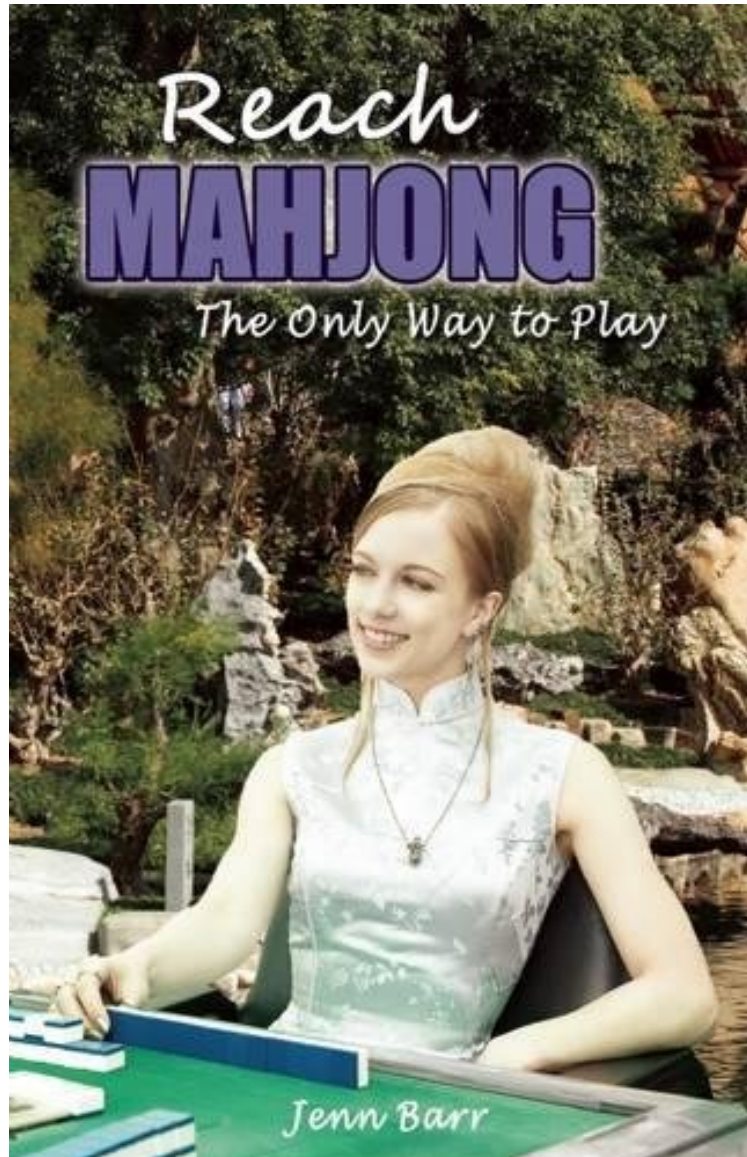


(Download) Reach Mahjong: The Only Way to Play

## Reach Mahjong: The Only Way to Play

Jenn Barr

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#2660983 in Books 2009-07-01 Original language: English PDF # 1 8.30 x .50 x 5.40l, .60 #File Name: 193539634X224 pages | File size: 30.Mb

**Jenn Barr : Reach Mahjong: The Only Way to Play** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Reach Mahjong: The Only Way to Play:

4 of 4 people found the following review helpful. Solid Reach Mahjong Book By Steven Vogel I found this book to be an excellent introduction to the Japanese version of Mahjong, called reach or riichi mahjong. I especially liked the scoring section which made adding up the points very clear, as well as the section on yakus or hand points. The book discusses how the tiles are set up, building the wall and choosing the player seatings, the mechanics of play, and

tactics. There is a section on playing with three players. There is also a 35 page glossary that has the words used in the game, their meanings, and the Japanese names for the terms. If you play Reach Mahjong, this book is an excellent choice. I found it to be easier to understand than Eleanor Noss Whitney's *A Mah Jong Handbook: How to Play, Score, and Win*, although the Whitney book is also very good. I took a point off for some printing mistakes, but you can always look to the author's website for the corrections.

0 of 0 people found the following review helpful. The only one of it's kind

By John Manjiro Since this is the only book of Japanese Mahjong in English, I can't complain too much. Overall I can use this book to explain the difference between Japanese and American Mahjong to our friends. However, this book does not explain the various hands available and the Yaku that comes with them. Too bad.

5 of 9 people found the following review helpful. Nothing you can't get off of even the most basic site

By Mahjong Player Now, this book does explain the rules rather well, and has the most basic of strategy sections, but (even excluding the printing error with a couple examples) is simply too 'basic' to recommend. It is a Catch-22 of the mahjong world - if you are into mahjong enough to know about the book, you know enough that you don't need the book at all. The only book in english out there that has the strategy that you can't get off a dozen sites found by a simple 'reach mahjong' search on google is the Whitney "Mahjong Handbook". it's been the standard for decades for a reason. Also, although it is unfortunate, it gets docked points for the incorrect examples. I know it is merely a printer error, but if you are a beginner, you aren't necessarily going to know that something is wrong, and be thoroughly confused as to what is going on. All-in-all, I bought it, and didn't learn anything that I couldn't have gotten from the Whitney book. If you are looking for a way to teach your friends, or yourself, without access to the internet or outside input, it's worth it, but those are the only niches it fills.

Written by Jenn Barr, the first American to be inducted into the prestigious Japan Professional Mahjong League, *Reach Mahjong* is the best resource for learning all the tricks of the pros of the game. It makes players out of total beginners, introducing the fascinating world of mahjong, explaining the background, rules, and strategies, and enabling a newbie to participate within hours. For the first time ever, daunting Japanese terms and rules are translated and simplified for the edification of players of all ages. In these pages, Jenn addresses everyone, from novices to experts, so even experience mahjong players will find something new to learn. With full-color illustrations, all the tiles, tools, and hands of the game are easy to recognize and soft on the eyes. Have a seat and get ready to learn a unique hobby that will challenge you and your friends forever. Once you start playing, you'll never want to stop.

About the Author Jenn Barr was born and raised in Seattle and set off for Japan the minute she finished high school. She spent half a year in Osaka before attending the University of Hawaii for a semester, then ended up at Sophia University Tokyo, from which she graduated in 2005. Jenn fell in love with Mahjong in 2004 and worked on her game so that she could join the Japan Professional Mahjong League in 2006, the largest and most successful professional Mahjong league in the world. She is working on spreading love for the game throughout the world and hosts a website, [reachmahjong.com](http://reachmahjong.com), for other Reach fans, which features columns, quizzes, podcasts, online meet-ups, and more.