v1.54](#) -- Japanese rules and terminology

[Mah Jong Collection](#) by Peter Chan.

[MacGameStore: Mah Jong Medley](#)

<http://mahjongtime.com/>

Japanese Sites (in Japanese)

[MahjongWalker-麻雀プロ団体公認オフィシャル麻雀 ...](#)

<http://www.yakuman-king.com/>

<http://www.agenda.co.jp/>

[当店ルール](#)

Software

[Berrie Bloem's Mah Jongg for Windows](#) -- Game of the Four Winds.

[Green Dragon Mahjongg](#) -- On-line, interactive Mahjongg game written in Java.

[Arcanium Productions](#) -- The Isle of Four Winds: Rune War (commercial).

[PARABEN SOFTWARE - MAH-JONG](#)

[Download Paraben's Mah-jong](#)

<http://mjcity.homeip.net/>

<http://www.nicelife.idv.tw/ezmj.htm>

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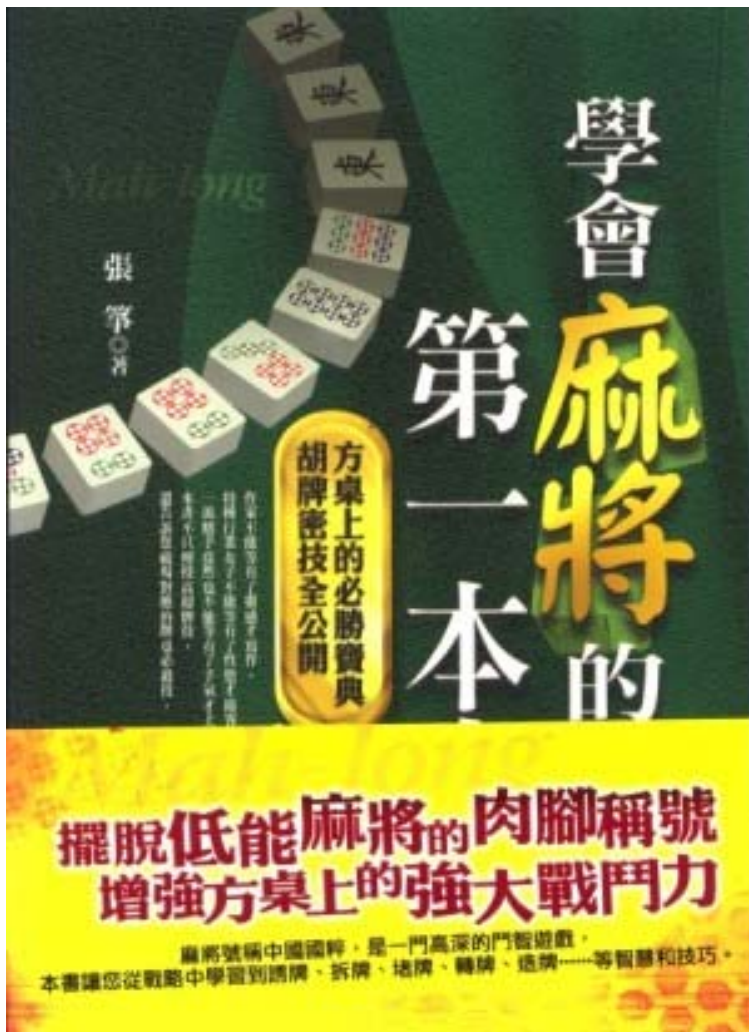
<http://www.kingstone.com.tw/>

[Miscellaneous Books](#)

The following books are recently published or are not currently being published, some you may find them in a second hand book store or in a local library.

Lo, Ginnie, ***Mahjong All Day Long*** Publisher : Walker & Company ISBN : 0802789412 Pub. Date : March 2005

- Ai, Weiwei *Mahjong: Contemporary Chinese Art from the Sigg Collection* Publisher : Hatje Cantz Verlag GmbH & Co KG ISBN : 3775716130 Pub. Date : September 2003
- Lo, Amy, *TheBook of Mahjong: An Illustrated Guide* Publisher : Tuttle Publishing ISBN : 0804833028 Pub. Date : May 2001
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Movies Featuring MahJong

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Drunken Master II (Jackie Chan, Hong Kong)

Ranma Nibunnoichi (Japanese anime)

God of Gamblers (Hong Kong)

Wagging School (Hong Kong)

Project A (Jackie Chan, Hong Kong)

Raise the Red Lantern

Driving Miss Daisy

Sweet Lorraine

Boys Are Easy (Hong Kong)

Once Upon A Time in China Part III (Hong Kong)

The Wedding Banquet

Double Impact

Temptress Moon

Used People

Stow Away (Shirley Temple, Robert Young)

TV Shows Featuring Mahjong

Highlander

Happy Days

Ranma 1/2 (Japanese anime series; Mahjong mentioned in theme)

MASH ("They'll be playing Mahjong with our fingernails.")