

QB64 Mahjong

This is a Mahjong Solitaire program. The program plays exactly as the “Turtle” Mahjong Solitaire in Microsoft Windows (Windows 8 or earlier). All the moves are as standard Mahjong Solitaire – you play by pairing tiles until zero remain. I do not give the detailed rules, as I assume that everyone will be familiar with the game. I use my own scoring scheme. There are bonus scores for removing all four of each matching type together.

Installation

The program will run with QB64 GL1.2 and higher. Use the URL to download the zip file and extract the folder “QB64 Mahjong” into your QB64 folder. (When extracting the folder, be careful that the extraction method doesn't create a further level of folder with the same name). You will need to move (or copy) the “falcon.h” file to the QB64 folder if you don't already have one there. From the IDE, load the program “QB64Mahjong.bas” and make sure that you have the Run Option “Save EXE in source folder” checked.

<https://www.dropbox.com/s/q2fdyq5e1psmfjy/Mahjong.zip?dl=1>

The Tile Set

The tile set is as for the normal Mahjong, but my tile pictures are my own creation. But remember that the tile matching rules are unchanged from standard Mahjong.

Characters

No Chinese characters: 7-segment number display format. A tile in this set will match with one identical.



Bamboos

The bamboos are arranged to form Roman numerals. The One Bamboo Tile has a bird on a bamboo cane (which is standard convention). A tile in this set will match with one identical.



The Planets (replaces Circles)

The planets are in normal distance order. Pluto, although no longer a planet, makes up the nine. A tile in this set will match with one identical.



QB64 (replaces Dragons)

The three dragons are replaced by three QB64 logos. A tile in this set will match with one identical.



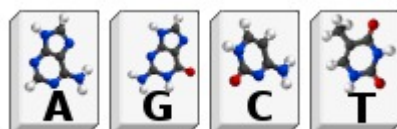
Winds

The Four Winds are (roughly) sounding into Northerly, Easterly, Southerly and Westerly directions. A tile in this set will match with one identical.



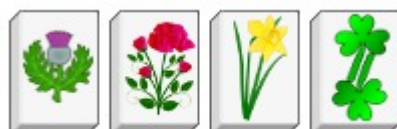
Nucleotides Bases (replaces Seasons)

The four seasons are replaced by the four DNA nucleotide bases. Remember that matching is as per Mahjong rules, not DNA pairing rules – any nucleotide base tile will match with any other.



Flowers

The Four Flowers represent the four nations of GB & NI. Any flower tile will match with any other.



Game Play

When you run the program, you first have to Click on 'Start' to initiate. Then in the game, you select tiles with a mouse click.

Hovering over a tile will highlight that tile if it is available. Click on the tile to select it, and that tile will become highlighted. Clicking on a selected tile will unselect it. When a tile has been selected, any matching tiles will be highlighted. Then if you click on a another tile and it matches, the two tiles will be removed.

Clicking on the 'Undo' button will go back one step, and this can be repeated indefinitely. Clicking 'Undo' will also deselect a selected tile.

Part way through a game, you can save it by clicking on 'Save Game'. This will exit the program. Next time, the saved game will be available. You can also abandon a game and start a new one by clicking on 'New Game'.

The game features an animated revolving Earth. If, after some time, you find this irritating during play, then click on the 'Still' button.

You can exit the game at any point by clicking on 'Exit' or pressing Esc. The current game will not be saved.

The program uses counting functions to determine some parts of the game execution. There is a theoretical time limit of 414 days for any one game, so you may need to set your calendaring function if you are particularly slow! I believe that the Microsoft version gives a tile layout that is always solvable, but in this version the initial layout is completely random which means that 3% of games will not be solvable (according to Wikipedia).