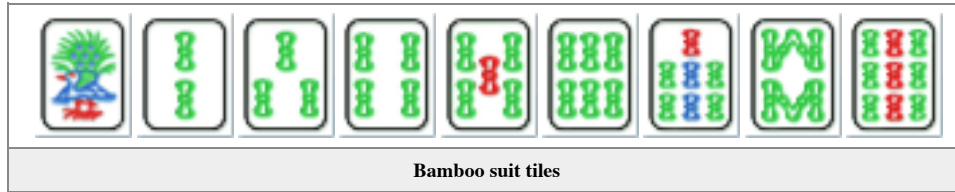


# Mahjong

## Equipment

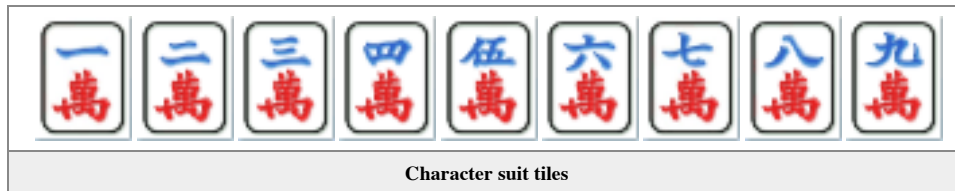
To play mahjong all you need are 3 dice and four of each of the following tiles, for a total of 136 tiles.

### Bamboos



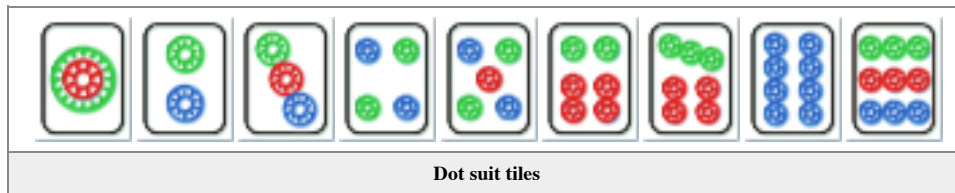
In most sets 1-bamboo looks like a bird.

### Characters



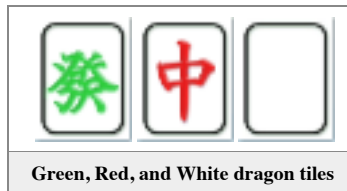
If you haven't learned Chinese numerals yet, make sure to play with a set that has Arabic numerals too!

### Dots



Also known as circles, disks, spots...

### Dragons



These are the Green, Red, and White dragon tiles. If your set has English letters, the green dragon is labeled F, red is C, and white is P or B. In [Japanese sets](#), the White dragons are completely blank tiles. In [American sets](#), the Green and Red dragons may be depicted with a dragon graphic. The White dragon may also be a white tile with an empty blue border.

### Winds



If your set has English letters, they are labeled E, S, W, and N, respectively.

If your mahjong set comes with other tiles besides these (usually [flowers](#), [jokers](#), [red tiles](#) and/or blanks), then put those extra tiles away. These tiles are used for variations of the game.

**Flowers** (also known as **bonus tiles**) are collection of both flower and season tiles. There isn't any standard or set graphic for these tiles and may vary from set to set what is show here. Most commonly, however flowers are just depicted. Other themes may include occupations (fisherman, woodcutter, farmer, and master), means of transportation, or structures (bridge, gate, pavilion, and pagoda)<sup>1</sup>.

### Flowers



These are flower tiles numbered one through four in Arabic numerals, representing: plumb, orchid, chrysanthemum, and bamboo. It is commonly depicted with blue characters (or numbers).

### Seasons



Same deal as flower tiles. There is one each bonus tile, representing: spring, summer, autumn, and winter. It is commonly depicted with red characters (or numbers).

There are eight tiles total when playing with both sets (four flowers and four season tiles). Each number corresponds to a player the same way each player is assigned a wind: 1 = East; 2 = South; 3 = West; 4 = North.

In Chinese forms of mahjong, they serve no purpose towards completing a hand; you cannot [chow](#), [pung](#), or [kong](#) flowers. Instead they act as bonus points during the tabulation of your score. The flowers never count towards the points necessary for a minimum hand. This means that, while though a flower may give you an extra faan in Hong Kong mahjong, or an extra point in Korean mahjong, they do not contribute to having the minimum 3 faan which is common in Hong Kong mahjong nor the 2 points necessary in Korean rules. They are strictly bonus points.

Flower tiles are an optional game play element.

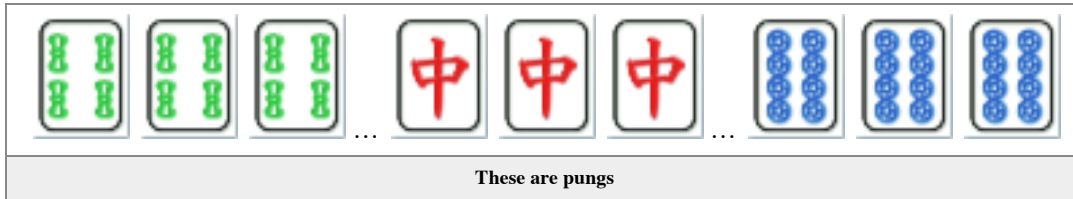
In American mahjong flower tiles are used just like any [suit](#) or [honor](#) tile, in which they can be used as pairs or triplets towards completion of your hand. Note that American mahjong does not follow the gameplay instruction below.

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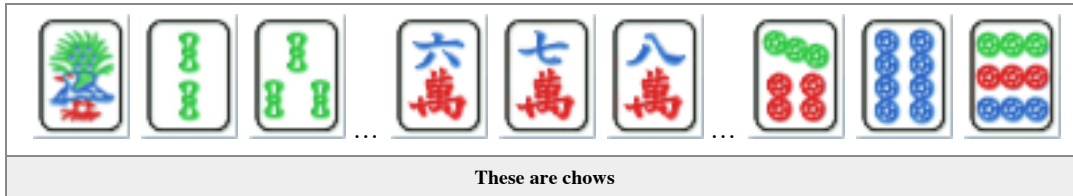
## The Objective

For every hand, your basic goal is to **be the first player to get a hand composed of four sets and a pair**. Each set can be either a [pung](#), [chow](#), or [kong](#).

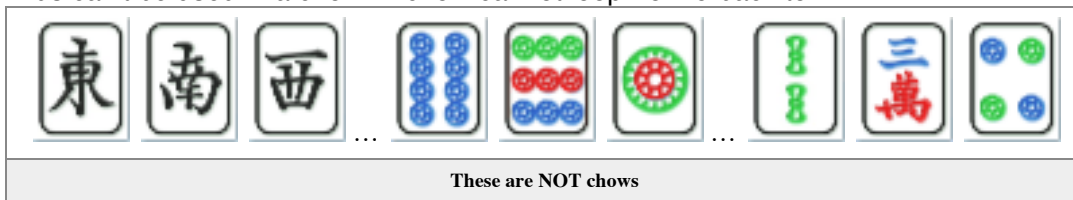
A **pung** is a set of **three identical tiles**.



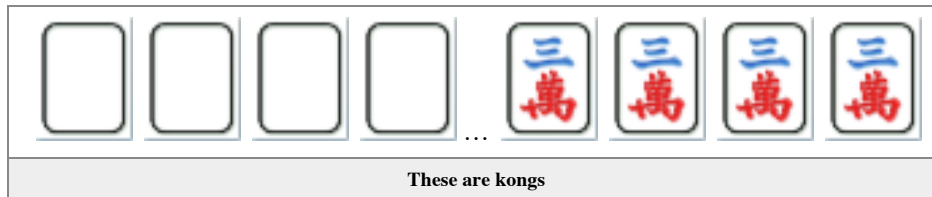
A **chow** is a set of **three tiles of the same suit and consecutive numbers**.



Dragons and winds can't be used in a chow. A chow cannot loop from 9 back to 1.



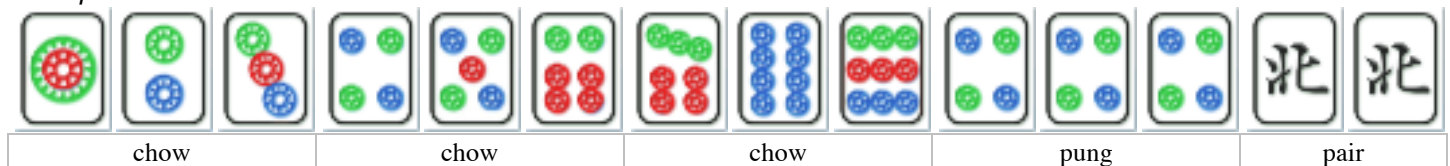
A **kong** is a set of **four identical tiles**.



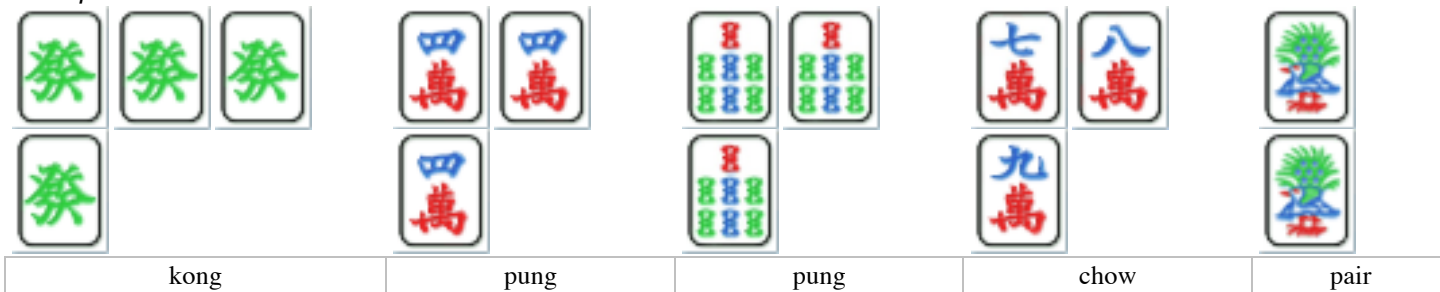
Each set can either be [concealed](#) or [melded/exposed](#). Concealed sets are made of tiles from your initial hand and tiles you draw from the [wall](#). Melded sets are formed by claiming discard from other players and are explained later in the [special moves](#) section. Concealed sets are not shown to other players unless you win the hand. Melded sets are immediately shown when they are formed.

As explained earlier, the goal is to get four sets and a pair. The first player to reach this goal wins the hand. Most of the time, the winning hand will have exactly 14 tiles. If the hand includes kongs, it will have more than 14 tiles. The following are all valid winning hands:

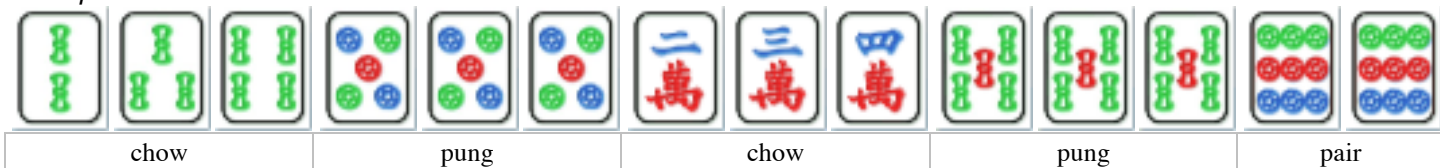
### Example 1



Example 2



Example 3

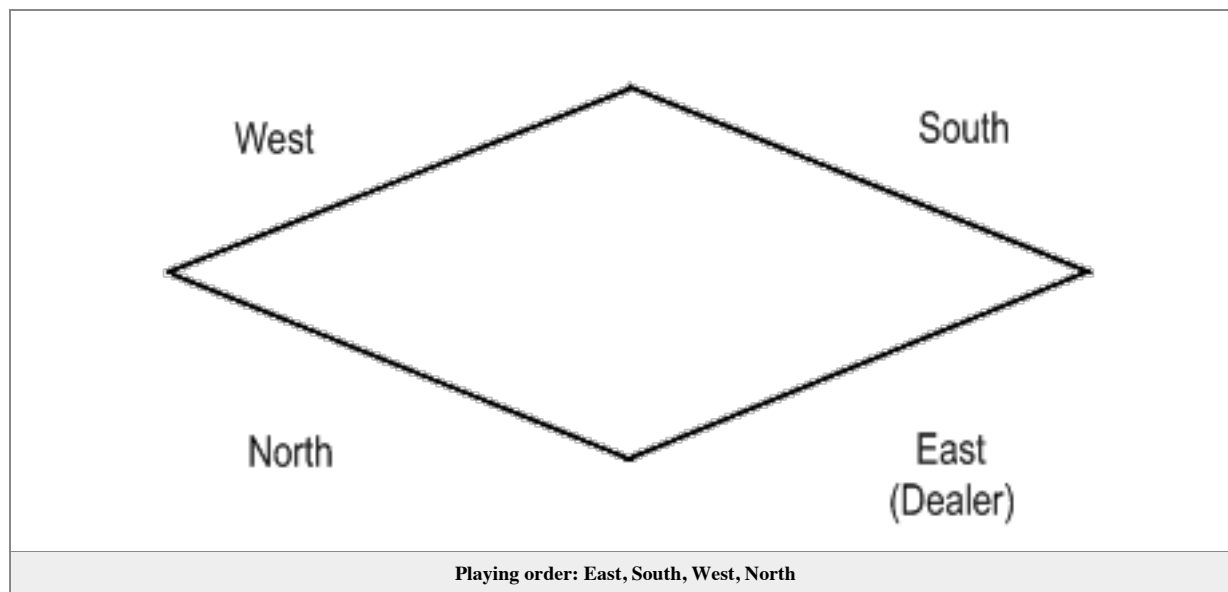


## Building the Wall

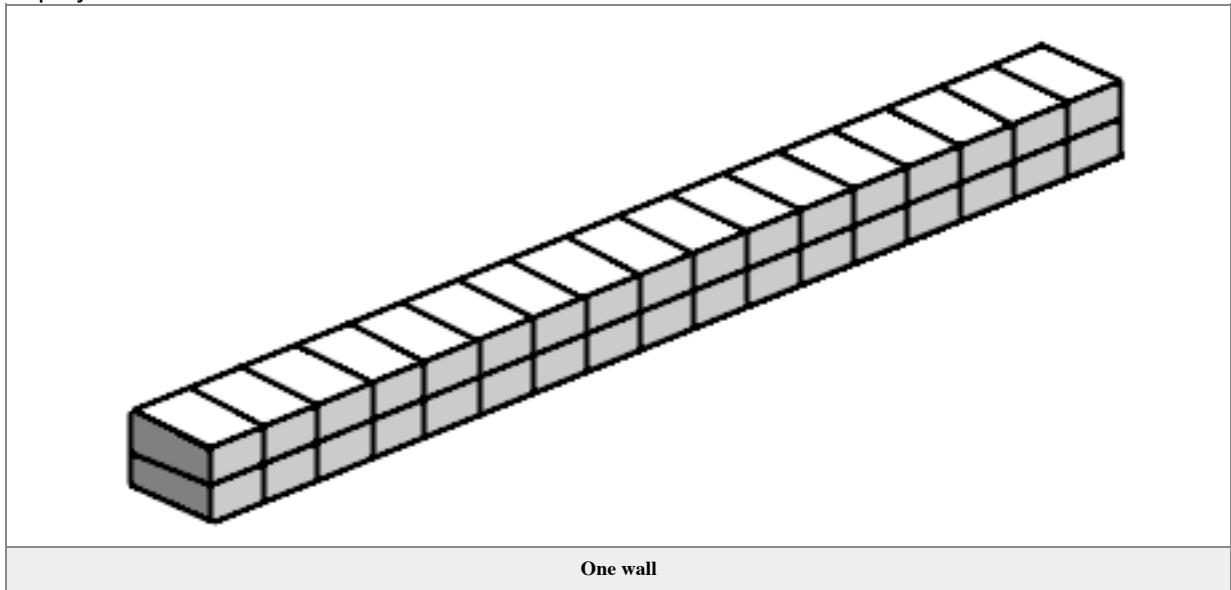
Get three friends and sit randomly around a table, facing towards the center. Ideally you want to play on a square table that's small enough that you can reach across easily.

Each player will be assigned a wind. A good analogy is to think of this as board game, but instead of being assigned a colored token you are assigned a direction for your seat.

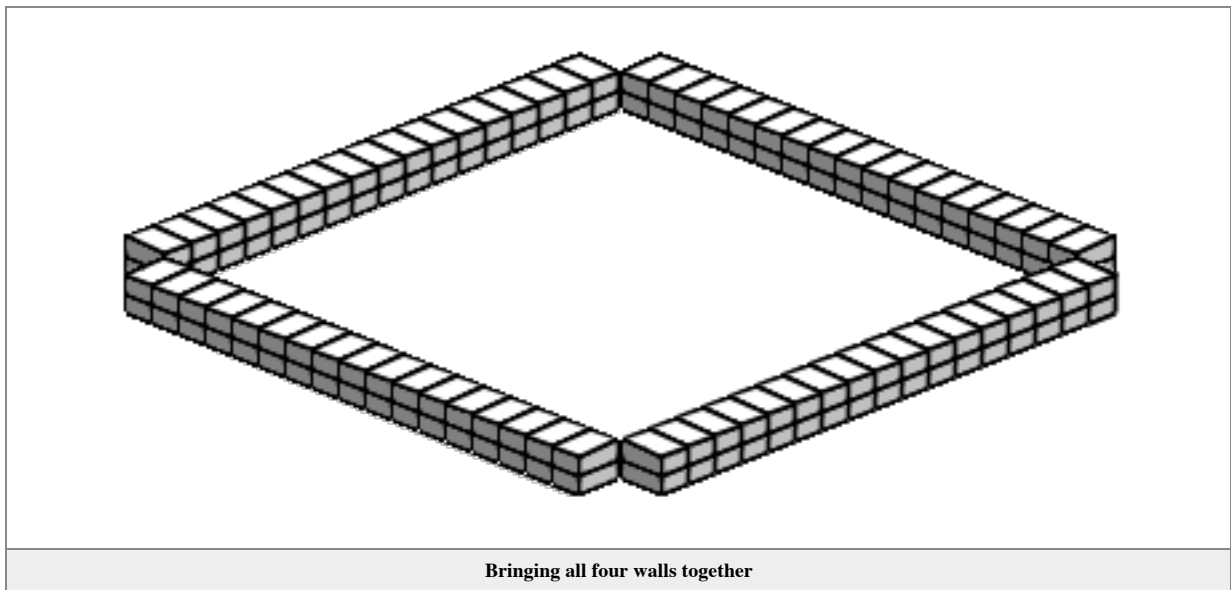
In casual play, randomly assign one player to have the East seat wind. The rest of the players assume seat winds as specified by the image below: the player to the right of east is South, the player across is West, and the player to the left is North. This assignment of winds DOES NOT match the cardinal directions on a compass.



Dump out your tiles on the table. Turn all the tiles face-down and swirl them around with your hands to shuffle them. After the tiles are shuffled, each player makes a wall 18 tiles (if playing with flowers, 17 if not) across and 2 tiles high. Each player's wall should look like this:



All players move their walls towards the center of the table, making a big square like this:



## Breaking the Wall

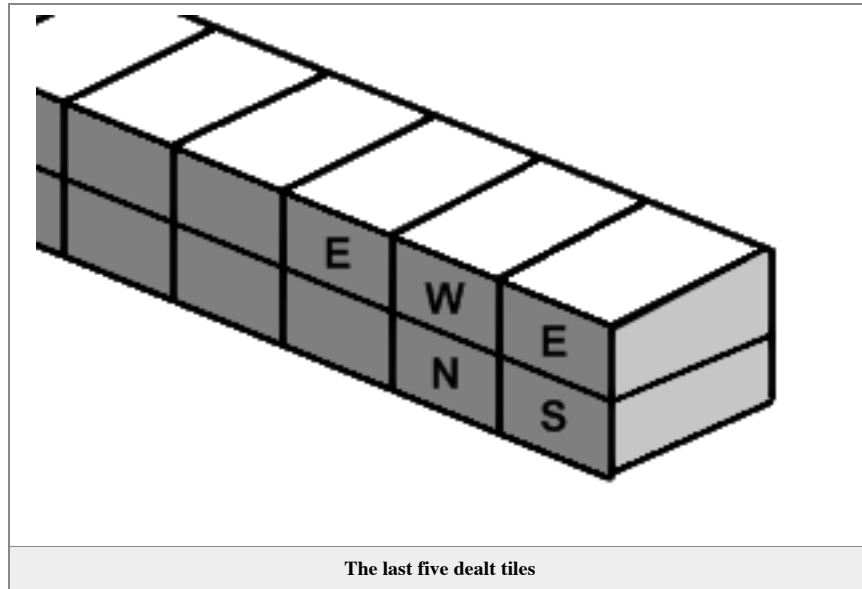
The East player starts by rolling three dice and adding up the sum of the rolls. East uses this number to determine whose wall to break and where to break it.

Counting themselves as number one, East counts off players counter-clockwise around the table until they reaches the sum. This determines whose wall they will break. For example, if East rolled 12, then they would break North's wall.

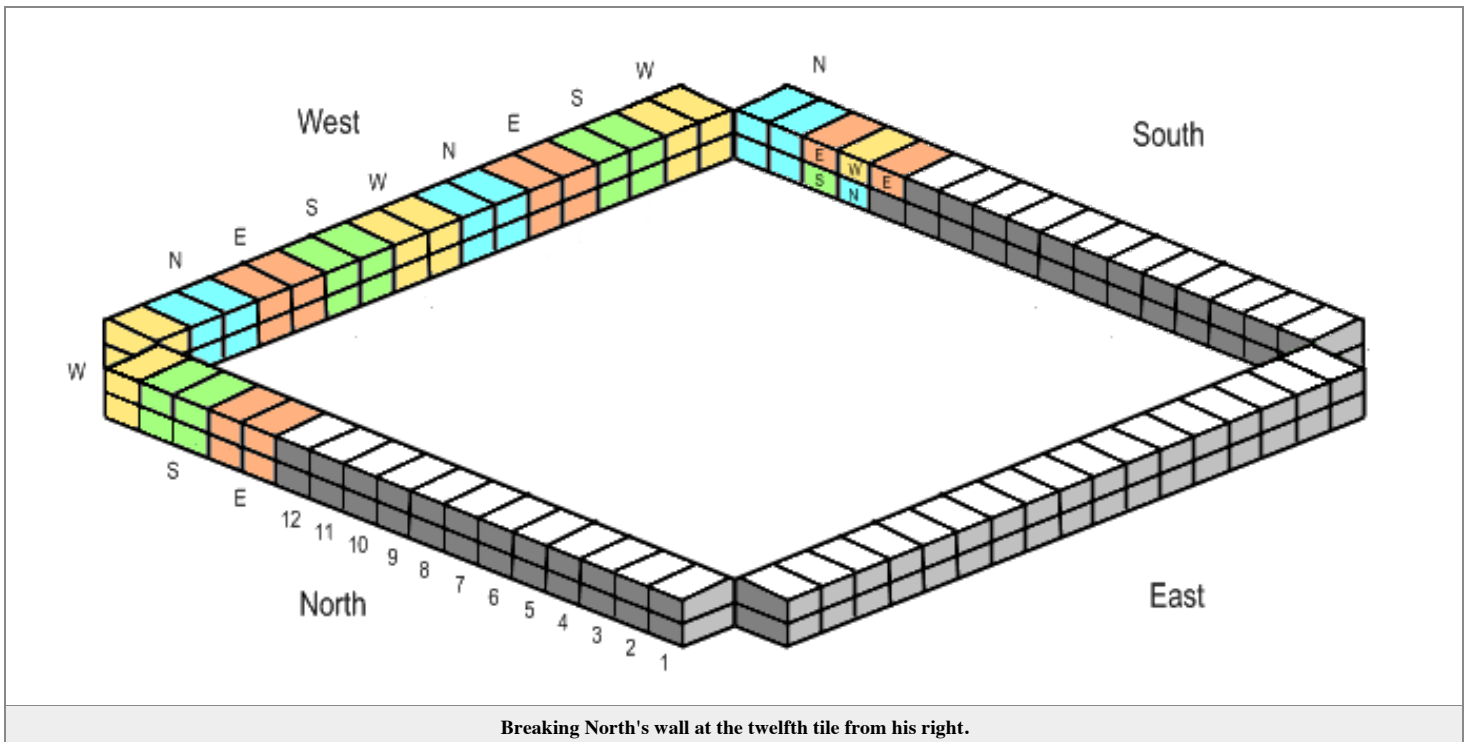
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
E	S	W	N	E	S	W	N	E	S	W	N	E	S	W	N	E	S

Next, starting from the right side of the indicated player's wall, East counts off stacks clockwise until they reach the sum. They then take the next two stacks (four tiles) after the last stack they counted. South takes the next two stacks, West takes the next two, then North takes the next two. All players continue to take stacks in turn until each player has six stacks (12 tiles). Note: players take turns going counter-clockwise, but tiles are drawn from the wall going clockwise. This applies when dealing tiles and during gameplay.

Lastly, the players take their final tiles as shown below. East takes his two tiles, then South takes one, West takes one, and North takes one. After this step, east should have 14 tiles, and the rest of the players should have 13.



Here is what the tile distribution would look like if East rolled a sum of 12:



The above section applies to games using tiles. For games using cards, simply assign the directions and shuffle the cards. Still deal out four cards to the dealer to start, and sets of four to all players until all players have 12 cards. Then the dealer should deal themselves one card, the next to the South player, then one to themselves, and then the next to the West player, and finally the North player. The dealer should have 14 cards, while all others will start with 13. Replacements should be drawn from the bottom of the deck.

---

## Formal Seating Determination

The above seating determination is casual. Formal seating determination goes as follows:

Separate out one copy of each of the directions and shuffle them facedown, and stacking the tiles on top of one another. A random player will cast the three dice and starting with themselves as 1, count off counterclockwise until the number is reached. That player draws from the top tile in the stack, and players draw counterclockwise until all four cardinal tiles are drawn. The player who draws the East tile chooses a seat and the other players arrange themselves according to their drawn directions.

The players shuffle the direction tiles back in with the other tiles and then build the wall as indicated above. When the walls are brought together, the player who drew the East tile casts the dice and counts off, starting with themselves as 1. The indicated wall is the breaking wall, and should be broken at the set of tiles by counting from right to left the rolled dice number. Importantly, the player associated with this wall is considered the first dealer and East seat to begin the game.

## Gameplay

---

East starts the game by discarding one tile from his hand and placing it face-up in the area in the middle of the walls, which is called the river. If nobody claims East's discard, then play resumes with the player to his right, South. Remember, players take turns going counter-clockwise. For most turns, you will simply draw a tile and then discard a tile.

Many of the moves below require you to "use the most recently discarded tile." That refers to discards from other players, not your own discards. For example, you can't discard a tile and then immediately claim it for a melded pung.

If you claim a discard to make a melded set, that melded set cannot be integrated back into the concealed part of your hand. The melded set remains visible until the end of the hand.

### Normal Turn

At the beginning of your turn, you can

1. Claim the most recent discarded tile to make a melded pung, melded chow, or big melded kong, OR if you can't or choose not to, you can
2. Draw a tile from the wall.

If you claim the discard, follow the corresponding procedure in the Special Moves section.

Should a player fail to claim a tile to make a meld, he/she cannot claim any identical discarded tile until his next draw.

If you simply want to draw a tile, you must:

1. Draw a tile from the wall. Remember, take tiles from the wall going clockwise. If the next stack in the wall is two tiles high, take the top tile. Otherwise, take the bottom tile.
2. *Optional: Declare a concealed kong or a small melded kong. (These are explained in the special moves section.) If you declare one of these kongs, DO NOT go on to step 3. Instead, follow the procedure listed under Concealed Kong or Small Melded Kong.*
3. Discard a tile. If nobody claims the discard, play resumes with the player to the right.

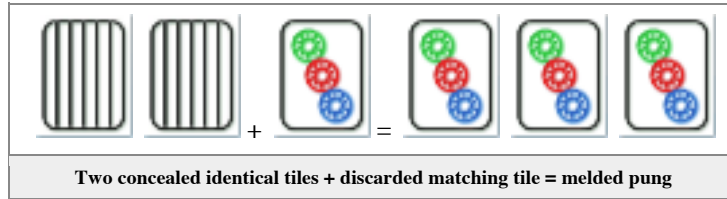
## Special Moves

### Melded Pung

If you want to use the most recently discarded tile in a pung, you must already have two concealed tiles in your hand that match the discard. You must:

1. Declare "pung".
2. Take the discard. (Do not place the discard in your hand).
3. Lay down the three tiles of the pung face-up as a set in front of your hand. This set is called a **melded pung**.
4. Discard a tile. If nobody claims the discard, play resumes with the player to the right. Note: some players might get their turns skipped.



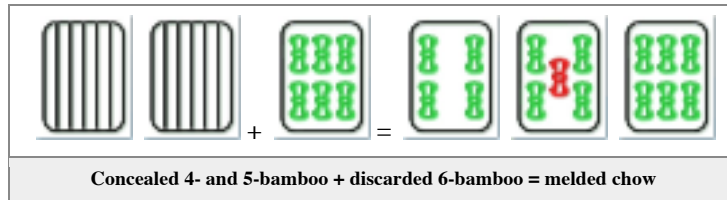


## Melded Chow

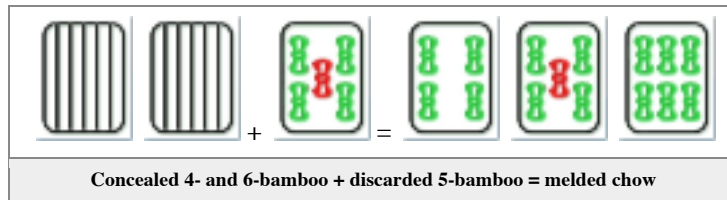
If you want to use the most recently discarded tile in a chow, you must already have two concealed tiles in your hand that would make a chow with the discarded tile, and *the discard must come from the player to your left*. You must:

1. Declare “chow”.
2. Take the discard. (Do not place the discard in your hand).
3. Lay down the three tiles of the chow face-up as a set in front of your hand. This set is called a **melded chow**.
4. Discard a tile. If nobody claims the discard, play resumes with the player to the right.

### Example 1



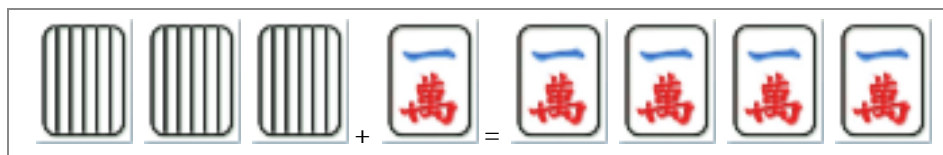
### Example 2



## Big Melded Kong

If you want to use the most recently discarded tile in a kong, you must already have a concealed pung in your hand that matches the discard. You must:

1. Declare “kong”.
2. Take the discard. (Do not place the discard in your hand).
3. Lay down the four tiles of the kong face-up as a set in front of your hand. This set is called a **big melded kong**.
4. Draw a replacement tile from the back end of the wall. (Replacement tiles are explained later.)
5. *Optional: Declare a concealed kong or a small melded kong. If you declare one of these kongs, do not go on to step 6. Instead, follow the rules concerning the concealed kong or small melded kong.*
6. Discard a tile. If nobody claims the discard, play resumes with the player to the right. Note: some players might get their turns skipped.

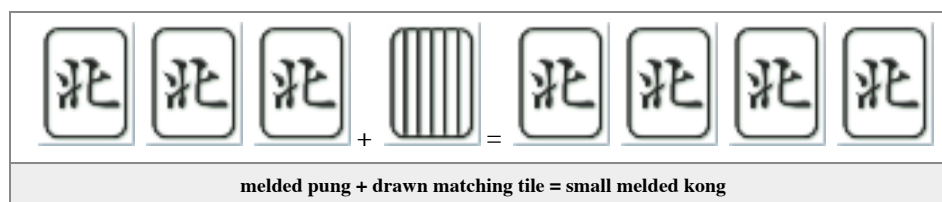


concealed pung + matching discard = big melded kong

## Small Melded Kong

If you draw a tile that matches a melded pung you already have, you may promote the pung to a kong. Note that you DO NOT have to promote the pung. If you do want to promote the pung, you DO NOT need to do it on the same turn you drew the matching tile. You can declare a small melded kong on any of your turns, but only immediately after you draw a tile from the wall or a replacement tile. You must:

1. Declare "kong".
2. Add the matching tile to your melded pung. This set is called a **small melded kong**.
3. Draw a replacement tile.
4. *Optional: Declare a concealed kong or a small melded kong. If you declare one of these kongs, do not go on to step 5. Instead, follow the rules concerning the concealed kong or small melded kong.*
5. Discard a tile. If nobody claims the discard, play resumes with the player to the right.

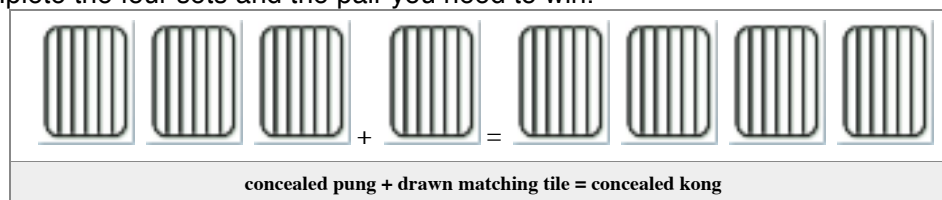


## Concealed Kong

If you draw a tile that matches a concealed pung you have in your hand, you may declare a concealed kong. Note that you DO NOT have to use the tiles as a kong. If you do want to use the tiles as kong, you DO NOT need to do it on the same turn you drew the matching tile. You can declare a concealed kong on any of your turns, but only immediately after you draw a tile from the wall or a replacement tile. You must:

1. Declare "kong"
2. Lay down the four tiles of the kong face-down as a set in front of your hand. This set is called a **concealed kong**.
3. Draw a replacement tile.
4. *Optional: Declare a concealed kong or a small melded kong. If you declare one of these kongs, do not go on to step 5. Instead, follow the rules concerning the concealed kong or small melded kong.*
5. Discard a tile. If nobody claims the discard, play resumes with the player to the right.

Note: if you wish to use a concealed kong as one of your sets but you do not declare it, then you will not have enough tiles to complete the four sets and the pair you need to win.



## Order of Claims

If players claim the same discard, a pung or kong will supersede a chow. However, a claim of mahjong trumps all other claims. If two or more players claim mahjong, then the next player counterclockwise from the discarder gets the discard to win.

## Replacement Tiles

When you declare a kong, you must draw a **replacement tile** from the back end of the wall (the ridge). That is to say, you draw a tile from the end of the wall you normally WOULD NOT draw tiles from. If you don't get a replacement tile, you won't have enough tiles to make the four sets and a pair you need to get mahjong. Players may not declare kong when the wall is exhausted and there are no replacement tiles to take.

## Mahjong

When you have a hand that requires only one more tile to make four sets and a pair, then your hand is **ready**. If you draw the last tile you need, then you can declare "mahjong" to **win by self-draw**. If another player discards the last tile you need, then you can declare "mahjong" to **win by discard**. When a player adds a piece to a pung to form a small melded kong, if you require that tile, you can declare "mahjong" by [robbing a kong](#).

If you declare mahjong, reveal your entire hand so that everybody else can see it and verify that your hand is valid. After you win a hand, typically you would calculate your score and make your opponents pay. *If you want to learn a simple scoring system, I suggest you look up the scoring rules for [Hong Kong Old Style](#).*

For the next hand, if the winner is not the dealer, rotate the dealer and seat winds counterclockwise. The South player of the first round becomes the new East, and the other players change seat winds accordingly. Shuffle the tiles, rebuild the wall, and start again! If the winner is the dealer, he continues to be the dealer and the dealer is not rotated.

## Draw

If no player has won and there are no more tiles to take from the wall, then the hand is a draw and nobody wins. Shuffle the tiles and start a new hand. All players keep their current seat winds.

## Post Round

---

A round is over when the original dealer becomes the dealer again. After the round is over, the prevalent wind changes, and the original dealer becomes East again. The order of the winds are East, South, West, North.

## Post Game

---

A full game of mahjong ends when it is the North round and the original dealer would become the dealer again. Stated another way, the original North player must lose when they are the dealer in the North round.

The player with the most points at the end of the game wins.

# Hong Kong Old Style Scoring

## Initial Points

---

Because HKOS mahjong is also a gambling game, no initial points are specified. If you are playing casually everyone can start arbitrarily with 500 points.

## Criteria

---

The hand must contain 14 tiles and be composed of four sets and a pair (with the exception of special limit hands). If two players call mahjong for the same discard, the player sitting closest to the discarder in turn order is given the tile. An exception to this is when a player completes a [Thirteen Orphans](#) hand the turn order does not matter. Decide on a minimum number of fan needed before calling mahjong (3 fan is common). When declaring a win on a discard, the player must display his hand first before adding the discarded tile. In case of a self-drawn win, the drawn tile is displayed first followed by his hand.

## Miss Win

Should a player fail to declare a winning tile, he/she cannot claim any identical discarded tile until his next draw.

## Outline

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If the winner wins by self-draw, then all other players pay him however much his hand is worth (or double its worth depending on the variation).

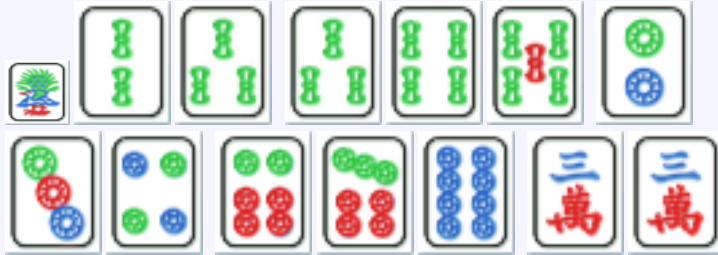


If the winner wins by discard, the player who discarded the winning tile (known as the discarder) is penalized. One common method of penalizing the discarder is forcing the discarder to pay the full value of the winning hand, while the other two players only pay half. Alternatively, the discarder must pay one or two times the value of the winning hand, while the other players pay nothing. Make sure your mahjong group agrees on a method of payment before starting a game.

- **Win by a discarded tile:** Discarder pays winner double the full score.
  - **Win by self-drawn tile:** All player's pay double the full value of the winner's hand.
-

## Scoring Table






Only the winning hand is scored. Determine which scoring elements apply to the winning hand then add. Use the table to convert the fan into points. However, different sources use different tables, and even combinations across all three. It's up to players to mutually decide which hands they wish to allow.






### Variant 1

Value	Hand	Description	Pattern Type
1 fan	No Flowers and no Seasons	Hand contains no flowers and seasons.	Special
1 fan	Seat Flower	Hand contains player's flower.	Special
1 fan	Seat Season	Hand contains player's Season.	Special
1 fan	All Chows	Hand consists only of chows and a pair of suit tiles. 	Chow-Based
1 fan	Dragon Pung	Hand includes a pung (or kong) of dragons. 	Terminals/Honors
1 fan	Seat/Prevalent Wind	Hand includes a pung (or kong) of the player's seat or round wind. 	Terminals/Honors
1 fan	Self-drawn Win	Winning on a tile drawn from the wall.	Going Out
1 fan	Last Tile Draw	Self-drawn win on the last tile of the wall.	Going Out
1 fan	Last Tile Discard	Win by discard on the discard after the last tile of the wall is drawn.	Going Out
1 fan	Robbing the Kong	Winning off the tile that somebody adds to a melded pung.	Going Out
1 fan	Out on Replacement	Winning on the replacement tile drawn after declaring a kong. Counts as self-drawn.	Going Out
2 fan	All Flowers	Hand contains all flower tiles. Implies Seat Flower. 	Special
2 fan	All Seasons	Hand contains all seasons tiles. Implies Seat Season. .	Special



3 fan	<a href="#">All Pungs</a>	<p>Hand consists all pungs.</p>	Pung-Based
3 fan	<a href="#">Half Flush</a>	<p>Hand consists only of honors and suit tiles of one suit.</p>	Suit-Based
4 fan	<a href="#">Little Three Dragons</a>	<p>Hand has two dragon pungs and a pair of the third dragon.</p>	Terminals/Honors
4 fan	<a href="#">Seven Pairs</a>	<p>Hand is composed of seven pairs of tiles.</p>	Special
6 fan	<a href="#">Full Flush</a>	<p>Hand consists only of suit tiles of one suit.</p>	Suit-Based

Limit	<a href="#">Four Concealed Pungs</a>	Hand has four concealed pungs and a pair and self-drawn win.	Pung-Based
Limit	<a href="#">Big Three Dragons</a>	Hand has three dragon pungs. 	Terminals/Honors
Limit	<a href="#">Little Four Winds</a>	Hand has three pungs and a pair of winds. 	Terminals/Honors
Limit	<a href="#">Big Four Winds</a>	Hand has four pungs of winds. 	Terminals/Honors
Limit	<a href="#">All Honors</a>	Hand consists only of honor tiles. 	Terminals/Honors
Limit	<a href="#">All Terminals</a>	Hand consists only of terminals. 	Terminals/Honors
Limit	<a href="#">Nine Gates</a>	Concealed hand of 1112345678999 in one suit and winning on any tile of the same suit.	Suit-Based

			
Limit	<a href="#">Thirteen Orphans</a>	<p>Hand made of single tiles of 12 honors and terminals, plus a pair of the 13th.</p> 	Special
Limit	All Kongs	<p>Hand has four kongs and a pair.</p>	Kong-Based
Limit	<a href="#">Jade Dragon</a>	<p>Hand is composed of pung (or kong) of bamboo tiles and a pung of green dragons.</p> 	Suit-Based
Limit	<a href="#">Ruby Dragon</a>	<p>Hand is composed of pung (or kong) of character tiles and pung of red dragons.</p> 	Suit-Based
Limit	<a href="#">Pearl Dragon</a>	<p>Hand is composed of pung (or kong) of dot tiles and a pung of white dragons.</p> 	Suit-Based
Limit	Blessing of Heaven	<p>East wins with initial hand.</p>	Going Out
Limit	Blessing of Earth	<p>Non-east player wins on East's first discard.</p>	Going Out

The table below is called a **fan-laak** table. In this one, certain fan values convert to the same amount of points. This helps to limit the scores.



This variation uses:

- **Win by a discarded tile:** Discarder pays winner double score and the other players pay normal the winner's score.
- **Win by self-drawn tile:** All player's pay double value of the winner's hand.

Scoring Table			
Fan	Points	By discard	Self drawn
0	1	1+1+2=4	n/a
1	2	2+2+4=8	4+4+4=12
2	4	4+4+8=16	8+8+8=24
3	8	8+8+16=32	16+16+16=48
4, 5, 6	16	16+16+32=64	32+32+32=96
7, 8, 9	32	32+32+64=128	64+64+64=192
10+	64	64+64+128=256	128+128+128=384

## Scoring Examples

### Example 1

Consider the following example. East (東) round; South (□) position.

melded pung	concealed tiles			melded chow			melded pung			out on			

Half Flush 3 fan  
 Dragon Pung 1 fan  
 No Flowers 1 fan  
 5 fan  
 Payment 64 (32 + 16 + 16) points

The hand has a total of 5 fan. The discarder would pay 32, while all other players pay 16 points each.

### Example 2

Consider the following example. East (□) round; East (□) position.



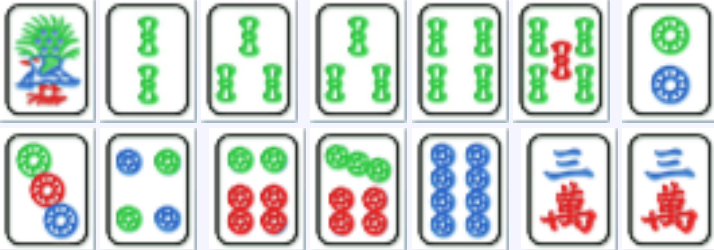


melded pung	concealed tiles		melded chow		melded pung		pair		self-drawn				

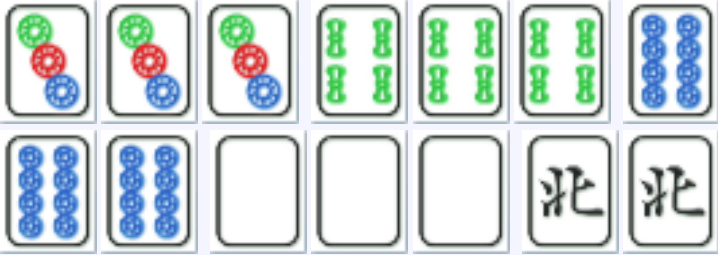
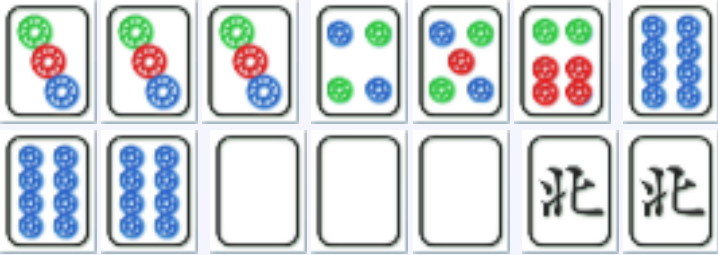

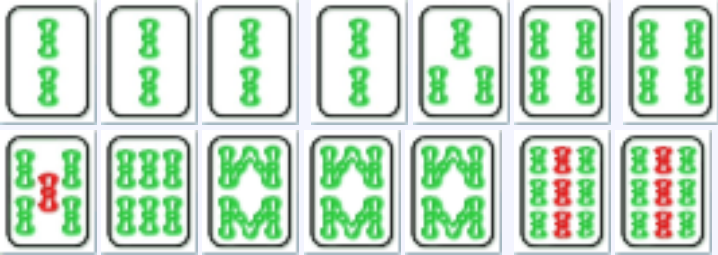
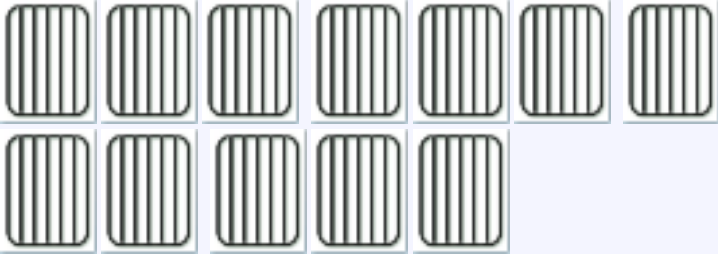
Seat Wind 1 fan  
 Prevalent Wind 1 fan  
 Self-Drawn Win 1 fan  
 No Flowers 1 fan  
 4 fan  
 Payment 96 (32 x 3) points







The hand is worth 4 fan but was completed with a self-drawn tile. Each opponent would have to pay 32 points each.

1

## Variant 2

Value	Hand	Description	Pattern Type
0 Fan	Chicken Hand	Hand with no value.	
1 Fan	Dragon Pung	Hand includes a pung (or kong) of dragons. 	Terminals/Honors
1 Fan	Seat/Prevalent Wind	Hand includes a pung (or kong) of the player's seat or round wind. 	Terminals/Honors
1 Fan	Seat Flower/Season	Player has the flower or season of his seat.	Special
1 Fan	No Flowers/Seasons	Hand contains no flower/season tiles upon winning.	Special
1 Fan	All Chows	Hand consists of all sequences. 	Chow-Based
1 Fan	Self-drawn Win	Drawing the winning tile for mahjong.	Going Out
1 Fan	Last Tile Draw/Discard	Winning on the very last tile or the following discard.	Going Out
1 Fan	Out on Replacement Tile	Winning after drawing a replacement tile.	Going Out
1 Fan	Robbing the Kong	Winning on off a tile used to extend a kong.	Going Out
2 Fan	All Flowers	Hand contains all flower tiles. 	Special
2 Fan	All Seasons	Hand contains all season tiles. 	Special

2 Fan	<a href="#">All Pungs</a>	<p>Hand consists only of honors and suit tiles of one suit.</p> 	Pung-Based
2 Fan	<a href="#">Half Flush</a>	<p>Hand consists only of honors and suit tiles of one suit.</p> 	Suit-Based
4 Fan	<a href="#">Little Three Dragons</a>	<p>Hand has two dragon pungs and a pair of the third dragon.</p> 	Terminals/Honors
4 Fan	<a href="#">Full Flush</a>	<p>Hand consists only of suit tiles of one suit.</p> 	Suit-Based
4 Fan	Kong on Kong	<p>Winning on a replacement tile after declaring two consecutive kongs.</p>	Going Out
Limit	<a href="#">Four Concealed Pungs</a>	<p>Hand has four concealed pungs and a pair and self-drawn win.</p> 	Pung-Based
Limit	<a href="#">Big Three Dragons</a>	<p>Hand has three dragon pungs.</p>	Terminals/Honors

			
Limit	<a href="#">Little Four Winds</a>	<p>Hand has three pungs and a pair of winds.</p> 	Terminals/ Honors
Limit	<a href="#">All Honors</a>	<p>Hand consists only of honor tiles.</p> 	Terminals/ Honors
Limit	<a href="#">All Terminals</a>	<p>Hand consists only of terminals.</p> 	Terminals/ Honors
Limit	<a href="#">Nine Gates</a>	<p>Concealed hand of 1112345678999 in one suit and winning on any tile of the same suit.</p> 	Suit-Based
Limit	<a href="#">Thirteen Orphans</a>	<p>Hand made of single tiles of 12 honors and terminals, plus a pair of the 13th. Hand must be concealed.</p> 	Special

Limit	Blessing of Heaven	East wins with initial hand.	Going Out
Limit	Blessing of Earth	Non-east player wins on East's first discard.	Going Out

The table is called "4-7-10 System" in that each tier where the points double occur at the 4, 7 and 10 mark.




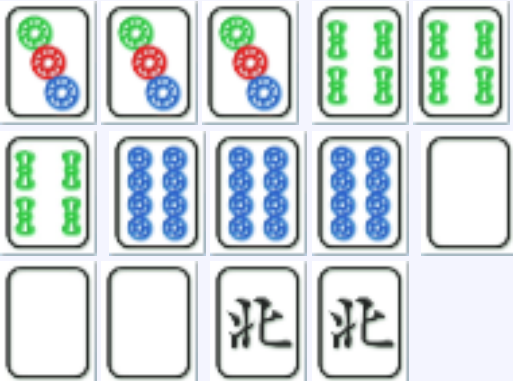

This variation uses:

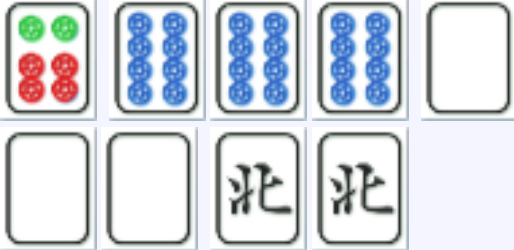



- **Win by a discarded tile:** Discarder pays winner double score and the other players pay normal the winner's score.
- **Win by self-drawn tile:** All player's pay double the full value of the winner's hand.

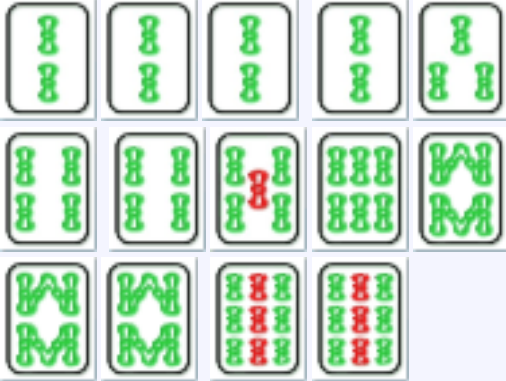


Scoring Table			
Fan	Points	By discard	Self drawn
0	1	1+1+2=4	n/a
1	2	2+2+4=8	4+4+4=12
2	4	4+4+8=16	8+8+8=32
3	8	8+8+16=32	16+16+16=48
4,5,6	16	16+16+32=64	32+32+32=96
7,8,9	32	32+32+64=128	64+64+64=192
10+	64	64+64+128=256	128+128+128=384

### Variant 3



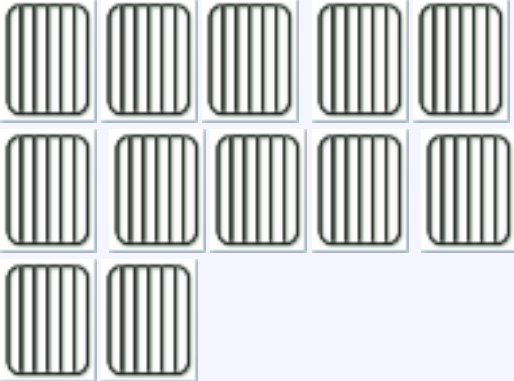

Value	Hand	Chinese	Description	Pattern
0	Chicken Hand	<i>Gay Woo</i> 雞口	A valueless hand.	Special
1	All Chows	<i>Ping Woo //</i>	Hand consists only of chows and a pair of suit tiles. 	Chow-Based
1	Dragon Pung	//Fan Jee	Hand includes a pung (or kong) of dragons.	Terminals/Honors

				
1	Round Wind	<i>Huen Fung</i>	Hand includes a pung (or kong) of the player's round wind. 	Terminals/Honors
1	Seat Wind	<i>Moon Fung</i>	Hand includes a pung (or kong) of the player's seat wind. 	Terminals/Honors
1	Self-Draw Win	<i>Chi Mo</i>	Winning on a tile drawn from the wall.	Going Out
1	Robbing a Gong	<i>Chueng Gong</i>	Winning off the tile that somebody adds to a melded pung.	Going Out
1	Concealed Hand	<i>Moon Ching</i>	(Optional) Winning with a concealed hand. Going out on a discard is ok.	Going Out
2	Win on Replacement	<i>Gong Sheung Far</i>	Winning on the replacement tile drawn after declaring a kong.	Going Out
2	Last Tile Win	<i>Hoi Day</i>	Self-drawn win on the last tile of the wall.	Going Out
2	Last Tile Discard	<i>Hoi Day</i>	Win by discard on the discard after the last tile of the wall is drawn.	Going Out
3	<a href="#">All Pungs</a>	<i>Dui Dui</i> <i>Woo</i> 對□□	Hand consists all pungs. 	Pung-Based
3	<a href="#">Half Flush</a>	<i>Won Yat Sik</i> □□□	Hand consists only of honors and suit tiles of one suit. 	Suit-Based

				
3	<a href="#">Little Three Dragons</a>	<i>Siu Sam Yuen</i>	<p>Hand has two dragon pungs and a pair of the third dragon.</p> 	Terminals/Honors
3	Kong on Kong	<i>Gong Sheung Gong</i>	Winning on a replacement tile after declaring two consecutive kongs.	Going Out
3	Moon from the Bottom of the Sea	<i>Hoi Day Lao Yeut</i>	Last tile win where the tile is 1 dot	Going Out
3	Plum Blossom on the Roof	<i>Gong Shueng Mui Far</i>	Win on replacement tile where the tile is 5 dots in a 4-5-6 chow.	Going Out
6	<a href="#">Big Three Dragons</a>	<i>Dai Sam Yeun</i>	<p>Hand has three dragon pungs.</p> 	Terminals/Honors
6	<a href="#">Little Four Winds</a>	<i>Siu Sei Hei</i>	<p>Hand has three pungs and a pair of winds.</p> 	Terminals/Honors
6	<a href="#">Full Flush</a>	<i>Ching Yak Sik</i> □□□	Hand consists only of suit tiles of one suit.	Suit-Based

				
Limit*	All Flowers and Seasons		<p>If a player draws all eight flower tiles he will have a winning hand.</p> <p>A player with 7 flower tiles may declare mahjong immediately upon drawing it, regardless of the completeness of their hand.</p> <p>*It is worth one less than the maximum fan level. No additional fan may be added to this score.</p> <p>If mahjong is not declared, the opportunity is lost and the player must win like normal.</p> <p>The same follows if the player has 7 flowers and draws the eighth. They may immediately declare mahjong regardless of their hand completeness.</p> <p>*This is worth max fan.</p>	Special
Limit	<a href="#">All Terminals</a>		<p>Hand consists only of terminals.</p> 	Terminals/Honors
Limit	<a href="#">Big Four Winds</a>	<i>Dai Sei Hei</i>	<p>Hand has four pungs of winds.</p> 	Terminals/Honors



				
Limit	<a href="#">All Honors</a>	<i>Chuen Tse</i>	<p>Hand consists only of honor tiles.</p> 	Terminals/Honors
Limit	<a href="#">Four Concealed Pungs</a>	<i>Kan Kan Woo</i>	<p>Hand has four concealed pungs. A kong is considered a concealed pung.</p> 	Pung-Based
Limit	<a href="#">Thirteen Orphans</a>	<i>Sup Sam Yiu</i>	<p>Hand made of single tiles of 12 honors and terminals, plus a pair of the 13th.</p> 	Special
Limit	Blessing of Heaven	<i>Tin Woo</i> □ □	East wins with initial hand.	Going out
Limit	Blessing of Earth	<i>Dei Woo</i> □ □	Non-east player wins on East's first discard.	Going Out
1	Any		One additional point for each flower tile.	Special

	Flower/Season Tile			
1	No Flower tiles		Hand contains no flower tiles.	Special
1	Flower/Season of the Round		Hand contains a flower tile of the round.	Special
1	Seat Flower/Season		Hand contains a player's flower tile.	Special

After four fan the score doubles after every increment of two (4, 6, 8 , 10, 12).

#### Variations

- **Win by a discarded tile:** Discarder pays winner full score.
- **Win by a discarded tile:** Discarder pays winner double the full score.
- **Win by a discarded tile:** Discarder pays winner full score and the other players pay normal the winner's score.

In the first two cases, if the discarded tile is used to promote a big melded kong, and the replacement tile is the winning tile, the discarder pays three times the winner's score.

- **Win by self-drawn tile:** All player's pay the full value of the winner's hand.

Fan	Score	Fan	Score
0	2	7	96
1	4	8	128
2	8	9	192
3	16	10	256
4	32	11	384
5	48	12	512
6	64		

# Hong Kong Old Style Penalties & Errors

## Penalties

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### Erroneous Mahjong

- If an erroneous mahjong is called the offender pays each player 4 fan worth

### Wrong Tile Count

- A player with more than 13 or fewer than 13 tiles forfeits the right to win the current hand. The number of tiles remains uncorrected.

### Miss Win

- Should a player fail to declare a winning tile, he cannot claim any identical discarded tile until his next draw.

## Insurance Penalties

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- [Big Three Dragons](#) — If Player A discards a dragon tile, which completes Player B's winning hand *and* the third dragon pung needed for Big Three Dragons, Player A pays two times the full value for himself and the other two players. Prior to this, Player B must have two melded dragon pungs.
- [Big Four Winds](#) — If Player A discards a wind tile, which completes Player B's winning hand *and* the fourth wind pung needed for Big Four Winds, Player A pays two times the full value for himself and the other two players. Prior to this, Player B must have three melded wind pungs.
- [All Honors](#) — If Player A discards an honor tile, which completes Player B's winning hand *and* the fourth honor pung needed for All Honors, Player A pays two times the full value for himself and the other two players. Prior to this, Player B must have three melded honor pungs.
- [All Terminals](#) — If Player A discards a terminal tile, which completes Player B's winning hand *and* the fourth terminal pung needed for All Honors, Player A pays two times the full value for himself and the other two players. Prior to this, Player B must have three melded terminal pungs.
- [Full Flush](#) — If Player A discards a matching suit tile, which completes Player B's winning hand *and* the fourth set needed for Full Flush, Player A pays two times the full value for himself and the other two players. Prior to this, Player B must have three melded sets of the same suit.

In the case of All Honors, All Terminals or Full Flush as described above, if Player A discards the tile completes the fourth set but is not the winning tile

- If Player B draws the winning tile, Player A pays the full value for himself and all other players. (This totals to three times the full score).
- If Player A subsequently discards the winning tile (i.e. the single wait), Player A pays for himself and all other players. (This totals to two times the full score).
- If Player C discards the winning tile, Player A and C pay the winner the value of the full score each.

If a Player A has no choice but to discard a risky tile (i.e. Player B and C show three melded sets in one suit), he will not be penalized in payment to all other players.

- Five Remaining Tiles - If there are five drawable tiles left and Player A discards a winning tile that has never been revealed or discarded before. Player A pays the value for himself and all other players.